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This publication is intended as a guide only. For state laws and regulations, see the Natural Resources Article of the Annotated Code of Maryland and the Code of Maryland Regulations, Title 08 at the following web sites:
- **Laws:** lawlib.state.md.us
- **Regulations:** dsd.state.md.us/COMAR/ComarHome.html

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Dear Maryland Hunters and Trappers:

As outdoor enthusiasts, I know we all welcome the start of the 2020-2021 hunting and trapping season! Not only does Maryland have rich heritage steeped in the traditions of hunting and trapping, we have unique, world-class outdoor recreation experiences across our state. Our department’s wildlife professionals continue to work with many stakeholders to ensure that we manage those resources responsibly and provide you with safe and successful opportunities to hunt.

We are pleased to announce that new wildlife management areas have opened to provide even greater access to Maryland’s public lands. Hunters, trappers, and other wildlife enthusiasts will find a wonderful variety of places with diverse wildlife, terrain, and natural features to enjoy. Thanks to many private landowners, especially Maryland’s farmers, our state also has a vast network of private lands that support wildlife and hunting.

Finally, an important reminder for all of us as we head outdoors to enjoy Maryland’s natural resources – stay safe, take precautions, and protect others. Wishing you a safe and fruitful season afield!

Sincerely,

Jeannie Haddaway-Riccio,
Secretary of the Maryland Department of Natural Resources

Greetings Maryland Hunters and Trappers:

Welcome to the 2020-2021 season. This spring and summer was no-doubt one of the more remarkable and challenging times in our modern history. We learned that spending time outdoors with our families was one of the safest ways to decompress from the stress of the pandemic. As a result, thousands of Marylanders took to the fields, forests and waterways across Maryland.

Hunters and trappers know the importance and value of being outdoors as well as any enthusiast. All of you enjoy being outdoors it and embrace it as part of your life. It is more than a place to fill a tag, indeed your outdoor world is a safe and stress-easing zone that allows you the chance to disconnect from the chaos of daily life – particularly when life is at its most stressfull.

Perhaps more than any other season in recent history, the Spring 2020 turkey hunting opportunity demonstrated the passion and enthusiasm of the hunting community and their interest in being outside. Hunters across Maryland did not want to miss their chance to get outside and, in what is perhaps the purest form of social distancing, spend time in search of a spring gobbler while easing their minds of the news that surrounded us.

It was remarkable to read the tales of appreciation by so many of you who took to the fields and forests during the spring season and, irrespective of your success in tagging a turkey, found it one of the most fulfilling opportunities during that difficult time. Hunters and trappers are not immune to disease any more than those who do not hunt. But the passion of being outdoors, often with family and close friends, is a time-honored gift that keeps us emotionally and physically grounded. The spring 2020 turkey hunt was a place where many of you found that solid ground and we were pleased to be able to play a part in making it happen.

On behalf of the Wildlife and Heritage Service Team, I wish you all the best during the 2020-2021 season!

Paul A. Peditto,
Director of the Maryland Wildlife & Heritage Service
NEW HUNTING OPPORTUNITIES AND REGULATIONS FOR 2020–2021

- Rifles and handguns that fire straight-walled cartridges may now be used to hunt deer during the Firearms Season and Junior Deer Hunt days statewide. See map on page 15.
- There is a new Suburban Deer Management Zone comprised of Anne Arundel, Baltimore, Howard, Montgomery and Prince George’s counties. The Archery Season antlerless deer bag limit is unlimited in the Suburban Deer Management Zone. See page 14.
- Coyotes may now be hunted year-round statewide during the day and night. See page 51.
- There are new Primitive Deer Hunt Days on February 1-3, 2021. Hunters may only use long bows, recurve bows or flintlock and sidelock percussion muzzleloaders during these days. See page 16.
- The Bonus Antlered Deer Stamp may now be used in Region A under certain circumstances. See page 17.
- Active duty military and honorably discharged veterans now have two special waterfowl hunt days. See page 40.
- Waterfowl hunting at the Deal Island and Fairmount Wildlife Management Area impoundments has a new schedule of available dates. All available dates for the regular duck season at the Deal Island impoundment will now require a permit issued by lottery. See page 58.
- The Maryland Department of Natural Resources will be offering “do-it-yourself” hunts for stocked pheasants in 2020. The pheasant hunts will take place on public lands across the state. Apprentice license holders, junior license holders, new hunters and hunters who have previously held a Maryland hunting license but have let it lapse are eligible to apply. See page 48.

Brett Schrader an Eastern Shore native who grew up on a dairy farm and knows hard work. Hunting and fishing was a way of life growing up and to this day he is still an avid hunter and fisherman. Brett has the knowledge of what other sportsman desire in a hunting property whether it’s for mature whitetail, sika deer, waterfowl or a cashflow investment property. His experience and knowledge will help you find or even sell your perfect piece of property on the Eastern Shore!

“If you’re looking to buy/sell property or find a new Eastern Shore home closer to your favorite hunting spot, give me a call or text me at 410-490-6075!”

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Hunting Licenses, Stamps and Permits

Full Season Hunting Licenses are valid from the day they are issued through the next July 31. A hunting license year is August 1 through the next July 31.

Be aware that a hunting license holder is required to have a printed paper copy or electronic copy of their hunting license in their possession while hunting.

Hunter Education and Safety Requirement

To hunt or purchase a hunting license state law requires:

- Presentation of a Certificate of Competency in Firearms and Hunting Safety (required of all first time hunters), or
- Certification that you held a hunting license issued prior to July 1, 1977, or
- Certification that you hunted on private property prior to July 1, 1977, and were legally exempt from purchasing a hunting license, or
- Certification that you are purchasing a nonresident 3-day license (this page) and will only hunt waterfowl.

Exceptions: Compliance with the Hunter Education and Safety Requirement does not apply to those who are hunting only waterfowl with a Nonresident 3-day Waterfowl and Small Game License (this page) and those shooting under a Regulated Shooting Area Hunting License who are not hunting wild or free-flying captive-raised mallards (see Regulated Shooting Area Hunting License, pg. 7).

The Natural Resources Police, Safety Education and Outreach Unit provides the Hunter Education Course required to obtain the Certificate of Competency in Firearms and Hunter Safety. In addition to traditional classroom courses, an online course is available for those age 13 and older that requires a mandatory one day Hunter Education Field Day Workshop.

Information about Hunter Education Courses, Boating Safety Education Courses, and Trapper Education is available from the Maryland Natural Resources Police, Safety Education and Outreach Unit, 305 Marine Academy Drive, Suite 1, Stevensville, MD 21666, 410-643-8502 and by visiting the website at dnr.maryland.gov/nrp/Pages/default.aspx

Note: RESIDENT Junior Hunters (under 16 years of age) are entitled to a one-time FREE annual hunting license, Archery Stamp and Muzzleloader Stamp upon successful completion of a Hunter Education Course. Please bring or fax the form provided by the course instructor to any Licensing and Registration Service Center (pg. 4). A Maryland resident who completes a Hunter Education Course in another state may contact a Licensing Service Center for the required application form.

Full Season Hunting Licenses

A Full Season Hunting License allows a person to hunt all legal game birds and mammals that are in season. There are additional stamps or permits required for hunting deer, migratory game birds, furbearers and bear (see each game section for its requirements).

An Apprentice Hunting License is available for first time hunters. The Apprentice Hunting License is a one-time license available to both residents and nonresidents that have never hunted before.

Resident Apprentice Hunting License ............................................. $10

For first-time Maryland resident hunters of any age who never held a Maryland hunting license.

A person may not purchase an Apprentice Hunting License if they have previously obtained any hunting license in Maryland.

Use of an Apprentice Hunting License requires the following:

- Successful completion of a short, online hunter safety course is required prior to purchasing this license.
- Appropriate stamps are required to hunt migratory birds (pg. 7, federal and state duck stamps) and deer (pgs. 7.8) Archery, Bonus Antlered and Muzzleloader Stamps).
- The apprentice hunter must be accompanied and directly supervised by a Maryland resident at least 18 years old who possesses a valid Maryland non-apprentice hunting license.
- The apprentice and mentor hunter must hunt in close proximity so that the mentor can take immediate control of the apprentice hunter’s hunting device.
- The apprentice hunter can hunt unaccompanied if the full hunter safety course was taken and a Certificate of Competency in Firearms and Hunting Safety was acquired.

Nonresident Apprentice Hunting License ..................................... $20

For first-time non-resident hunters of any age who never held a Maryland hunting license.

Applications must comply with the requirements listed above.

Resident Regular Hunting License .......... $24.50

For Maryland residents age 16 to 64.

Resident Junior Hunting License.......... $10.50

For Maryland residents under 16 years of age. Written permission of parent or guardian is required.

Resident Senior Hunting License ........... $5

For Maryland residents age 65 and above. It may be purchased in the calendar year in which a resident attains the age of 65.

Senior Lifetime Consolidated License

This license is no longer available for purchase. Persons who already hold this license are “grandfathered” and:

- Do not need to purchase the Senior Hunting License, Archery or Muzzleloader Stamps.
- Must buy a Bonus Antlered Deer Stamp to hunt a bonus antlered deer.
- Must purchase a Maryland Migratory Game Bird Stamp to hunt migratory game birds.
- Must buy a Managed Hunt Permit (where required).
- Must purchase a Furbearer Permit to hunt or chase furbearers.
- Hunters must keep a record of their confirmation numbers by using the Big Game Harvest Record provided with their license, creating their own record or storing a record electronically on their mobile device. Proof of harvest must be furnished upon request. See Deer and Turkey Tagging and Checking (pgs. 34-35).

Nonresident Hunting License .................. $130

For hunters who are not Maryland residents and are 16 to 64.

Nonresident Junior Hunting License ........... $32.50

For hunters who are not Maryland residents and are under 16 years of age. Written permission of parent or guardian is required.

Nonresident Senior Hunting License ................ $65

For hunters who are not Maryland residents and are age 65 or older. This license may be purchased in the calendar year in which a nonresident attains the age of 65.

Other Hunting Licenses

Nonresident 3-Day Waterfowl and Small Game License .......... $45

- This license allows nonresidents of
Maryland to hunt all legal game in season except deer, bear and turkey for three consecutive legal hunting days.

- A Maryland Migratory Game Bird Stamp is required to hunt migratory game birds with this license.
- A Federal Migratory Bird Hunting and Conservation Stamp is required to hunt waterfowl and coots with this license.
- A Furbearer Permit is required to hunt, chase or trap furbearers with a Nonresident 3-Day Waterfowl and Small Game License.
- The Hunter Education and Safety Requirement does not apply to hunting only wild waterfowl with this license.

Nonresident Trapping License .......... $25.50
This license is required for nonresidents to trap furbearers (pg. 50-54) in Maryland in addition to a Nonresident Hunting License and an Individual Furbearer Permit.

Regulated Shooting Area Hunting License……………………………….$6
This license allows a person to shoot captive-raised game birds on a state-licensed Regulated Shooting Area only.
- A Regulated Shooting Area Hunting License and the purchase of a Maryland Migratory Game Bird Stamp allows a person to shoot tower-released, flighted mallards on a Regulated Shooting Area.
- This license cannot be used to hunt wild or free-flying, captive-raised waterfowl on a Regulated Shooting Area.
- To hunt free-flying, captive-raised mallard ducks or wild waterfowl on a state-licensed Regulated Shooting Area a hunter must possess a Maryland hunting license, the printed validation showing proof of purchase of the Maryland Migratory Game Bird Stamp and Harvest Information Program certification and a Federal Migratory Bird Hunting and Conservation Stamp or its proof of purchase (if over the age of 15).
- A Regulated Shooting Area Hunting License is not required if you have a valid Full Season Hunting License.
- Hunters on Regulated Shooting Areas may shoot captive-raised game birds on Sundays.

Stationary Blind and Blind Site License………………………. $20
A Stationary Blind and Blind Site License allows a person to have an offshore waterfowl blind or blind site in Maryland public waters. For Maryland Offshore Waterfowl Hunting information see: dnr.maryland.gov/wildlife/Pages/hunt_trap/oswaterfowl/offshore_intro.aspx.

