

GAME BIRDS AND GAME ANIMALS

Cold Storage or Processing Facility Record Book



4200 Smith School Road
Austin, Texas 78744

PWD 172-L2000 (8/09)



TEXAS PARKS AND WILDLIFE

(See Instructions)

INSTRUCTIONS

Effective September 1, 2009, Acts enacted by the 81st Texas Legislature.

§42.001 (4) “Private cold storage or processing facility” means a cold storage or processing facility that is not available for use by the public.

(6) “Cold storage or processing facility” means a stationary facility designed and constructed to store or process game animals and game birds.

§62.029. RECORDS OF GAME IN COLD STORAGE OR PROCESSING FACILITY.

- (a) As used in this section, “cold storage or processing facility” has the meaning assigned by Section 42.001.
- (b) The owner, operator, or lessee of a cold storage or processing facility shall maintain a book containing a record of:
 - (1) the name, address, and hunting license number of each person who killed a game bird or game animal that is placed in the facility;
 - (2) the name and address of each person who places a game bird or game animal in the facility, if different from the person who killed the bird or animal;
 - (3) the number and kind of game birds or game animals placed in the facility; and
 - (4) the date on which each game bird or game animal is placed in the facility.
- (c) The owner, operator, or lessee shall enter all information into the book as required by this section before placing in storage or processing any game animal or game bird.
- (d) The cold storage or processing facility record book shall be kept at the facility and may be inspected by an authorized employee of the department during business hours or at any other reasonable time.
- (e) Each cold storage or processing facility record book shall be kept at the facility until the first anniversary of the date of the last entry in the book.
- (f) This section does not apply to a private, noncommercial, family-owned cold storage or processing facility unless the facility is located on a hunting lease and is made available to individuals other than the landowner, the landowner’s nonpaying family members, or the landowner’s nonpaying guests.
- (g) This section does not require the entry or maintenance of a record for the carcass of a deer or antelope that is properly tagged and is placed in a private cold storage or processing facility.

§62.030. POSSESSION OF GAME IN COLD STORAGE OR PROCESSING FACILITY. A person may place and maintain, or possess, in a cold storage or processing facility, lawfully killed game birds and game animals not in excess of the number permitted to be possessed by law.

§62.031. INSPECTIONS OF FACILITIES.

- (a) Authorized employees of the department may enter and inspect a cold storage or processing facility or other place, including taxidermist shops and tanneries, where protected wildlife are stored.
- (b) In this section, “protected wildlife” means game animals, game birds, nongame animals, and nongame birds that are the subject of any protective law or regulation of this state or the United States.
- (c) Inspections under this section may be made during normal business hours or at any other reasonable time.

GAME BIRD AND GAME ANIMAL COLD

Hunters for the Hungry (HFTH)–Please check HFTH Donations Below

| | HFTH | Owner of Game | Street, City, State and Zip Code | Date Rec'd | Hunting License Number |
|----|--------------------------|---------------|----------------------------------|------------|------------------------|
| 1 | <input type="checkbox"/> | | | | |
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Hunters for the Hungry

HUNTERS FOR THE HUNGRY is a statewide wild game donation program that provides a healthy source of protein to Texans who need assistance obtaining well-balanced, nutritious meals.

Hunters for the Hungry’s mission is three-fold:

- To alleviate hunger and malnutrition in Texas.
- To provide a meaningful outlet for hunters wishing to help their communities.
- To promote stewardship of the environment through sensible wildlife management plans.

Make Hunger Your Next Target

Hunters simply tag their legally harvested deer, bring it to a participating meat processor, and pay a nominal, reduced processing fee of approximately \$30 per deer. Custom cuts may incur an additional cost at the processor’s discretion. Participating processors grind the venison into burger and package and store it for local food assistance providers to pick up. The processing fee may be tax deductible for the hunter; consult a tax advisor for information. The processor provides a receipt for such purpose.

FOR MORE INFORMATION:
1-800-992-9767, then press ext. 506
Visit us on the Web at
www.tacaa.org/hunters.htm

Texas Hunters for the Hungry is a program of the Texas Association of Community Action Agencies, Inc., a non-profit 501 (c) (3) organization.

