

## **Assateague Island National Seashore Waterfowl Blinds**

GPS Datum WGS 84

### **Blind “A”**

This handicap hunting blind faces WNW and is on the edge of a marsh that is connected by a boardwalk that is wheelchair capable. Hunters must hunt from inside the blind. Parking is available next to the boardwalk for wheelchair availability.

GPS Coordinates:        N 38°14'37.2”    W 075° 08'15.7”

### **Area “B”**

This area is new this year and located about .5 miles north of Blind “A”. Park in the parking area that is located just past the turn off for blind “A” in the shell road parking lot. It is a clear walk in sand up to the entire point into the marsh. There is very little to no vegetation near the area. A large white PVC marker designates the hunting zone at the end of the trail. Hunters must hunt within 100 yards of the post

GPS Coordinates:        N 38°14'54.7”    W 075°08'09.6”

### **Area “C”**

This area is new this year and located on the state and national park boundary area located inside the developed area of the park. Park off the road next to the sign it will be located next to the entrance sign of Assateague Island. Follow the trail markers along the edge of the marsh out to a large white PVC marker designates the hunting zone at the end of the trail. Hunters must hunt within 100 yards of the post, no vegetation is available for concealment, we recommend a lay down or pop-up style blind.

GPS Coordinates:        N 38°12'51.2”    W 075°09'23.3”

### **Blind 1**

This blind faces WNW and is on the edge of the marsh and bay. There is no vegetation near the blind. This is a long walk, but a good trail. This is one of two blinds that an ORV permit is not required in order to access the trailhead. Look for the sign on the road shoulder, just south of Life of the Forest Trail. Park off the road next to the sign.

GPS Coordinates:        N 38°11'54.9”    W 075°10'03.7”

### **Blind 2**

This blind faces West and is on the edge of the marsh and bay. There is no vegetation near the blind. Park in the Life of the Dunes Trail lot and follow the markers west. This is one of two blinds where an ORV permit is not required to access the trail. This is one of the shorter blind trails.

GPS Coordinates:        N 38°11'34.2”    W 075°09'51.0”

### **Area 3 BOAT-IN**

This is a boat-in blind. It sits on the eastern edge of the Lumber Marsh tump and faces east. Hunters are allowed to use the entire tump. They are not limited to the physical blind. Hunters can hunt from a portable blind or their boat anchored up to the tump. Hunters are reminded that they must hunt from a stationary position and cannot walk-hunt.

GPS Coordinates:        N 38°11'35.0”    W 075°10'51.1”

### **Area 4**

The old Blind 4 is a pit blind on the edge of the marsh and bay. It faces west. Hunters may not use the pit blind it is unsafe. Hunters may now hunt within 100 yards of the pit. A portable blind is recommended. Hunters access the blind by Dune Crossing Km 17.4 / Tingles Island Campground. This is a good trail, .35 miles in distance.

GPS Coordinates:        N 38°10'52.0”    W 075°10'37.3”

## **Area 5**

This is a hunting area. Hunters access the area by beach marker post Km 17.4 / Tingles Island Campground. There is a large white stake at the end of the marked trail. Hunters must hunt within 100 yards of the white stake. A portable blind is recommended. Walking distance to post is .13 miles, beware of several mosquito ditches that cross the trail.

GPS Coordinates: N 38°10'45.3" W 075°10'22.6"

## **Blind 6 BOAT-IN**

This is a boat in blind. There is a blind on the tump that faces north. This year hunters can hunt the entire tump if they desire. Hunters are not limited to the physical blind itself. Hunters can hunt from a portable blind or their boat anchored up to the tump. Hunters are reminded that walk hunting is strictly prohibited and that they must hunt from a stationary position.

GPS Coordinates: N 38°10'40.4" W 075°11'49.9"

## **Area 8 BOAT-IN**

This is a boat-in hunting area. Hunters may hunt the south-west end of Tingles Island. There is a numbered white PVC stake that designates the island as Area 8. There is a blind on the island (old NPS blind 25) and hunters may use the blind until the blind is removed. Hunters may also use a portable blind or hunt from a boat anchored to the island. Hunters are reminded to hunt from a stationary position and not walk hunt.

GPS Coordinates: N 38°10'12.3" W 075°11'15.9"

## **Area 9 (Removed)**

## **Blind 10**

This blind is a walk-in blind on the edge of the marsh and bay. The blind faces West. There is no vegetation near the blind other than low marsh grass. It is a long and somewhat difficult walk. Hunters must cross a wide but shallow gut of water. Access the trail at Dune Crossing **Km 18.9**.

GPS Coordinates: N 38°10'11.2" W 075°10'59.6"

## **Blind 11**

This is a walk-in blind that sits in the middle of a shallow tidal pond. There may be little to **no** water during extreme low or "blow-out" tides. The blind faces north. Hunters must cross the tidal pond to reach the blind. This is one of the shorter trails. Access the trail at Dune Crossing 3 **Km 18.9**.

GPS Coordinates: N 38°09'46.6" W 075°10'45.7"

## **Blind 12**

This is a walk-in blind that faces NNW and it is on the edge of the marsh and bay. There is thick vegetation immediately to the rear of the blind. The trail is accessible at Dune Crossing **Km 19.4**. It is a .81 mile walk. Hunters must cross narrow but deep guts near the beginning of the trail and near the end of the trail close to the blind.

GPS Coordinates: N 38°09'42.7" W 075°11'19.9"

## **Blind 14**

This is a walk-in blind accessible from the beach at Dune Crossing **Km 20.7**. Hunters driving the ORV zone should look for the designated parking area just west of the ORV zone. The parking area is south of the Little Levels primitive campground, but *before* the Bullpen. This blind sits on a point of interior marsh land. Hunters must cross one narrow but deep gut about halfway down the trail. This trail is .63 miles long. The blind faces WNW.