Hunting Stamps
Federal Migratory Bird Hunting and Conservation Stamp At National Wildlife Refuges, U.S. Post Offices and at duckstamp.com ...................................... $25
From the COMPASS portal at compass.dnr.maryland.gov/ OR any Licensing and Registration Service Center (pg. 4) OR a Sport License agent ........................................... $27
A Federal Migratory Bird Hunting and Conservation Stamp (federal duck stamp) is required of all hunters 16 years of age or older to hunt brant, coots, ducks and geese (pg. 39).

Maryland Migratory Game Bird Stamp....$9
A Maryland Migratory Game Bird Stamp is required of all hunters to hunt all migratory game birds in Maryland.

Resident Archery Stamp ..................... $6
Nonresident Archery Stamp ............... $25

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An Archery Stamp is required to hunt deer during the Archery Season (pg. 16-23).

Resident Muzzleloader Stamp $6  Nonresident Muzzleloader Stamp $25
A Muzzleloader Stamp is required to hunt deer during the Muzzleloader Season (pg. 16-24).

NOTE: Exceptions to the Archery and Muzzleloader Stamp requirements: Hunters entitled to hunt without a license and hunters with a Senior Lifetime Consolidated License do not need to purchase an Archery or Muzzleloader Stamp.

Resident Bonus Antlered Deer Stamp...$10  Nonresident Bonus Antlered Deer Stamp...$25
A Bonus Antlered Deer Stamp allows hunting license holders to take one additional antlered white-tailed deer during one of the hunting seasons (Archery, Muzzleloader or Firearms), (pg. 16).

Hunting Permits
Archery Hunting Permit for the Liberty, Loch Raven and Prettyboy Reservoirs FREE
Issued in cooperation of the Maryland Department of Natural Resources, Wildlife and Heritage Service and the City of Baltimore Bureau of Water and Wastewater. Allows archery hunting only on the Liberty, Loch Raven and Prettyboy Reservoirs (pg. 59).

Central Region Public
Hunting Permit FREE
Required for certain public hunting areas in Baltimore, Carroll, Cecil, Harford, Howard, Montgomery, Kent and Queen Anne’s Counties. To obtain the free Central Region Public Hunting Permit apply online at dnr.maryland.gov/wildlife/Pages/publiclands/wmacentral.aspx. Please call the Gwynnbrook Office at 410-356-9272 between 7:30-11:30 a.m. with questions or for instructions on how to apply by mail or in person.

Southern Region Public
Hunting Permit FREE
Required for certain public hunting areas in Anne Arundel, Calvert, Charles, Prince George’s and St. Mary’s counties. You can now apply for the Southern Region Hunting Permit online. For information, go to dnr.maryland.gov/wildlife/Pages/publiclands/wmasouthern.aspx. For questions regarding specific areas and other methods to apply, please call the Myrtle Grove office at 301-743-5161 between 8 a.m. - noon.

Individual Furbearer Permit... $5  Group Furbearer Permit... $10  A Furbearer Permit is required to hunt, chase or trap any furbearer (pg. 50-54).

Managed Hunt Permit $35  The annual Managed Hunt Permit is required to hunt Department of Natural Resources properties that charge for managed hunts and covers all such hunts on these lands (pg. 27-30).

Snow Goose Conservation Order Hunting Season Permit... $5  A Maryland Snow Goose Conservation Order Hunting Season Permit is required to participate in the Light Goose Conservation Order Season (pg. 42).

Hunting Fees
Black Bear Hunt Lottery Application Fee...$15  A Black Bear Hunting Permit is only available through the Maryland Black Bear Lottery process. The lottery application fee is non-refundable (pg. 46).

Purple Heart Recipients
Maryland residents who were recipients of the Purple Heart Award are eligible for a discounted hunting license and any associated stamps and permits. This year’s discounted rate is 50 percent of the regular price of the license or stamp. These discounted hunting licenses and stamps can only be purchased in person at a Licensing and Registration Service Center (pg. 4). Documentation proving the Purple Heart Award was received by the hunter must be provided at the time of purchase. The Purple Heart medal does not suffice as proof of receiving the award. All other requirements apply, for obtaining a hunting license and stamps.

Complimentary DAV-POW Hunting Licenses
A Complimentary Lifetime Hunting License is available to Maryland residents certified as a former prisoner of war or a 100 percent service-connected disabled American veteran (Veterans Administration documentation is required).

• This free lifetime hunting license is available only at Licensing and Registration Service Centers (pg. 4).
• This license also includes free, lifetime Archery Stamps, Muzzleloader Stamps and Furbearer Permits.
• The Maryland Migratory Game Bird Stamp and Federal Migratory Bird Hunting and Conservation Stamp are required to be purchased annually and are not included with this license.
• Deer and turkey hunters must keep a record of their confirmation numbers by using the Big Game Harvest Record provided with their license, creating their own record or storing a record electronically on their mobile device. Proof of harvest must be furnished upon request. See Deer and Turkey Tagging and Checking (pgs. 34-38).

Members of the Armed Forces
Hunting In Maryland:
Active duty members of the Armed Forces stationed in Maryland:
• are considered residents of Maryland.
• must comply with the Hunter Education and Safety Requirement (pg. 6).
• must purchase a Resident Hunting License and all required stamps and permits before hunting, unless they are on official leave and possess a copy of their official leave orders.
• while hunting during official leave in Maryland with a copy of their official leave orders:
  » do not need to purchase a hunting license, deer stamps or Managed Hunt Permit.
  » must purchase a Maryland Migratory Game Bird Stamp, a Federal Migratory Bird Hunting and Conservation Stamp and a Furbearer Permit to pursue migratory game birds and furbearers.

ONLINE LICENSE SYSTEM
The web-based COMPASS licensing system provides the fastest and greenest way to purchase your hunting license. In addition to our eight Licensing and Registration Service Centers and more than 250 sport license agents, this web-based system is available 24/7 for self-service online purchases. Connect to COMPASS through dnr.maryland.gov/Pages/licensing.aspx. On your first visit, you will supply your personal information. You will receive a free DN Rid number and can then print your free DN Rid Card. Your DN Rid number is all that will be needed to locate your account for future purchases. You may print your license and receipt at the end of your purchase. A confirmation email will be provided shortly after purchase. Hunting and recreational fishing licenses can be reprinted at any time, free of charge. Hunters can print additional Big Game Harvest Records and check your harvest, both free, through COMPASS online.
Any nonresident serving in the Armed Forces who is on leave in Maryland, but not stationed in Maryland, must purchase a Nonresident Hunting License before hunting.

Who May Hunt Without a Hunting License
All Maryland hunters must comply with the Hunter Education and Safety Requirement (pg. 6).

You are not required to possess a Maryland hunting license if you are:
• a resident of Maryland (or their spouse) who owns property and who hunts only on that property. This also applies to:
  » The landowner’s children and grandchildren if they are under the age of 16.
  » The landowner’s children and grandchildren, and the spouse of the children or grandchildren, regardless of age, if the child, grandchild, or their spouse lives on the property, or has worked on the property for at least 30 days during the preceding 12 months, or manages the property. (Each person must individually qualify under these criteria. To qualify for this exemption, a landowner does not need to live on the property but must be able to prove ownership.)
• A person (or their spouse) who holds land under lease for agricultural purposes (or a sharecropper), and lives on this farmland, and hunts only on this farmland. This also applies to:
  » The lessee’s children and grandchildren if they are under the age of 16.
  » The lessee’s children and grandchildren, and their spouses, if the child, grandchild, or spouse of the child or grandchild, lives on the property, or has worked on the property for at least 30 days during the preceding 12 months, or manages the property.
• A nonresident (or their spouse) who owns a contiguous piece of farmland that is in both Virginia and Maryland and the person’s primary residence is on the Virginia portion of the property. Thus, they may hunt on the Maryland portion of the property without a Maryland hunting license. This also applies to the owner’s children and grandchildren if they are under the age of 16.
• A Maryland resident serving in the Armed Forces who is on official leave in Maryland (whether stationed in Maryland or outside Maryland) and possesses a copy of official leave orders while hunting.
• A person serving in the Armed Forces who has a service-connected disability and possesses a valid military identification while hunting.
• A person who is a retired former member of the Armed Services and hunting on farmland that is in active farming status and owned by the person or the person’s spouse, child, child’s spouse, parent, grandparent, sibling, niece or nephew. A retired former armed forces member who hunts on farmland without a hunting license must possess the retired military identification card and written permission from the owner of the farm property specifying the relationship of the person to the owner of the property.

Be aware that hunters not required to have a license:
• must obtain a free DN Rid number available through the COMPASS portal at compass.dnr.maryland.gov OR any Licensing and Registration Service Center (pg. 4) OR a Sport License agent.
• must keep a record of their deer and turkey confirmation numbers by using the Big Game Harvest Record provided with their license, creating their own record or storing a record electronically on their mobile device. Proof of harvest must be furnished upon request. See Deer and Turkey Tagging and Checking (pgs. 34-38).
• must have a Maryland Migratory Game Bird Stamp to hunt migratory game birds.
• must possess the Federal Migratory Bird Hunting and Conservation Stamp to hunt waterfowl and coots.
• must obtain a Furbearer Permit to hunt, trap or chase any furbearer.
• are not required to purchase Archery Deer Stamps, Muzzleloader Deer Stamps or Bonus Antlered Deer Stamps.

Nonresidents of Maryland who own property in the state and hunt on that property are required to purchase a Nonresident Hunting License and all other appropriate stamps and permits.

Individuals who are exempt from Maryland hunting license requirements are subject to all state and federal laws and regulations relative to hunting and trapping.

Universal Disability Pass
Hunters with mobility impairments may obtain a free Universal Disability Pass that will allow them to hunt from a vehicle in designated areas. Applications are available from the website dnr.maryland.gov/Documents/vehiclept.pdf. See Public Hunting Lands (pgs. 56-59) for areas that have provisions for the mobility impaired. Please contact each area for their specific conditions.

Purchasing Your Hunting Licenses, Stamps and Permits
A DN Rid number is required to obtain hunting and trapping licenses, stamps and permits. A DN Rid Card and number, hunting licenses, stamps, permits and Big Game Harvest Records are available through:
• the COMPASS portal at dnr.maryland.gov/Pages/licensing.aspx
• Licensing and Registration Service Centers- Services, hours, addresses and phone numbers are listed on page 4.
• Sport License Agents- A list of agents is available at: dnr.maryland.gov/Pages/licensing.aspx and your local Licensing and Registration Service Center can provide the location for Sport License agents near you.

You may obtain a hunting license 24 hours a day, seven days a week through the COMPASS portal at dnr.maryland.gov/Pages/licensing.aspx. You may print your license and receipt at the end of your purchase. A confirmation email will be provided shortly after purchase. You may print or reprint your license then and do so any time through the COMPASS portal. The license immediately authorizes your participation in all purchased activities, including deer and turkey hunting. Supporting documents for some privileges will be mailed. Payment can be made by Visa, Master Card or Discover.

You may obtain a Hunting License Application by calling or visiting a Licensing and Registration Service Center or from the website: dnr.maryland.gov/Pages/licensing.aspx. Complete all applicable sections and mail it with the appropriate fee to any Licensing and Registration Service Center (pg. 4).

Lost or damaged hunting licenses can be reprinted for free. Call any Licensing and Registration Service Center or log into your account at compass.dnr.maryland.gov.

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Hunting Regulations and Requirements

General Regulations
• A hunter must carry personal photo identification (such as a driver’s license) or a secondary form of positive identification while hunting.
• A hunting license holder is required to have a printed paper copy or electronic copy of their hunting license in their possession while hunting.
• It is unlawful to hunt any game bird or mammal while under the influence of alcohol or any narcotic drug.
• It is unlawful to hunt any animal other than deer on the first day of Deer Firearms Season, except sea ducks in the Sea Duck Zone.
• It is a violation of law to cast the rays of an artificial light from a vehicle on dwellings or buildings, fields, livestock, orchards, wild mammals and birds, or woods. However, in Baltimore City, Montgomery and Prince George’s counties, a person may cast the rays of an artificial light from a vehicle for the sole purpose of observing or photographing wildlife until 9 p.m. A person may not have a hunting device in their possession while casting rays of an artificial light. Note: coyotes, foxes, opossums or raccoons may be hunted on foot at nighttime during open season with the use of a dog and light.