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STORAGE OR PROCESSING FACILITY

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| GAME ANIMALS | | UPLAND GAME BIRDS | | MIGRATORY GAME BIRDS | | |
| WD=White-tailed Deer | JA=Javelina | TU=Turkey | PC=Prairie Chicken | DV=Dove | SC=Sandhill Crane | RA=Rails |
| MD=Mule Deer | SQ=Squirrel | QL=Quail | CH=Chachalacas | DK=Duck | WC=Woodcock | GA=Gallinules |
| PA=Pronghorn Antelope | | PH=Pheasant | | GS=Geese | SN=Snipe | |

Please use appropriate code in "Type" column (e.g. Code WD = White-tailed Deer)

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 GS=Geese SN=Snipe

Please use appropriate code in "Type" column (e.g. Code WD = White-tailed Deer)

| | Number & Type of Game | | Storage Tag Number | Name of Person Placing Game in Storage if other than Owner | Street, City, State and Zip Code |
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GAME BIRD AND GAME ANIMAL COLD

Hunters for the Hungry (HFTH)–Please check HFTH Donations Below

| | HFTH | Owner of Game | Street, City, State and Zip Code | Date Rec'd | Hunting License Number |
|----|--------------------------|---------------|----------------------------------|------------|------------------------|
| 1 | <input type="checkbox"/> | | | | |
| 2 | <input type="checkbox"/> | | | | |
| 3 | <input type="checkbox"/> | | | | |
| 4 | <input type="checkbox"/> | | | | |
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| 15 | <input type="checkbox"/> | | | | |
| 16 | <input type="checkbox"/> | | | | |

STORAGE OR PROCESSING FACILITY

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| <p style="text-align: center; margin: 0;">GAME ANIMALS</p> <p style="margin: 0;">WD=White-tailed Deer JA=Javelina MD=Mule Deer SQ=Squirrel PA=Pronghorn Antelope</p> | <p style="text-align: center; margin: 0;">UPLAND GAME BIRDS</p> <p style="margin: 0;">TU=Turkey PC=Prairie Chicken QL=Quail CH=Chachalacas PH=Pheasant</p> | <p style="text-align: center; margin: 0;">MIGRATORY GAME BIRDS</p> <p style="margin: 0;">DV=Dove SC=Sandhill Crane RA=Rails DK=Duck WC=Woodcock GA=Gallinules GS=Geese SN=Snipe</p> |
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| 14 | <input type="checkbox"/> | | | | |
| 15 | <input type="checkbox"/> | | | | |
| 16 | <input type="checkbox"/> | | | | |

STORAGE OR PROCESSING FACILITY

GAME ANIMALS

WD=White-tailed Deer JA=Javelina
 MD=Mule Deer SQ=Squirrel
 PA=Pronghorn Antelope

UPLAND GAME BIRDS

TU=Turkey PC=Prairie Chicken
 QL=Quail CH=Chachalacas
 PH=Pheasant

MIGRATORY GAME BIRDS

DV=Dove SC=Sandhill Crane RA=Rails
 DK=Duck WC=Woodcock GA=Gallinules
 GS=Geese SN=Snipe

Please use appropriate code in "Type" column (e.g. Code WD = White-tailed Deer)

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GAME BIRD AND GAME ANIMAL COLD

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STORAGE OR PROCESSING FACILITY

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| <p style="text-align: center;"><u>GAME ANIMALS</u></p> <p>WD=White-tailed Deer JA=Javelina MD=Mule Deer SQ=Squirrel PA=Pronghorn Antelope</p> | <p style="text-align: center;"><u>UPLAND GAME BIRDS</u></p> <p>TU=Turkey PC=Prairie Chicken QL=Quail CH=Chachalacas PH=Pheasant</p> | <p style="text-align: center;"><u>MIGRATORY GAME BIRDS</u></p> <p>DV=Dove SC=Sandhill Crane RA=Rails DK=Duck WC=Woodcock GA=Gallinules GS=Geese SN=Snipe</p> |
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| 16 | <input type="checkbox"/> | | | | |