GPS Coordinates: N 38°09'10.0" W 075°11'09.4"

## **Area 16**

This is a walk-in hunting area accessible by Dune Crossing **Km 21.5**. Follow the signs toward the Pine Tree campground however, turn left and go over the narrow one-lane bridge that takes you to the old Buntings House. Before the bridge there is an "Authorized Vehicles Only" sign. Cross the bridge, follow the road and park next to the house. Drive very slowly when crossing the bridge. The small bridge is steep and visibility is limited. From the parking area follow the trail markers west to the tip of the peninsula. This hunting area encompasses the entire tip of the peninsula. At the end of the posted trail there will be two large white PVC posts one on the north end of the peninsula and one on the far south end. Hunters must hunt west of these two posts. There is little to no vegetation on the peninsula. A portable is recommended.

GPS Coordinates:            N 38°08'18.2"    W 075°11'31.4"

## **Area 17**

This walk-in hunting area accessible by Dune Crossing **Km 25.3**. Follow the trail along the shoreline until you locate the large white PVC post that designates the area. Hunters must hunt within 100 yards of the post. There is thick vegetation in numerous areas around the post within the hunt zone. This is a long walk that could be more difficult at high tide. There is vegetation but a portable may be beneficial. Hunters are reminded that they must hunt from a stationary position and must not walk-hunt.

GPS Coordinates:            N 38°06'48.2"    W 075°11'59.5"

## **Area 18**

This is a walk-in hunting area. A large white PVC marker designates the hunting zone at the end of the trail. Hunters must hunt within 100 yards of the post. The area sits at the west end of a large gut with limited vegetation. A portable is recommended. The trail begins at a temporary parking area approximately at **Km26.2**. From the parking area travel west to the old back road and turn south for fifty feet. The trail runs fairly straight west through an open area and across a large mud flat. The trail is .5 miles long.

GPS Coordinates:            N 38°06'07.3"    W 075°12'02.2"

## **Area 19 BOAT-IN**

This is a boat-in area. Hunters may hunt the entire tump in the center of the Pirate Islands. There is an old pit blind on the southwest side that is usable. There is little to no vegetation on the marsh island. A portable would be beneficial. The area is marked with a numbered white PVC post on the north side of the island. The adjacent islands are restricted and are posted as "No Hunting" areas.

GPS Coordinates:            N 38°05'45.7"    W 075°14'01.0"

## **Area 20**

This is an area accessible by foot or boat. It is near Scott's point, southeast of the Pirate Islands. A numbered white PVC post designates the area. Hunters must hunt within 100 yards of the post. There is thick vegetation in several locations within the zone. There are several tidal ponds near the post as well. Walk-in hunters should access the area by Dune Crossing **Km 29.2**. Go over the dune crossing and turn right. Follow the old back trail north until you see the signs and opened gate on the left. Turn left and follow the road straight until you see the trail marker for Area 20. Park here and walk the trail. The beginning of the trail is thick and narrow. Once you reach the edge of the marsh, the walk can be difficult due to some shallow holes along the route. This is a long and difficult walk. There is vegetation in the hunt zone, but a portable blind may be beneficial.

GPS Coordinates:            N 38°05'10.4"    W 075°13'13.7"

## **Blind 21**

This walk-in blind is accessible via the ORV zone, at Dune Crossing **Km 30.7**. Look for the designated parking area on the beach, and follow the trail markers in. This is one of the longer walks. The blind faces WNW.

GPS Coordinates:            N 38°04'18.2"    W 075°13'19.7"

## **Blind 22**

This is a walk-in blind accessible via Dune Crossing **Km 32.5**. Turn right after crossing over the dunes and follow the road to its end. You will see the sign for Blind 22/23. Park here, Walk the trail west. The trail to 22 is a difficult and long walk with several shallow holes - watch your footing. When you reach the edge of the bay at the marsh, the blind is another 100 yards west, across the gut of water. It can be somewhat deep during high tide, but it becomes more shallow the further west you walk.

GPS Coordinates:        N 38°03'51.5"    W 075°13'48.0"

## **Area 23**

Walk-in hunters can access this area along the same trail as Blind 22 (see above). The trail will fork to the right (north) toward Area 23. Follow the trail markers. A numbered white PVC post designates the area. Hunters must hunt within 100 yards of the post. There is little to no vegetation near the post. A portable is recommended.

GPS Coordinates:        N 38°03'51.9"    W 075°13'24.7"

## **Blind 24**

This walk-in blind is accessible via **Km 32.5**. After driving over the dune crossing turn left and follow the road to the Pope Bay Campsite. Park at the campsite and follow the trail markers. Hunters must cross one narrow gut near the head of the trail. Blind 24 sits out in the water in a tidal pond. This is a shorter walk than to some of the other blinds; however the water that surrounds the blind has a very soft mud bottom. There may not be much water around the blind to float decoys if there is an extreme low or blow-out tide. The blind faces west.

GPS Coordinates:        N 38°03'00.7"    W 075°14'12.9"

## **Blind 25**

This walk-in blind is accessible along the same trail as blind 24. After crossing the gut near the beginning of the trail, the trail will fork to the left (south) and lead to the blind that sits on the edge of the marsh and bay. There is no vegetation near the blind other than low grass. The blind faces SSE. This is a long but good trail.

GPS Coordinates:        N 38°02'58.7"    W 075°14'27.1"