Safety Zones: It is illegal to hunt, shoot or trap wildlife within 150 yards of any building or camp occupied by human beings without permission of the owner or occupant. For archery hunters this distance is 100 yards in Anne Arundel County and 50 yards in Calvert, Carroll, Cecil, Frederick, Harford, Montgomery, St. Mary’s, and Washington counties. In Harford, archers must use a tree stand when hunting between 50 and 100 yards of any building or camp occupied by human beings. In Montgomery and Washington counties, archers must be in an elevated position when hunting between 50 and 100 yards of any building or camp occupied by human beings.
• It is unlawful to discharge a firearm within 300 yards of a public or nonpublic school while hunting. This prohibition applies during school hours or when the building is occupied. This safety zone does not apply to colleges, universities or home schools.
• It is unlawful to tamper with and remove the catch from any legally set trap.

Hunting on Private Property
Written permission is required from the property owner to hunt or trap on private property in all counties.

Liability
Any person hunting on private property shall be liable for any damage caused by that person to private property while hunting. The landowner may not be liable for accidental injury or damage to the hunter, whether or not the landowner or the landowner’s agent or lessee has given permission to hunt. For additional information regarding landowner liability read Bulletin EB357 (Landowner Liability and Recreational Access) at the University of Maryland Extension’s website (https://extension.umd.edu/learn/publications/landowner-liability-and-recreational-access-eb-357).

Controlling Hunter Use of Private Property
Posting property boundaries in a conspicuous manner makes it illegal to trespass or for any person to enter without the landowner’s permission. Maryland law allows the use of blue paint stripes and/or signs to indicate private property boundaries. Vertical paint marks at least 2 inches in width and 8 inches in length must be centered at least 3 feet, but no more than 6 feet, from the ground or water surface. The paint must be oil-based and bright blue.

Sunday Hunting
• A person who possesses a Falconry Permit may hunt specified game birds and mammals on Sundays during the open season (pgs. 43 and 54).
• An unarmed person participating in an organized fox chase may chase foxes on Sundays.
• Persons hunting on Regulated Shooting Areas may shoot captive raised game birds (except free-flying captive-raised waterfowl) on Sundays.
• Persons may hunt deer (pg. 20), turkeys (pg. 33), small game (pg. 49) and furbearers (pg. 51) on certain Sundays in certain areas.

State-Owned Lands
• It is illegal to target shoot on state lands except in designated areas.
• It is a violation of law to construct or use permanent blinds or tree stands on state-owned or controlled properties, unless provided by the Department of Natural Resources. Tree stands and blinds are limited to those of a temporary nature which must be removed at the end of each day.
• It is unlawful to trap on state lands without written permission from the controlling agency.
• It is illegal to place bait for hunting on state lands.

Fluorescent Color Clothing Requirements and Exceptions
Daylight fluorescent orange or daylight fluorescent pink clothing promotes hunter safety because it is easy for other hunters to see outdoors. Except as noted in the exemptions below, a daylight fluorescent color outer garment or hat must be worn by all people who hunt any wildlife or accompany, aid or assist a hunter in a field, marsh, wooded area or on the water. Even those who are exempt from this requirement are encouraged to wear fluorescent color clothing when hunting. Whenever hunting, both hunters and companions must wear either:
• a cap of solid daylight fluorescent orange or daylight fluorescent pink color worn as an outer garment on the head at all times;
• a vest or jacket containing back and front panels of at least 250 square inches of solid daylight fluorescent orange or fluorescent pink color worn as an outer garment at all times; or
• an outer garment of camouflage daylight fluorescent orange or daylight fluorescent pink worn above the waist which contains at least 50 percent daylight fluorescent color.

Persons required to wear fluorescent color clothing that hunt from a ground blind that has four sides, a top and is placed 4 feet or less above the ground must display, on or within 25 feet of the blind, a cap of solid daylight fluorescent orange or daylight fluorescent pink color or a panel, band, strip, or garment containing at least 250 square inches (approximately 16 inches by 16 inches) of solid daylight fluorescent orange or daylight fluorescent pink color.

Be aware that:
• Property owners and their spouses and children (while hunting on the property owned) are required to wear fluorescent color clothing.
• Those who hunt with archery equipment during the Junior Deer Hunt Days, Deer Firearms Season, Deer Muzzleloader Season and Primitive Deer Hunt Days are required to wear fluorescent color clothing.
• Deer archery hunters hunting in Allegheny, Frederick, Garrett and Washington counties during the open black bear season are required to wear fluorescent color clothing.

Those exempt from the requirement of wearing fluorescent color clothing are:
• except as noted above, a person who hunts deer during the Deer Archery Season.
• a person authorized by a Falconry Permit who hunts game birds or mammals using falcons, hawks or owls.
• a person who hunts or accompanies, aids or assists another person hunting the following species: brant, coot, crow, dove, ducks, furbearing mammals, geese, rails, snipe, wild turkey.
Hunting Safety Tips

Tree stands can be dangerous if they are used incorrectly or carelessly. Tree stand accidents are the leading cause of hunter injuries in Maryland. This follows the national trend in that over 50 percent of all hunting accidents are tree stand related. Most tree stand accidents occur in transition from a climbing device to the tree stand and from the tree stand onto the climbing device. Other injuries occur when the tree stand fails or from the incorrect installation of a manufactured stand. Please follow these safety tips. Your life or livelihood may depend on it.

- Always read, understand and practice the manufacturer's recommendations before using any climbing equipment or tree stand.
- Check and repair all tree stands and climbing equipment every year before hunting.
- Use updated equipment. Newer tree stand equipment is solid, safe and secure.
- Always practice installing a hang-on tree stand at ground level before attempting an elevated installation.
- Always use a full-body safety harness/fall restraint system and a lifeline when climbing a tree or in a tree stand. Never use a waist belt or rope as a substitute for this safety equipment.
- Only climb healthy trees.
- Use your climbing device or tree stand for support; branches may give way under your weight.
- Use three points of contact with the tree or climbing device for a secure hold.
- Climb higher than your stand and step down onto it. Climbing up into the stand can dislodge it causing a fall.
- Wear boots with non-skid soles. Steps or platforms may be slippery in rain, sleet, or snow.
- When using a two piece climbing stand, make sure to connect the two pieces with a strap or rope to prevent the bottom portion from dropping away.
- Never carry anything while you are climbing. Use a haul line to get hunting devices and other equipment into and out of your stand. Make sure guns and crossbows are unloaded and broadheads are covered prior to raising or lowering them with a haul line.
- As a precautionary measure, clear the ground of debris below your stand and climbing device.
- If you are sleepy, climb down from your stand and hunt from the ground.
- Leave a hunting plan with a responsible adult or where rescuers will find it. Include specifically where you will hunt and when you will return. Include a map to better explain your location.
- Keep a survival pack with you that includes a whistle, cell phone, flashlight and a basic first aid kit.
- Never hunt from a tree stand without using a full-body safety harness.
- More information on tree stand safety is available at tmastands.com.

Firearms Safety Tips

- Treat every gun as if it were loaded. Never play with a firearm.
- Never point a gun at anything you don't want to shoot.
- Always control the muzzle direction in case of a fall.
- Keep the barrel and action clear of obstructions. Carry only the proper ammunition for your firearm.
- Be sure of your target and what is beyond it. Always know the identifying features of the game you hunt.
- Unload guns and open the action when not in use.
- Never climb a tree or jump a ditch with a loaded gun. Never pull the gun toward you by the muzzle.
- Never shoot a bullet at flat, hard surfaces or water.
- Store guns and ammunition separately, or water.
- Always identify your target and background before you shoot.
- Never walk or climb a tree with a knocked arrow in a vertical bow or a crossbow loaded with a bolt.
- Unload or uncock your crossbow before transporting. An unloaded crossbow does not have a bolt or arrow in the firing position. Uncock it by using an uncocking device or by shooting into a safe backstop.
- Keep your fingers and thumb down on the crossbow forearm out of the path of travel for the string and cables.
- Never shoot if there is a doubt about the shot.
- Never shoot if the animal is alert and excited.
- Know exactly where the arrow or bolt will hit before you pull the trigger or release the string (practice, practice, practice).
- Limit shots to distances you are accurate and comfortable with (typically 40 yards maximum for crossbows and 30 yards for vertical bows).
- Always use manufacturer recommended arrow or bolt weights.
- Practice with the same type broadhead you plan to hunt with.

Turkey Hunting Safety Tips

Follow these suggestions to ensure a safe turkey hunting experience:

- Leave the area if you suspect there's another hunter already working the same bird.
- Resist the urge to stalk turkey sounds as they could be made by another hunter.
- Select a spot that is in open timber rather than thick brush: wearing camouflage clothing and eliminating movement is more critical to success than hiding in heavy cover.
- Sit against a large stump, blow-down, tree trunk or rock that is wider than your shoulders and higher than your head when calling wild turkeys.
- Never wear bright colors, especially not red, white, blue or black because these are the colors of a wild turkey gobbler. Watch out for red, white or blue on your socks, t-shirts, hooded sweatshirts, hats, bandanas etc. Wear dark undershirts and socks, and pants long enough to be tucked into boots.
- Remain still and speak in a loud, clear voice to announce your presence to other hunters if necessary. Never move, wave or make turkey sounds to alert another hunter of your presence.
- Keep your hands and head camouflaged when calling.
- Maintain a clear field of view when using a camouflage blind or netting.
- Ensure your decoy is not visible when you are transporting it. Stash the decoy in your vest and make sure the head is not sticking out.
- If you harvest a wild turkey during your hunting trip, you should cover the bird's head and body when carrying it out from your hunting spot.
- Put your gun's safety on and approach the downed bird with your firearm pointed in a safe direction after firing. Never run with a firearm.
- Use extreme caution if using a turkey decoy or any part of a decoy to shield your approach to a turkey. This action could draw the attention of another hunter and lead to an accident.

Archery Safety Tips

- Always identify your target and background before you shoot.
- Never walk or climb a tree with a knocked arrow in a vertical bow or a crossbow loaded with a bolt.
- Unload or uncock your crossbow before transporting. An unloaded crossbow does not have a bolt or arrow in the firing position. Uncock it by using an uncocking device or by shooting into a safe backstop.
- Keep your fingers and thumb down on the crossbow forearm out of the path of travel for the string and cables.
- Never shoot if there is a doubt about the shot.
- Never shoot if the animal is alert and excited.
- Know exactly where the arrow or bolt will hit before you pull the trigger or release the string (practice, practice, practice).
Deer hunting regulations are divided by regions. There are two Deer Management Regions whose dividing line is in Washington County (see map, pg. 14). There are also rules and seasons for archery, firearms (including air guns) and muzzleloader deer hunting.