STORAGE OR PROCESSING FACILITY

GAME ANIMALS

WD=White-tailed Deer
MD=Mule Deer
PA=Pronghorn Antelope

JA=Javelina
SQ=Squirrel

UPLAND GAME BIRDS

TU=Turkey
QL=Quail
PH=Pheasant

PC=Prairie Chicken
CH=Chachalacas

MIGRATORY GAME BIRDS

DV=Dove
DK=Duck
GS=Geese

SC=Sandhill Crane
WC=Woodcock
SN=Snipe

RA=Rails
GA=Gallinules

Please use appropriate code in "Type" column (e.g. Code WD = White-tailed Deer)

| | Number & Type of Game | | Storage Tag Number | Name of Person Placing Game in Storage if other than Owner | Street, City, State and Zip Code |
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GAME BIRD AND GAME ANIMAL COLD

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| 16 | <input type="checkbox"/> | | | | |

STORAGE OR PROCESSING FACILITY

GAME ANIMALS

WD=White-tailed Deer JA=Javelina
 MD=Mule Deer SQ=Squirrel
 PA=Pronghorn Antelope

UPLAND GAME BIRDS

TU=Turkey PC=Prairie Chicken
 QL=Quail CH=Chachalacas
 PH=Pheasant

MIGRATORY GAME BIRDS

DV=Dove SC=Sandhill Crane RA=Rails
 DK=Duck WC=Woodcock GA=Gallinules
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GAME BIRD AND GAME ANIMAL COLD

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STORAGE OR PROCESSING FACILITY

GAME ANIMALS

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UPLAND GAME BIRDS

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MIGRATORY GAME BIRDS

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| | Number & Type of Game | | Storage Tag Number | Name of Person Placing Game in Storage if other than Owner | Street, City, State and Zip Code |
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STORAGE OR PROCESSING FACILITY

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| <p style="text-align: center;"><u>GAME ANIMALS</u></p> <p>WD=White-tailed Deer JA=Javelina MD=Mule Deer SQ=Squirrel PA=Pronghorn Antelope</p> | <p style="text-align: center;"><u>UPLAND GAME BIRDS</u></p> <p>TU=Turkey PC=Prairie Chicken QL=Quail CH=Chachalacas PH=Pheasant</p> | <p style="text-align: center;"><u>MIGRATORY GAME BIRDS</u></p> <p>DV=Dove SC=Sandhill Crane RA=Rails DK=Duck WC=Woodcock GA=Gallinules GS=Geese SN=Snipe</p> |
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STORAGE OR PROCESSING FACILITY

GAME ANIMALS

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UPLAND GAME BIRDS

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GAME BIRD AND GAME ANIMAL COLD

Hunters for the Hungry (HFTH)–Please check HFTH Donations Below

| | HFTH | Owner of Game | Street, City, State and Zip Code | Date Rec'd | Hunting License Number |
|----|--------------------------|---------------|----------------------------------|------------|------------------------|
| 1 | <input type="checkbox"/> | | | | |
| 2 | <input type="checkbox"/> | | | | |
| 3 | <input type="checkbox"/> | | | | |
| 4 | <input type="checkbox"/> | | | | |
| 5 | <input type="checkbox"/> | | | | |
| 6 | <input type="checkbox"/> | | | | |
| 7 | <input type="checkbox"/> | | | | |
| 8 | <input type="checkbox"/> | | | | |
| 9 | <input type="checkbox"/> | | | | |
| 10 | <input type="checkbox"/> | | | | |
| 11 | <input type="checkbox"/> | | | | |
| 12 | <input type="checkbox"/> | | | | |
| 13 | <input type="checkbox"/> | | | | |
| 14 | <input type="checkbox"/> | | | | |
| 15 | <input type="checkbox"/> | | | | |
| 16 | <input type="checkbox"/> | | | | |

STORAGE OR PROCESSING FACILITY

GAME ANIMALS

WD=White-tailed Deer JA=Javelina
 MD=Mule Deer SQ=Squirrel
 PA=Pronghorn Antelope

UPLAND GAME BIRDS

TU=Turkey PC=Prairie Chicken
 QL=Quail CH=Chachalacas
 PH=Pheasant

MIGRATORY GAME BIRDS

DV=Dove SC=Sandhill Crane RA=Rails
 DK=Duck WC=Woodcock GA=Gallinules
 GS=Geese SN=Snipe

Please use appropriate code in "Type" column (e.g. Code WD = White-tailed Deer)

| | Number & Type of Game | | Storage Tag Number | Name of Person Placing Game in Storage if other than Owner | Street, City, State and Zip Code |
|---|-----------------------|------|--------------------|------------------------------------------------------------|----------------------------------|
| | No. | Type | | | |
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