**General Deer Hunting Rules**

- A hunter must carry personal photo identification (such as a driver’s license) or a secondary form of positive identification while hunting.
- Written permission is required to hunt on private land.
- A hunting license is required to hunt deer (with exceptions). See Hunting Licenses, Stamps and Permits (pgs. 6-9) for Armed Forces information and hunting license costs, exceptions, purchasing, requirements and types.
- An Archery Stamp is required for Archery Deer Season and when using bows during the Primitive Deer Hunt Days. A Muzzleloader Stamp is required for Muzzleloader Deer Season and when using a muzzleloader during the Primitive Deer Hunt Days (pgs. 7-8, 16-18, 22-24).
- There are tagging and checking requirements for all deer harvested. See Deer and Turkey Tagging and Checking for instructions (pgs. 34-35).
- There are daylight fluorescent color clothing requirements to hunt deer. See Fluorescent Color Clothing Requirements and Exceptions (pg. 10).
- Archery equipment may be used to hunt deer during all of the deer hunting seasons. This includes the Junior Deer Hunt Days. Hunters may only use long bows or recurve bows during the Primitive Deer Hunt Days.
- Muzzleloading firearms may only be used to hunt deer during the Muzzleloader Season, Firearms Season, Junior Deer Hunt Days and Primitive Deer Hunt Days. Hunters may only use flintlock or sidelock percussion muzzleloaders during the Primitive Deer Hunt Days.
- Shotguns or rifles and handguns that fire straight-walled cartridges may be used to hunt deer in all counties during the Firearms Season and Junior Deer Hunt Days.
- Rifles and handguns that shoot bottleneck cartridges may only be used to hunt deer during the Firearms Season and Junior Deer Hunt Days in certain counties and areas (see map and description, pg. 15).
- Air guns that shoot bullets, arrows or bolts may be used to hunt deer in all counties during the Firearms Season and Junior Deer Hunt Days only.
- Deer harvested must count toward the bag limit of the season in which they are taken, please note:
  - Deer harvested with archery equipment during the antlerless-only second split of the early Muzzleloader Season in Region B must count toward the Archery Season bag limit.
  - Hunters may not carry archery equipment and muzzleloaders at the same time when Archery Season and Muzzleloader Season are in concurrently. This includes the Primitive Deer Hunt Days.
  - Telescopic and electronic aiming devices may be used on all devices legal for hunting deer during the Archery, Muzzleloader and Firearms Seasons and Junior Deer Hunt Days. Telescopic and electronic aiming devices may not be used during the Primitive Deer Hunt Days.
  - The antlered white-tailed deer bag limit is statewide. It applies to both Region A and Region B together.
  - Antlerless white-tailed deer bag limits are separate and independent for Region A and Region B.
  - Sika deer bag limits are independent of the white-tailed deer bag limits.
  - Only one antlered white-tailed deer may be taken per day within the season bag limits. There is no restriction on the number of antlerless deer that may be taken per day within the season bag limits.
  - Daily deer shooting hours are one half hour before sunrise to one half hour after sunset with the exception of certain Sundays in certain counties (see Sunday hunting chart, pg. 20).
  - Recorded or electrically amplified calls or sounds are prohibited for the purpose of deer hunting.
  - Non-electronic deer calls are permitted for deer hunting.
  - Dogs cannot be used to hunt deer except trained tracking dogs may be used to find dead, wounded or injured deer. The dog handler must maintain physical control of the tracking dog at all times and only the hunter and dog handler may carry a hunting device while tracking the deer. Prior to tracking the deer, the hunter must notify the Natural Resources Police by telephone at 800-628-9944. The hunter may dispatch the deer only during legal shooting hours and by means legal for the current hunting season.
  - Deer may not be hunted while they are swimming or taking refuge in water.
  - Fallow deer (where they are found) may be taken in place of white-tailed deer during each of the deer hunting seasons. Fallow deer have escaped from captivity and are found in a few isolated areas in Maryland.
  - It is legal to bait deer except on state-owned or state-controlled properties.
  - A person that intentionally wounds or kills a deer must make a reasonable attempt to retrieve and make use of the deer. This includes hunters and persons shooting under the authority of a Deer Management Permit (crop damage permit).
  - A person must have written permission when entering lands owned by another person or organization for the purpose of retrieving a deer. Some publicly owned properties also require permission before a person may access them.
  - It is unlawful to cast the rays of an artificial light from a vehicle on buildings or dwellings, fields, livestock, orchards, wild mammals and birds or woods. See General Hunting Regulations for exceptions (pg. 10).
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DEER HUNTING

REGION A: Allegany County, Garrett County and the western portion of Washington County (Zone 2, Private Land Code Areas 250 and 251) that lies west of a line beginning at the intersection of Rt. 494 and the Pennsylvania line, south on Rt. 494 to Rt. 57, south on Rt. 57 to Rt. 40 at St. Paul’s Church, west on Rt. 40 to the junction of Big Spring Rd. and Rt. 40 in Clear Spring, south on Big Spring Rd. to the junction of Rt. 56 at Big Spring, following Rt. 56 west to the junction of Charles Mill Rd., then south on Charles Mill Rd. to the Potomac River.

REGION B: Anne Arundel, Baltimore, Calvert, Caroline, Carroll, Cecil, Charles, Dorchester, Frederick, Harford, Howard, Kent, Montgomery, Prince George’s, Queen Anne’s, St. Mary’s, Somerset, Talbot, the eastern portion of Washington County, Zone 1, Private Land Code Area 252, that lies east of a line beginning at the intersection of Rt. 494 and the Pennsylvania line, south on Rt. 494 to Rt. 57, south on Rt. 57 to Rt. 40 at St. Paul’s Church, west on Rt. 40 to the junction of Big Spring Rd. and Rt. 40 in Clear Spring, south on Big Spring Rd. to the junction of Rt. 56 at Big Spring, following Rt. 56 west to the junction of Charles Mill Rd., then south on Charles Mill Rd. to the Potomac River, Wicomico and Worcester counties.

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All firearms legal for deer hunting may be used in these counties and areas during Firearms Deer Season and Junior Deer Hunt Days.

Only shotguns or straight-walled cartridge rifles and handguns legal for deer hunting may be used in these counties and areas during Firearms Deer Season and Junior Deer Hunt Days. Exception: Hunters may use bottleneck cartridge handguns in all of Frederick County.

See page 38 for descriptions of Frederick and Worcester County sections where only shotguns or straight-walled cartridge rifles and handguns may be used to hunt deer. See pages 24-26 for deer hunting firearms regulations.

FROM FIELD TO TABLE
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**DEER HUNTING**

### JUNIOR DEER HUNT DAYS AND BAG LIMITS 2020

<table>
<thead>
<tr>
<th>DATES</th>
<th>REGION/DEER</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nov. 14, Statewide</td>
<td>Region A White-Tailed Deer</td>
<td>1 antlered or 1 antlerless deer</td>
</tr>
<tr>
<td>Sunday, Nov. 15 in certain counties (see Sunday hunting chart, pg. 20.)</td>
<td>Region B White-Tailed Deer</td>
<td>3 deer, no more than 1 may be antlered</td>
</tr>
<tr>
<td></td>
<td>Sika Deer</td>
<td>1 antlered or 1 antlerless deer</td>
</tr>
</tbody>
</table>

(See map for regions, pg. 14.)

Junior Deer Hunt Days are for hunters age 16 or younger only. To hunt during these days:

- Junior hunters must have a hunting license or be exempt from the license requirement (see Who May Hunt Without a License, pg. 9).
- They must be accompanied in the field by an individual who:
  - is 21 years old or older.
  - possesses a valid Maryland hunting license (an Apprentice Hunting License does not meet this requirement) or is exempt from hunting license requirements.
  - is unarmed.
- Junior Deer Hunt Days have a separate bag limit. Deer taken by junior hunters during these days do not count towards the regular Archery, Muzzleloader or Firearms seasons bag limits.
- Daily deer shooting hours for Junior Hunt Days are one half hour before sunrise to one half hour after sunset.
- Junior hunters are NOT required to comply with the antler point restriction during any of the deer seasons (see White-tailed Deer Antler Point Restrictions).

### ANTLERED WHITE-TAILED DEER STATEWIDE SEASONS AND BAG LIMITS, 2020–2021

<table>
<thead>
<tr>
<th>SEASON</th>
<th>DATES</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archery</td>
<td>Sept. 11–Oct. 21, Sunday Oct. 25, Oct. 26–Nov. 27, Dec. 14–Dec. 18, Sunday Jan. 3, Jan. 4–Jan. 7, Jan. 11–Jan. 30 Archery Season is also open Jan. 8–Jan. 10 in Region A. Feb. 1-Feb. 3 for Primitive Deer Hunt Days, see the following regulations.</td>
<td>2 total for all seasons combined No more than 1 in any weapon season A third antlered white-tailed deer may be taken only in Region B as a bonus antlered deer (see requirements below).</td>
</tr>
<tr>
<td>Firearms</td>
<td>Nov. 28–Dec. 12, Firearm Season is also open Jan. 8–Jan. 10 in Region B only.</td>
<td></td>
</tr>
</tbody>
</table>

* The Bonus Antlered Deer Stamp may not be used during the Oct. 22-24, 2020 Muzzleloader Season. On these same dates, only one (1) deer total (antlered or antlerless) may be taken in Region A. See map for regions, pg. 14.

- The antlered white-tailed deer bag limit is statewide and applies to both Region A and Region B together.
- Hunters may only harvest one antlered white-tailed deer per day within the season bag limits.
- An antlered white-tailed deer is defined as a deer with two or more points to one antler, or a deer with one antler three or more inches long, measuring from the top of the skull as the deer is in life.
- An antler point is defined as any antler projection one inch or more in length and includes the brow tine. The tip of the main beam is also considered a point.
- A statewide Antler Point Restriction is in effect on some, but not all, of the antlered white-tailed deer a hunter may harvest during the license year. The Antler Point Restriction includes these regulations:
  - Hunters may harvest one antlered white-tailed deer within the yearly bag limit that does not meet the requirement of having at least three points on one antler. Any additional antlered white-tailed deer taken within the yearly bag limit must have at least three points on one antler.
  - These deer may be taken in any order within the existing bag limit.
- All Junior hunters, 16 years of age or younger, are NOT required to comply with the antler point restriction during any of the deer seasons.

### Primitive Deer Hunt Days

- Hunters may only use long bows, recurve bows or flintlock and sidelock percussion muzzleloaders during these days.
- The use of draw-locks and telescopic or other electronic aiming devices are prohibited.
- Antlered white-tailed deer taken with a bow during the Primitive Deer Hunt Days will count towards the regular antlered archery bag limit.
- Antlered white-tailed deer taken with a muzzleloader during the Primitive Deer Hunt Days will count towards the regular antlered muzzleloader bag limit.
- All deer hunters must wear fluorescent color clothing during the Primitive Deer Hunt Days.

### Bonus Antlered Deer

- Hunting license holders may purchase a Bonus Antlered Deer Stamp to take one additional antlered white-tailed deer in Region B, or to take an antlered deer in Region A when they have already harvested an antlered deer in Region B during the same weapon season.
- Hunters may only use one Bonus Antlered Deer Stamp per license year in the season of their choice (Archery, Muzzleloader, or Firearms), except for the Bonus Antlered Deer Stamp may not be used
during the Oct. 22-Oct 24, 2020 portion of the Muzzleloader Season.
• Those who may hunt without a license (pg. 9) and those who possess an Apprentice Hunting License (pg. 6) do not need to purchase a Bonus Antlered Deer Stamp to take the bonus antlered white-tailed deer.
• A Bonus Antlered Deer Stamp must be purchased by hunting license holders prior to pursuing the bonus antlered deer.
• Hunters may harvest an antlered white-tailed deer in Region B and then use the Bonus Antlered Deer Stamp to take another antlered white-tailed deer in Region A in the same weapon season. However, hunters in Region A may take no more than one antlered deer in a weapon season and no more than two antlered deer total for all seasons combined.
• The bonus antlered deer may not be harvested on the same day one is taken under the regular bag limit.
• Hunters must use the Bonus Antlered Deer Stamp in order to:
  » Take a second antlered deer in one weapon season, OR;
  » In Region B, if the hunter has taken an antlered white-tailed deer in each of two weapon seasons already, they may use the bonus antlered deer stamp to take a third antlered white-tailed deer in a remaining weapon season.
  • In no case may a hunter take more than two antlered white-tailed deer in any single weapon season or more than three total for the license year.
• Sika deer may not be taken as bonus antlered deer.

### ANTLER POINT RESTRICTION

<table>
<thead>
<tr>
<th>Doesn’t meet point restriction.</th>
<th>Meets point restriction.</th>
</tr>
</thead>
</table>

These deer may be taken in any order within the bag limit.

Hunters may harvest one antlered white-tailed deer within the yearly bag limit that does not meet the requirement of having at least three points on one antler. Any additional antlered white-tailed deer taken within the yearly bag limit must meet the minimum point restriction.

#### ANTLERLESS WHITE-TAILED DEER SEASONS AND BAG LIMITS

**REGION A, 2020–2021**

<table>
<thead>
<tr>
<th>SEASON</th>
<th>DATES</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARCHERY</td>
<td>Sept. 11–Oct. 21, Sunday Oct. 25, Oct. 26–Nov. 27, Dec. 14–Dec. 18, Sunday Jan. 3, Jan. 4 - Jan. 30 Feb. 1-Feb. 3 for Primitive Deer Hunt Days, see the following regulations.</td>
<td>2 total for Archery, Muzzleloader and Firearms Seasons combined</td>
</tr>
<tr>
<td>MUZZLELOADER</td>
<td>Department Of Natural Resources Public Lands: *Oct. 22–Oct. 24 and Jan. 2 All Other Lands: Oct. 22–Oct. 24 and Dec. 31–Jan. 2 Feb. 1-Feb. 3 for Primitive Deer Hunt Days, see the following regulations.</td>
<td>No more than 1 in any weapon season A third antlerless deer may be taken during the Primitive Deer Hunt Days</td>
</tr>
<tr>
<td>FIREARMS</td>
<td>Department of Natural Resources Public Lands: Dec. 12 All Other Lands: Dec. 11–Dec. 12</td>
<td></td>
</tr>
</tbody>
</table>

*Only one (1) deer total (antlered or antlerless) may be taken in Region A during the Oct. 22-24, 2020 Muzzleloader Season. See map for regions, pg. 14

• In Region A, hunters may harvest only two antlerless deer total during the Archery, Muzzleloader, and Firearms seasons combined. Hunters may take a third antlerless deer during the Primitive Deer Hunt Days. No more than one antlerless deer may be taken in any weapon season excluding the Primitive Deer Hunt Days.
• An antlerless white-tailed deer is a female deer or a male deer with no antlers or spike antlers less than three inches in length, measuring from the top of the skull as the deer is in life.

#### Primitive Deer Hunt Days

• Hunters may only use long bows, recurve bows or flintlock and side-lock percussion muzzleloaders during these days.
• The use of draw-locks and telescopic or other electronic aiming devices are prohibited.
• Antlerless deer taken during the Primitive Deer Hunt Days do not count against the regular Region A antlerless bag limits.
• All deer hunters must wear fluorescent color clothing during the Primitive Deer Hunt Days.

#### Region A Public Lands

• Region A Department of Natural Resources Public Lands open to antlerless white-tailed deer hunting are: Billmeyer-Belle Grove WMA, Cunningham Swamp WMA, Dan’s Mountain WMA, Deep Creek Lake State Park (Designated Areas Only), Garrett State Forest, Green Ridge State Forest, Indian Springs WMA, McCoole FMA, Mount Nebo WMA, Potomac State Forest, Prather’s Neck WMA, Rocky Gap State Park (Designated Areas Only), Savage River State Forest, Sideling Hill WMA, Warrior Mountain WMA, Wolf Den Run State Park, Woodmont NRMA, Youghiogheny Reservoir CWMA and Youghiogheny Scenic Wild River NEA.
### ANTLERLESS WHITE-TAILED DEER SEASONS AND BAG LIMITS
#### REGION B, 2020–2021

<table>
<thead>
<tr>
<th>SEASON</th>
<th>DATES</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Feb. 1-Feb. 3 for Primitive Deer Hunt Days, see the following regulations.</td>
<td>15</td>
</tr>
<tr>
<td><strong>FIREARMS</strong></td>
<td>Nov. 28–Dec. 12, Jan. 8–Jan. 10</td>
<td>10</td>
</tr>
</tbody>
</table>

* Suburban Deer Management Zone is comprised of Anne Arundel, Baltimore, Howard, Montgomery, and Prince George’s counties.  
See map for regions, pg. 14.

**Primitive Deer Hunt Days**
- Hunters may only use long bows, recurve bows or flintlock and side-lock percussion muzzleloaders during these days.
- The use of draw-locks and telescopic or other electronic aiming devices are prohibited.
- Region B antlerless white-tailed deer taken with a bow during the Primitive Deer Hunt Days will count towards the regular Region B archery bag limit.
- Region B antlerless white-tailed deer taken with a muzzleloader during the Primitive Deer Hunt Days will count towards the regular Region B muzzleloader bag limit.
- All deer hunters must wear fluorescent color clothing during the Primitive Deer Hunt Days.

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### SIKA DEER SEASONS AND BAG LIMITS, 2020–2021

<table>
<thead>
<tr>
<th>SEASON</th>
<th>DATES</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Feb. 1-Feb. 3 for Primitive Deer Hunt Days, see the following regulations.</td>
<td>3 deer, no more than 1 antlered</td>
</tr>
<tr>
<td></td>
<td>Feb. 1-Feb. 3 for Primitive Deer Hunt Days, see the following regulations.</td>
<td>3 deer, no more than 1 antlered</td>
</tr>
<tr>
<td><strong>FIREARMS</strong></td>
<td>Nov. 28–Dec. 12, Jan. 8–Jan. 10</td>
<td>3 deer, no more than 1 antlered</td>
</tr>
</tbody>
</table>

- Sika deer bag limits are independent of the white-tailed deer bag limits.
- Sika deer daily shooting hours are the same as white-tailed deer, one half hour before sunrise to one half hour after sunset with the exception of certain Sundays in certain counties (see Sunday hunting chart, pg. 20).
- An antlered sika deer is a deer with at least one antler visible above the hairline.
- Bonus Antlered Deer Stamps may not be used to take sika deer.

**Primitive Deer Hunt Days**
- Hunters may only use long bows, recurve bows, or flintlock and side-lock percussion muzzleloaders during these days.
- The use of draw-locks and telescopic or other electronic aiming devices are prohibited.
- Sika deer taken with a bow during the Primitive Deer Hunt Days will count towards the regular sika archery bag limit.
- Sika deer taken with a muzzleloader during the Primitive Deer Hunt Days will count towards the regular sika muzzleloader bag limit.
- All deer hunters must wear fluorescent color clothing during the Primitive Deer Hunt Days.
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# SUNDAY DEER HUNTING 2020–2021

**FOR WHITE-TAILED DEER AND SIKA DEER**

Sunday hunting is allowed only on these dates and times during these seasons.

<table>
<thead>
<tr>
<th>COUNTY</th>
<th>ARCHERY SEASON</th>
<th>FIREARM SEASON</th>
<th>MUZZLELOADER SEASON</th>
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<tr>
<td>ALLEGANY</td>
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<td>Open</td>
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<tr>
<td>ANNE ARUNDEL</td>
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<tr>
<td>BALTIMORE</td>
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<td>CALVERT</td>
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<td>CAROLINE</td>
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<td>CARROLL</td>
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<td>DORCHESTER</td>
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<td>FREDERICK</td>
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<td>HOWARD</td>
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<td>MONTGOMERY</td>
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<tr>
<td>PRINCE GEORGE'S</td>
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<tr>
<td>QUEEN ANNE'S</td>
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<tr>
<td>ST. MARY'S</td>
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<tr>
<td>SOMERSET</td>
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<tr>
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<tr>
<td>WASHINGTON REGION A</td>
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<tr>
<td>WASHINGTON REGION B</td>
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<tr>
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<tr>
<td>WASHINGTON</td>
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</tr>
</tbody>
</table>

1. Designated public lands open to Sunday hunting in Allegany, Carroll, Garrett, St. Mary’s and Washington counties are: Allensville-Bell’s Grove WMA, C&D Canal Lands, Cunningham Swamp WMA, Dan’s Mountain WMA, Earlville WMA, Green Ridge WMA, Grapevine WMA, Indian Springs WMA, McCoole FMA, Mount Nebo WMA, Mt. Pleasant’s Neck WMA, Mt. Washington WMA, Old Bohemia WMA, Potomac SF, Prairie Bay WMA, Salem SF, Seneca River SF, Slide Lake WMA.

2. Legal shooting hours for deer are one half hour before sunrise to 10:30am on this Sunday (applies only to Kent, Montgomery and Wicomico counties where footnoted).
Archery Deer Hunting Regulations

- A hunting license is required to hunt deer during the Archery Season (with exceptions). See Hunting Licenses, Stamps and Permits (pgs. 6-9) for Armed Forces information and hunting license costs, exceptions, purchasing, requirements and types.
- An Archery Stamp (pg. 7) is required to hunt deer during the Archery Season and when using archery equipment during the Primitive Deer Hunt Days except that:
  » Hunters entitled to hunt without a license and hunters with a Senior Lifetime Consolidated License do not need to purchase an Archery Stamp.
- Persons who hunt with archery equipment during the Muzzleloader Season must purchase a Muzzleloader Stamp (see Muzzleloader Deer Hunting Regulations, pg. 23).
- There are tagging and checking requirements for all deer harvested. See Deer and Turkey Tagging and Checking for instructions (pgs. 34-38).
- Archery equipment may be used to hunt deer during the Archery Season, Muzzleloader Season, Firearms Season, Junior Deer Hunt Days and Primitive Deer Hunt Days. Archery hunters may only use long bows and recurve bows during the Primitive Deer Hunt Days.
- Deer taken with archery equipment during the Archery Season, Muzzleloader Season, Firearms Season and Junior Deer Hunt Days must count towards the bag limit of the season in which they are taken, please note:
  » Antlered white-tailed deer taken with a bow during the Primitive Deer Hunt Days will count towards the regular antlered archery bag limit.
  » Region A antlerless white-tailed deer taken during the Primitive Deer Hunt Days do not count against the regular Region A antlerless bag limit.
  » Region B antlerless white-tailed deer taken with a bow during the Primitive Deer Hunt Days will count towards the regular Region B archery bag limit.
  » Sika deer taken with a bow during the Primitive Deer Hunt Days will count towards the regular sika archery bag limit.
  » Deer harvested with archery equipment during the antlerless-only second split of the early Muzzleloader Season in Region B must count towards the Archery Season bag limit.
- Hunters may not carry archery equipment and muzzleloaders at the same time when Archery Season and Muzzleloader Season are in concurrently. This includes the Primitive Deer Hunt Days.
- It is illegal to shoot on, from or across any public road.
- Archery hunters are not required to wear fluorescent color clothing (pg. 10) within the regular Archery Season dates. Archery hunters are required to wear fluorescent color clothing when hunting during the:
  » Junior Deer Hunt Days;
  » Black Bear Season in Allegany, Frederick, Garrett and Washington counties.
  » Deer Muzzleloader Season (including the Region B antlerless white-tailed Muzzleloader Season when it overlaps the Archery Season);
  » Deer Firearms Season; and
  » Primitive Deer Hunt Days.
• Firearms or airguns may not be carried while hunting deer during the Archery Season with the following exception. In Deer Management Region A, persons 21 years old or older may carry a handgun for personal protection against bear while hunting deer during the Archery Season.
• The handgun:
  » May not be used for hunting any game species while the person is archery hunting for deer;
  » May not have a barrel length of more than six inches;
  » May not have a telescopic sight or electronic aiming device attached; and
  » May not be used to kill wildlife wounded by a vertical bow or crossbow.

**Vertical Bow Regulations**
- The vertical bow shall have a full draw and pull of 30 pounds or more for deer hunting.
- Draw locking devices and release aids are legal on all vertical bows, except during the Primitive Deer Hunt Days.

**Crossbow Regulations**
- A crossbow used for deer hunting shall have a draw of 75 pounds or more.
- All crossbows should have a working safety.
- It is unlawful to have a loaded crossbow in, on or leaning against any vehicle.
- A cocked crossbow without a bolt or arrow in the firing position is considered to be unloaded.
- The use of crossbows is prohibited during the Primitive Deer Hunt Days.

**Regulations for Both Vertical Bows and Crossbows**
- Arrows or bolts used for deer hunting must have a sharpened broadhead with metal points and a minimum width of 7/8 of an inch.
- The use of poisoned or explosive tipped arrows or bolts is not permitted.

**Muzzleloader Deer Hunting Regulations**
- A hunting license is required to hunt deer during the Muzzleloader Season (with exceptions). See Hunting Licenses, Stamps and Permits (pgs. 6-9) for Armed Forces information and hunting license costs, exceptions, purchasing, requirements and types.
- A Muzzleloader Stamp (pg. 8) is required to hunt deer during the Muzzleloader Season and when using a muzzleloader during the Primitive Deer Hunt Days except that:
  » Hunters entitled to hunt without a license and hunters with a Senior Lifetime Consolidated License do not need to purchase a Muzzleloader Stamp.
  » There are tagging and checking requirements for all deer harvested. See Deer and Turkey Tagging and Checking for instructions (pgs. 34-35).
  » Muzzleloading firearms may only be used to hunt deer during the Muzzleloader Season, Firearms Season, Junior Deer Hunt Days and Primitive Deer Hunt Days. Hunters may only use flintlock or sidelock percussion muzzleloaders during the Primitive Deer Hunt Days.
  » Deer taken with a muzzleloader during the Muzzleloader Season, Firearms Season and Junior Deer Hunt Days must count towards the bag limit of the season in which they are taken, please note:
  » Antlered white-tailed deer taken with a muzzleloader during the Primitive Deer Hunt Days will...
count towards the regular antlered muzzleloader bag limit.
» Region A antlerless white-tailed deer taken during the Primitive Deer Hunt Days do not count against the regular Region A antlerless bag limit.
» Region B antlerless white-tailed deer taken with a muzzleloader during the Primitive Deer Hunt Days will count towards the regular Region B muzzleloader bag limit.
» Sika deer taken with a muzzleloader during the Primitive Deer Hunt Days will count towards the regular sika muzzleloader bag limit.
• All deer hunters are required to wear daylight fluorescent color clothing (pg. 10) during the Muzzleloader Season, Firearms Season and Primitive Deer Hunt Days.
• It is illegal to shoot on, from or across any public road.

Muzzleloader Regulations
• Deer may be hunted with a muzzleloading rifle, muzzleloading shotgun or muzzleloading handgun (both single shot and revolvers) in all Maryland counties.
• To be considered a muzzleloader, a rifle, shotgun or handgun must be loaded from the muzzle and a revolver must be loaded from the front of the cylinder.
• Flintlock, percussion cap and inline ignition muzzleloaders are legal hunting devices for deer.
• Only flintlock or sidelock percussion muzzleloaders may be used during the Primitive Deer Hunt Days.
• Muzzleloading rifles or shotguns used for deer hunting must be at least .40 caliber in size and must use 60 grains of black powder or more (a black powder equivalent is acceptable) and propel one all-lead, lead alloy or copper soft-nosed or expanding bullet or ball at a single discharge.
• Muzzleloading handguns used for deer hunting must be at least .40 caliber with a barrel length of at least 6 inches and must use 40 grains of black powder or more (a black powder equivalent is acceptable) and propel one all-lead, lead alloy or copper soft-nosed or expanding bullet or ball at a single discharge.
• Sabot loads are legal for use in muzzleloaders used for deer hunting.
• Muzzleloaders are considered unloaded if the ignition system is disabled by removal of the cap, primer, battery or primer powder.
• It is unlawful to have a loaded firearm on or leaning against any vehicle. This includes a muzzleloader ready to fire.

Firearms and Air Guns

Deer Hunting Regulations
• A hunting license is required to hunt deer during the Firearms Season (with exceptions). See Hunting Licenses, Stamps and Permits (pgs. 6-9) for Armed Forces information and hunting license costs, exceptions, purchasing, requirements and types.
• There are tagging and checking requirements for all deer harvested. See Deer and Turkey Tagging and Checking for instructions (pgs. 34-35).
• Shotguns, rifles and handguns that fire straight-walled cartridges, muzzleloading firearms, air guns and archery equipment may be used to hunt deer in all counties during the Firearms Season and Junior Hunt Days.
• Rifles and handguns that shoot bottleneck cartridges may only be used to hunt deer during the Firearms Season and Junior Deer Hunt Days in certain counties and areas (see map and description, pg. 15).
• Deer taken with any firearm, muzzleloader, air gun or archery equipment during the Firearms Season must count toward the Firearms Season bag limit.
• All deer hunters are required to wear daylight fluorescent color clothing (pg. 10) during the Firearms Season dates.
• It is illegal to hunt any animal other than deer on the first day of Deer Firearms Season except sea ducks in the Sea Duck Zone.
• It is illegal to shoot on, from or across any public road.
• Deer may not be hunted with a firearm that is loaded with more than eight cartridges or shells. Magazines do not have to be physically blocked.
• Except in Dorchester County where #1 buckshot or larger may be used, firearms used for deer hunting may only shoot one all lead, lead alloy or copper soft nosed or expanding bullet or ball. Sabots are permitted. Non-expanding full metal jacketed, incendiary and tracer bullets are not permitted.
• It is unlawful to have a loaded firearm in, on or leaning against any vehicle. This includes ammunition in the magazine or a muzzleloader ready to fire.
• It is unlawful to hunt with an automatic firearm capable of firing a series of shots with one continuous pull of the trigger.
• Firearms or air guns may not be carried while hunting deer during the Archery Season with the following exception. In Deer Management Region A, persons 21 years old or older may carry a handgun for personal protection against bear while hunting deer during the Archery Season. The handgun:
  » May not be used for hunting any game species while the person is archery hunting for deer;
  » May not have a barrel length of more than six inches;
  » May not have a telescopic sight or electronic aiming device attached; and
  » May not be used to kill wildlife wounded by a vertical bow or crossbow.

Rifle Regulations
• The rifles referred to here are loaded from the breech of the barrel and use cartridges.
• Rifles used for deer hunting must use ammunition developing a muzzle energy of at least 1,200 foot pounds. Consult ammunition guides for ballistics information.
• Bottleneck cartridge rifles may only be used to hunt deer during the Firearms Season and Junior Deer Hunt Days in certain counties and locations (see map, pg. 15), subject to local and county ordinances.
• Straight-walled cartridge rifles may be used to hunt deer during the Firearms Season and Junior Deer Hunt Days in all counties and locations in Maryland, subject to local and county ordinances.

Shotgun Regulations
• The shotguns referred to here are loaded from the breech of the barrel and use shells.
• Shotguns used for deer hunting must be 28 gauge or larger.
• Shotgun ammunition used for deer hunting must shoot a single solid projectile except in Dorchester County, where #1 buckshot or larger may be used.
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Air Gun Regulations

- Shotguns may be used to hunt deer during the Firearms Season and Junior Deer Hunt Days in all counties and locations in Maryland, subject to local and county ordinances.
- Handgun Regulations
  - The handguns referred to here are loaded from the breech of the barrel or rear of the cylinder and use cartridges.
  - Handguns used for deer hunting must have a barrel length of six inches or more and use ammunition which produces a muzzle energy of 700 foot pounds or more. Consult ammunition guides for ballistics information.
  - Bottleneck cartridge handguns may only be used to hunt deer during the Firearms Season and Junior Deer Hunt Days in certain counties and locations (see map, pg. 15), subject to local and county ordinances.
  - Straight-walled cartridge handguns may be used to hunt deer during the Firearms Season and Junior Deer Hunt Days in all counties and locations in Maryland, subject to local and county ordinances.

Handgun Regulations

- The use of poisoned or explosive-tipped arrows or bolts is not permitted.
- It is unlawful to have a loaded air gun in, on or leaning against a vehicle.
- An air gun with the projectile removed is considered to be unloaded.

Chronic Wasting Disease in Maryland

Chronic wasting disease is a disease of the brain and nervous system in the deer family (Cervidae). It has been found in the following free-ranging cervids: elk, moose, mule deer, reindeer and white-tailed deer.

This malady is classified as a transmissible spongiform encephalopathy and attacks the brain of cervids, producing small lesions that eventually result in death. The Department of Natural Resources has tested over 10,000 random hunter-harvested deer for chronic wasting disease since 2002, and it was first detected in November 2010. The infected deer was harvested by a hunter in Allegany County and was most likely part of an outbreak discovered nearby in Hampshire County, West Virginia, in 2005. To date, infected deer have been detected in Allegany and Washington counties.

Concerns over chronic wasting disease should not stop hunters from enjoying the hunting season or any venison they may acquire. To date, this encephalopathy has not been shown to be transmissible to humans. However, it is recommended that hunters field dressing or butchering deer take the same precautions as they might to protect against other pathogens or diseases and not consume venison from animals known to be infected. The following common sense precautionary measures are recommended for the safe handling, field dressing and processing of venison:
- Avoid shooting or handling a deer that appears sick.
- Wear latex or rubber gloves when field dressing or butchering deer.
- Remove all internal organs.
- Remove the meat from the bones and spinal column if home processing a deer.
- Do not use household knives or utensils when field dressing or home processing a deer.
- Avoid cutting through bones or the spinal column (backbone).
- If you saw off antlers or through a bone or if you sever the spinal column with a knife, be sure to disinfect these tools prior to using them for the butchering or removal of meat.
- Remove all fat, membranes and connective tissue from the meat. Note that normal field dressing and trimming of fat from meat will remove lymph nodes.
- Always wash hands and instruments thoroughly after dressing and processing game meat.
- Use a 50/50 solution of household chlorine bleach and water to disinfect tools and work surfaces. Wipe down counters and let them dry; soak knives for one hour.

The following taxidermists and meat processors are currently approved to prepare or process deer carcasses or deer parts taken from within the Chronic Wasting Disease Management Area. This provision provides an opportunity for hunters harvesting deer within the disease management area to transport carcasses or other deer parts directly to one of these approved businesses for meat processing, taxidermy services or for preparation for transport to another taxidermist. Please consult the Department of Natural Resources website at dnrc.maryland.gov/wildlife for an up to date list of approved processors and taxidermists.

Meat Processors

- Bancroft’s Custom Butchering
  Williamsport ........................................... 301-223-9326
- B&B Butchering, Orleans .................................. 301-478-2598
- B&B Country Meats, Frostburg ......................... 301-689-6225
- Clint’s Cuts, Mt. Airy .................................... 301-865-5120
- Ernst Market, Clear Spring ................................ 301-842-2292
- Holsinger’s Meats and Deli
  Maugansville ............................................ 301-733-9263
- Leitersburg Butcher Shop
  Hagerstown .............................................. 301-491-9911
- Pry’s Deer Processing, Knoxville ....................... 301-834-8752
- Rob’s Deer Shop, Rocky Ridge ......................... 301-271-7780
- Sunnyland/Ray Burger’s Meats
  Williamsport ............................................ 301-223-9637
- Wolfe’s Deer Shop, Thurmont ........................... 240-549-2613
- Wofford’s Meat Shop, Big Pool ......................... 301-842-3156

Taxidermists

- Baker Taxidermy, Frederick .......................... 240-674-2752
- Brian Keane Taxidermy, Frederick ........... 301-682-9210
- Brian McKinley, Cumberland ......................... 240-580-4148
Carcass Importation Ban

The primary objective in the management of chronic wasting disease is to prevent its spread into new areas. One possible mode of disease transmission is by the movement and disposal of infected carcasses. In an effort to minimize the risk for disease spread, Maryland along with many other states, has adopted regulations that restrict the importation of whole carcasses and certain carcass parts of deer, moose and elk harvested from states or areas in states that have chronic wasting disease.

A person may not import the whole carcass of a dead deer, elk or moose into Maryland from another state or province’s designated chronic wasting disease containment, surveillance or management area, unless the final destination of the carcass is within the Maryland Chronic Wasting Disease Management Area or with a chronic wasting disease-approved Maryland processor or taxidermist. Travelers may pass through any part of Maryland with whole carcasses from other state/province chronic wasting disease management areas if the carcasses will not remain in the state for more than 24 hours, and no parts are disposed of or remain in the state. A person may import only the following parts of a carcass into Maryland if the final destination is within the state but outside the Chronic Wasting Disease Management Area:

- Meat with no part of the spinal column or head attached;
- Hindquarters and front shoulders with no spinal column or backbone attached;
- Meat without backbone;
- Cleaned hide with no head attached;
- Skull plate cleaned of all meat and brain tissue;
- Antlers with no meat or soft tissue attached;
- Upper canine teeth also known as buglers, whistlers or ivories; and
- Finished taxidermy mount or tanned hides.

Please consult the Chronic Wasting Disease Management Alliance website at cwd-info.org for a complete list of state and province chronic wasting disease containment, surveillance and management areas.

Any person who imports or possesses a cervid carcass or part of a cervid that was tested for chronic wasting disease in another state or province and is notified that the cervid tested positive, must report the test results to the Maryland Department of Natural Resources within 24 hours of receiving such notification by telephone at 301-842-0332; or by FAX 301-842-1026; or by email to brian.eyler@maryland.gov.

If you hunt deer, elk, moose or other cervids in other states and/or provinces, particularly those in which chronic wasting disease has been detected, check with the respective fish and wildlife agencies regarding special regulations or specific advice for hunters. Also check with your home state fish and wildlife agency to ensure that animals lawfully killed elsewhere may be imported and possessed in your state. Additional information can be found at the alliance’s website cwd-info.org and the department’s website dnr.maryland.gov/wildlife.

Taking Deer Carcasses out of Maryland

Because Maryland is considered a chronic wasting disease positive state, deer hunters must follow carcass importation regulations in other states when they transport a deer carcass out of Maryland. The surrounding states of Delaware, Pennsylvania, Virginia and West Virginia each have specific regulations as to whether they will allow whole deer carcasses or only parts of carcasses to enter from Maryland. Likewise, the regulations for each of these states vary as to whether they apply to deer from anywhere in Maryland, or just to deer taken within the chronic wasting disease management area. Hunters are strongly encouraged to check state regulations before transporting deer carcasses.

Managed Deer Hunting Programs

In addition to satisfying licensing, Maryland hunter safety and stamp requirements; lottery selection, a Managed Hunt Permit and a Shooter Qualification Card are required to participate in the following managed deer hunting programs:

- Fair Hill NRMA State Park
- Fort Frederick State Park
- Gunpowder Falls State Park
- Seneca Creek State Park

Department of Natural Resources Shooter Qualification Card Program

Through the Shooter Qualification Program local sportsman’s clubs, shooting clubs and other groups avail their facilities and expertise to certify hunters for the program. Hunters who meet certain shooting qualification standards become certified and receive a Maryland State Shooter Qualification Card valid for the current hunting license year. This card serves as “proof of proficiency” and enables a qualified hunter to be eligible for many of the managed deer hunts held across Maryland.
DEER HUNTING

The Fort Frederick State Park qualification event will be held Nov. 1, 2020 beginning at 10 a.m. at the Fort Frederick Range in Washington County. (All hunters must arrive by 10:00 a.m.)

The qualification event held at the Notch-cliff Army National Guard Range in Baltimore County for the Fair Hill, Gunpowder Falls and Seneca Creek hunting programs will be held on Dec. 13, 2020 (All hunters must arrive by 9:00 a.m.).

Other Shooter Qualification events are held at different times and locations throughout the year. Many of the organizations that host these events charge a fee. The Department of Natural Resources will issue a press release in the summer announcing the dates for the various qualifications and will list the website addresses of participating sportsmen’s clubs and other locations where Shooter Qualifications will be held. The website address for all this information is: dnr.maryland.gov/huntersguide/Documents/shoot_qual_cal.pdf. Hunters interested in participating in managed hunts should contact the organization holding the hunt to learn more about their program and any additional requirements.

Managed Hunt Permit

• The annual Managed Hunt Permit (pg. 8) is required to hunt Department of Natural Resources properties that charge for managed hunts and covers all such hunts on these lands.
• The Managed Hunt Permit is not required to take part in drawings or lotteries but only to participate in the managed hunts.
• Hunters should contact the properties they wish to hunt for site-specific rules and regulations.
• Persons exempt from the Managed Hunt Permit requirement are those legally hunting with a Junior Hunting License, persons 16 years of age or younger hunting with an Apprentice Hunting License (see Hunting Licenses, Stamps and Permits, pg. 6) or any person serving in the United States Armed Forces that is exempt from needing a Maryland hunting license (see Armed Forces Members Hunting In Maryland, pg. 8-9).

For managed deer hunts at Fair Hill, Fort Frederick, Gunpowder Falls and Seneca Creek:
• Hunters will be chosen by lottery. Only one application per hunter. Group applications of up to three hunters will be accepted and must be stapled together.
• Shotguns with slugs are the only firearms allowed for these hunts.
• The use of scopes is encouraged.
• Deer taken during these hunts will not count toward the hunter’s regular deer Firearms Season bag limit.
• Hunters participating in the Fair Hill, Gunpowder Falls and Seneca Creek hunts will be allowed to harvest four antlerless deer and approximately one out of 10 hunters will be chosen by drawing on the morning of the hunt to harvest an antlered deer in lieu of one of the four antlerless deer.
• Hunters participating in the Fort Frederick State Park hunt will be allowed to harvest two antlerless deer.

The Fair Hill NRMA State Park managed deer hunt in Cecil County has a limit of 140 hunters. For more information call 410-356-9272 between 7:30 a.m.–11:30 a.m. or 410-398-1246. (See the following pages for the Fair Hill Managed Hunt application form.)

The Fort Frederick State Park managed deer hunt in Washington County has a limit of 30 hunters. For more information call 301-842-2155. (See the following pages for the Fort Frederick application form.)

The Gunpowder Falls State Park, Sweet Air Management Area managed deer hunt in Baltimore County has a limit of 70 hunters. For more information call 410-356-9272 between 7:30 a.m.–11:30 a.m. or 410-592-2897. (See the following pages for the Gunpowder Falls application form.)

The Seneca Creek State Park has a limit of 60 hunters. For more information call 410-356-9272 between 7:30 a.m.–11:30 a.m. or 301-924-2127. (See the following pages for the Seneca Creek application form.)

The Anne Arundel County managed deer hunt has a limit of 140 hunters. For more information call 410-222-6141 or 410-222-8820 between 8:30 a.m. – 4 p.m. or email rpddeer00@aacounty.org. Please visit their website for an application form and a complete list of rules and regulations. aacounty.org/services-and-programs/deer-management-program

The Anne Arundel County Recreation and Parks Department managed deer hunt in Anne Arundel County has these provisions:
• A Shooter Qualification Card and verification that the hunter has complied with the Hunter Education and Safety Requirement are required to participate in this hunt.
• Hunters and hunting dates will be chosen by lottery. Only one application per hunter. Group applications of up to three hunters will be accepted and must be stapled together.
• Hunters must pass background checks and participate in an interview.
• Shotguns and Muzzleloaders are the only firearms allowed for these hunts, but ammunition types are restricted.
• MD residency or active duty military with proof of station in MD is required.
• Hunters must provide their own and use a portable tree stand.
• The use of iron sights and/or scopes is required.
• There is a mandatory hunter meeting. There is a pre-hunt mandatory scout date for each property.
• Additional fees apply.

The Smithsonian Environmental Research Center managed deer hunt in Anne Arundel County has these provisions:
• A Shooter Qualification Card and verification that the hunter has complied with the Hunter Education and Safety Requirement are required to participate in this hunt.
• Hunters will be chosen by lottery. Only one application per hunter. Group applications of up to three hunters will be accepted and must be stapled together.
• Shotguns with slugs are the only firearms allowed during Firearms Season hunts.
• The use of scopes is encouraged.
• An Archery Stamp is needed to participate in the archery hunting day. Archery hunters should refer to the Maryland Guide to Hunting and Trapping and adhere to the crossbow regulations section.
• The use of a portable tree stand is required.
• Accommodations will be made for hunters with a Universal Disability Pass that will allow them to hunt from a vehicle.
• Pre-hunt mandatory scout dates are Oct. 31 and Nov. 1, 2020. Specific time slots will be assigned for scouting.
• See the following pages for the Smithsonian Environmental Research Center application form.

The Wye Island Natural Resources Management Area managed deer hunt in Queen Anne's County has these provisions:
• Hunters are required to submit a copy of their current Maryland Hunting License along with their permit application.
• Hunters will be chosen by lottery for both the October muzzleloader deer hunt and the December firearms deer hunt.
• For more information call 410-827-7577.
**FAIR HILL NRMA STATE PARK**
**MANAGED HUNT APPLICATION**

Name: __________________________
Address (street): __________________________
(city, state, zip): __________________________
Telephone #: __________________________
DNR ID #: __________________________

Number the hunt date blocks, with *1 being your first choice:

- [ ] January 11, 2021
- [ ] January 12, 2021

Mail the completed application to:
Fort Frederick State Park
11100 Fort Frederick Road, Big Pool, MD 21711

**Deadline for applications is October 5, 2020.**
The lottery drawing will be held on October 7, 2020 at 10:00 a.m.
Please print. Applications must be legible, complete and at original size. No duplicates.

**GUNPOWDER FALLS STATE PARK**
**MANAGED HUNT APPLICATION SWEET AIR AREA**

Name: __________________________
Address (street): __________________________
(city, state, zip): __________________________
Telephone #: __________________________
DNR ID #: __________________________

Number the hunt date blocks, with *1 being your first choice:

- [ ] January 18, 2021
- [ ] January 19, 2021

Mail the completed application to:
Gwynnbrook WMA
3740 Gwynnbrook Ave., Owings Mills, MD 21117

**Deadline for applications is November 6, 2020.**
The lottery drawing will be held on November 9, 2020 at 12:30 p.m.
Please print. Applications must be legible, complete and at original size. No duplicates.

**FORT FREDERICK STATE PARK**
**MANAGED HUNT APPLICATION**

Name: __________________________
Address (street): __________________________
(city, state, zip): __________________________
Telephone #: __________________________
DNR ID #: __________________________

Number the hunt date blocks, with *1 being your first choice:

- [ ] December 8, 2020
- [ ] December 9, 2020

Mail the completed application to:
Fort Frederick State Park
11100 Fort Frederick Road, Big Pool, MD 21711

**Deadline for applications is October 5, 2020.**
The lottery drawing will be held on October 7, 2020 at 10:00 a.m.
Please print. Applications must be legible, complete and at original size. No duplicates.

**SENECA CREEK STATE PARK**
**MANAGED HUNT APPLICATION**

Name: __________________________
Address (street): __________________________
(city, state, zip): __________________________
Telephone #: __________________________
DNR ID #: __________________________

Number the hunt date blocks, with *1 being your first choice:

- [ ] January 14, 2021
- [ ] January 15, 2021

Mail the completed application to:
Gwynnbrook WMA
3740 Gwynnbrook Ave., Owings Mills, MD 21117

**Deadline for applications is November 6, 2020.**
The lottery drawing will be held on November 9, 2020 at 12:30 p.m.
Please print. Applications must be legible, complete and at original size. No duplicates.

---

**STOP ALL POACHING**

**TO REPORT A VIOLATION:**
Call or text: 443-433-4112 or Email: Mwc.dnr@maryland.gov

**For more information about Maryland Wildlife Crime Stoppers**
find us on Facebook: Maryland Wildlife Crime Stoppers
BLACK BEARS IN MARYLAND

Western Maryland ( Allegany, Garrett, Frederick and Washington counties) is home to a healthy black bear population. Accordingly, people may find themselves encountering bears, especially in areas with natural or artificial food sources, such as berry patches, oak groves or in areas where bait, such as corn, has been left to attract wildlife. If you encounter a bear, the Department of Natural Resources recommends that you make your presence known by making noise. Clap your hands and speak with a firm voice to be sure the bear knows you are there. Remain upright and do not run. Back away slowly and leave the area. Although black bears are generally shy and run when confronted by people, they are wild animals that should be treated with respect.

For people wishing to carry a form of personal protection, the department recommends the use of bear pepper spray as an effective, legal and safe bear deterrent. It has a large volume and long shelf life and is discharged in an expanding cloud that will reach its target up to 35 feet away. There are a variety of bear pepper sprays on the market that can be purchased at local sporting goods stores or on the internet. When purchasing bear pepper spray, be sure that the label states that it is for use on bears and has been approved by the Environmental Protection Agency.

MARYLAND ARCHERY HUNTER SURVEY COOPERATORS NEEDED

WE NEED YOUR HELP!

Archery hunters are among the most active outdoor enthusiasts in Maryland. The time you spend afield and the experiences you enjoy are of great value to us. The hunting observations you make, day after day and year after year, can be used as a powerful tool to effectively track fluctuations in many different wildlife populations (e.g. deer, bear, turkey, small game and furbearers). Therefore, we are asking you to take the time to become a cooperator and document information about each of your archery hunts. The data you provide will be added to the data already collected by over 300 other archery hunter cooperators and will make the results even stronger.

If you are interested in becoming an Archery Hunter Survey Cooperater, you can download a copy of the survey at dnr.maryland.gov/wildlife/Pages/hunt_trap/bhsurvey.aspx or contact Brent Evans at 443-786-3656 or brent.evans@maryland.gov.

Cooperators will receive an annual survey form to complete during the deer archery season and an annual report of the results after they are compiled. We appreciate your interest and cooperation.
Deer Processors

The Department of Natural Resources would like to thank the deer processors listed below for their service and cooperation in the Wildlife and Heritage Service’s annual collection of information on Maryland deer. Their efforts help supply the data necessary to manage this popular species. We appreciate their support of the stewardship and management of deer.

### Allegany
- B&b Butchering: 301-478-2558
- B&b Country Meats: 301-689-6225

### Anne Arundel
- Austin’s Deer Processing: 410-850-5838
- Harwood Butcher Shop: 410-212-8803
- Ray Hitchcock Taxidermy: 410-987-6990

### Baltimore
- Trophy Care Taxidermy & Deer Processing: 410-282-1118

### Calvert
- Rowell’s Butcher Shop: 443-295-7449

### Caroline
- Deep Branch Custom Cuts: 410-310-1246
- Frases’ Meat Shop: 410-673-7249
- Knife Box Custom Cuts: 443-262-5964
- Richard’s Deer Shop: 410-279-0622
- Tuckahoe River Deer Processing: 443-786-5199

### Carroll
- C & L Deer Processing: 410-374-6424
- JB Farms: 410-756-5656
- M & W Wild Game Processing: 443-375-7138

### Cecil
- Buckland’s Deer Processing: 443-350-0573
- Ron Bennett: 443-553-4239

### Charles
- Chuck’s Butcher Shop: 301-283-0743
  or 301-375-8371

### Dorchester
- Bucktown Butcher Shop: 443-521-4286
- Kramer’s Butcher Shop: 443-521-7501
- The Duck Stop: 443-521-7128
  or 443-521-2026

### Frederick
- Clint’s Cuts: 301-865-5120 or 301-748-1505
- Eiker’s Deer Processing: 301-447-2813
- Pry’s Deer Processing: 301-834-8752
- Rob’s Deer Shop: 301-271-7780
- Shuff’s Meat Market: 301-271-2231
- Wolfe’s Deer Shop: 240-549-2613

### Garrett
- Butcher Block: 301-334-4140
- EJ’s Meat Processing: 301-245-4409
- Second Chance Farms: 301-616-7794

### Kent
- Alexander’s Deer Processing: 410-928-3462
- John’s Butcher Shop: 410-778-3550

### Montgomery
- KS Kuts: 301-606-5203 or 240-457-1844
- Tim Mullinix: 240-246-6199

### Prince George’s
- Harwood Butcher Shop: 410-212-8803

### Somerset
- Eddie Johnson Deer Processing: 410-603-0047
- Holland’s Deer Cutting: 410-603-0046
- Henry’s Deer Processing: 27990 Pt. Lookout Rd.
- Ridgells Whitetail Butcher Shop: 301-904-0406

### St. Mary’s
- Mike McWilliams Wild Game Processors: 410-475-9667 or 240-925-6994
- Henry’s Deer Processing: 27990 Pt. Lookout Rd.
- Ridgells Whitetail Butcher Shop: 301-904-0406

### Talbot
- Tred Avon Deer Processing: 410-310-5895

### Washington
- Banzhoff's Custom Butchering: 301-223-9326
- Ernst Market: 301-842-2292
- Holsinger’s Meats & Deli: 301-733-9263
- Sunnyland/Ray Burger’s Meats: 301-223-9037
- Wolford’s Meat Shop: 301-842-3156

### Wicomico
- Dave’s Cut Em Up Deer Processing: 302-907-0383
- Jim’s Custom Cutting: 410-749-5546
- Longhorn Butcher Shop: 410-422-3942
- Off The Neck: 443-783-3036
- Wright Brothers Butchery and Taxidermy: 410-546-2053

### Worcester
- Captain Ron's Deer Processing: 410-627-8189

### Sussex County, Delaware
- Mark’s Meats and More, LLC: 302-933-0307

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*S & M Hunting Lodge Inc.*

The premier private pheasant hunting club located in south central PA near historic Gettysburg. Come and relax with your guests in our spacious club house, sharpen your aim at our clay bird shooting range, and enjoy the very best pheasant hunting in our exceptionally diverse habitat.

We offer a limited number of exclusive memberships that includes a 6 month hunting season, year-round use of the facilities for dog training, clay bird target shooting, fishing at the pond, and annual membership picnics. S&M Hunting Lodge provides members 2 hunts daily from October 1st through March 31st each year. No PA hunting license is required to hunt pheasants on the grounds which are managed to provide a diversity of cover and challenging conditions.

*S & M Hunting Lodge Inc.*

3243 York Road, Gettysburg, PA 17325-8259
General Information: 717-624-1161
Membership Information: 240-446-7790 : 240-876-4542

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Farmers & Hunters Feeding the Hungry

**Donate a Dollar**
To the Venison Donation Program when buying your hunting license

**Donate a Deer**
To a local processor listed at FHFH.org

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**MAKE YOUR OWN WILD GAME SUMMER SAUSAGE AND SALAMI.**
We have everything you need to process your meat into delicious sausage right in your own home.

**COMPLETE KITS STARTING AT $13.95**
Butcher & Packer Supply
P.O. Box 71748
Madison Heights, Michigan 48071
Call 1-800-521-3188
www.butcher-packer.com
General Turkey Hunting Rules

- A hunter must carry personal photo identification (such as a driver’s license) or a secondary form of positive identification while hunting.
- Written permission is required to hunt on private land.
- A hunting license is required to hunt wild turkeys (with exceptions). See Hunting Licenses, Stamps and Permits (pgs. 6-9) for Armed Forces information and hunting license costs, exceptions, purchasing, requirements and types.
- There are tagging and checking requirements for all turkeys harvested. See Deer and Turkey Tagging and Checking for instructions (pg. 11) for a guide to courteous and safe turkey hunting.

Turkey Hunting Devices and Regulations

- Shotguns cannot hold more than three shells in the magazine and chamber combined. Shotguns capable of holding more than three shells must be plugged with a one-piece filler which cannot be removed from the loading end.
- During the Junior Turkey Hunting Days, Spring Season and Winter Season, hunters may only use shotguns (loaded with #4 shot or smaller), crossbows, air guns that shoot arrows or bolts or vertical bows.
- In the Fall Season, turkey hunters may only use air guns (that shoot arrows, bolts or bullets), crossbows, handguns, shotguns (loaded with #4 shot or smaller or a solid, single projectile), rifles or vertical bows.

Other Hunting Device Regulations

- It is illegal to have a loaded air gun or firearm in, on or leaning against any vehicle. This includes ammunition in the magazine or a muzzleloader ready to fire.
- It is unlawful to have a loaded crossbow in, on or leaning against a vehicle.
- A cocked crossbow without a bolt or arrow in the firing position is considered to be unloaded.
- It is against the law to shoot on, from or across any public road.

JUNIOR TURKEY HUNT DAYS AND BAG LIMITS 2021

<table>
<thead>
<tr>
<th>DATES</th>
<th>AREA</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>April 17</td>
<td>STATEWIDE</td>
<td>1 bearded turkey per day</td>
</tr>
<tr>
<td>Sunday, April 18</td>
<td>in certain counties, see chart</td>
<td></td>
</tr>
</tbody>
</table>

The Junior Turkey Hunting Days are for hunters age 16 or younger only. To hunt during these days:
- Junior hunters must have a Hunting License or be exempt from the license requirement (see Who May Hunt Without a License, pg. 9).
- Junior turkey hunters must be accompanied in the field by an individual who:
  - Is 21 years old or older;
  - Possesses a valid Maryland hunting license (an Apprentice Hunting License does not meet this requirement) or is exempt from hunting license requirements; and
  - Is unarmed.

- Only bearded turkeys may be harvested in the Junior Turkey Hunting Days and Spring Season.
- Turkeys taken by junior hunters during these days count toward the entire Spring Season bag limit.
- The Junior Turkey Hunting Days bag limit is one bearded turkey per day.
- Daily shooting hours are one half hour before sunrise to sunset for Junior Turkey Hunting Days.
- Hunting Devices for the Junior Turkey Hunting Days are only shotguns (loaded with #4 shot or smaller), crossbows, vertical bows or air guns that shoot arrows or bolts.
- Dogs and organized drives may not be used.
SPRING TURKEY SEASON AND BAG LIMITS 2021

<table>
<thead>
<tr>
<th>DATES</th>
<th>AREA</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>April 19–May 24</td>
<td>STATEWIDE</td>
<td>1 bearded turkey per day, 2 bearded turkeys per season</td>
</tr>
</tbody>
</table>

- Only bearded turkeys may be harvested in the Spring Season.
- The Spring Season bag limit is one bearded turkey per day and two bearded turkeys for the season.
- Spring Turkey Season daily shooting hours for April 19 through May 10 are one-half hour before sunrise to noon.
- Spring Turkey Season daily shooting hours for May 11 through May 24 are one-half hour before sunrise to sunset.
- Hunting Devices for Spring Turkey Season are only shotguns (loaded with #4 shot or smaller), crossbows, vertical bows or air guns that shoot arrows or bolts in the Spring Season.
- Dogs and organized drives may not be used.

FALL TURKEY SEASON AND BAG LIMITS 2020

<table>
<thead>
<tr>
<th>DATES</th>
<th>AREA</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Oct. 31–Nov. 8</td>
<td>Allegany, Garrett and Washington counties</td>
<td>Fall and Winter Seasons have a combined bag limit of 1 turkey of either sex</td>
</tr>
</tbody>
</table>

- The combined bag limit for the 2020 Fall and 2021 Winter Seasons is one turkey of either sex.
- Fall Turkey Season daily shooting hours are one-half hour before sunrise to one half hour after sunset.
- Hunting Devices for Fall Turkey Season are only airguns (that shoot arrows, bolts or bullets), crossbows, handguns, shotguns (loaded with #4 shot or smaller or a solid, single projectile), rifles or vertical bows.
- Hunting Devices for Winter Turkey Season are only shotguns (loaded with #4 shot or smaller), crossbows, vertical bows, or air guns that shoot arrows or bolts.
- It is illegal to hunt turkeys with the aid of bait or to place bait for turkeys during any turkey season. However, during the fall season, it is not considered to be hunting with the aid of bait if a hunter and any turkey that a hunter shoots at are at least 150 yards from any bait legally placed for other species (e.g. corn placed to attract deer).
- Be aware: Fall turkey hunters are encouraged to wear daylight fluorescent color clothing especially when other hunting seasons are open at the same time.

WINTER TURKEY SEASON AND BAG LIMITS 2021

<table>
<thead>
<tr>
<th>DATES</th>
<th>AREA</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jan. 21–23</td>
<td>STATEWIDE</td>
<td>Fall and Winter Seasons have a combined bag limit of 1 turkey of either sex</td>
</tr>
</tbody>
</table>

- The combined bag limit for the 2021 Winter and 2020 Fall Seasons is one turkey of either sex.
- Winter Turkey Season daily shooting hours are one-half hour before sunrise to one half hour after sunset.

SUNDAY TURKEY HUNTING 2020-2021

Sunday hunting is permitted on April 18 (Junior Hunt Day) and all Sundays during any open turkey season in the following counties:

<table>
<thead>
<tr>
<th>COUNTY</th>
<th>LOCATION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Calvert, Caroline, Carroll, Charles, Kent</td>
<td>Private Lands only</td>
</tr>
<tr>
<td>Dorchester</td>
<td>Private and public lands</td>
</tr>
<tr>
<td>Allegany, Cecil, Garrett, St. Mary’s, and Washington</td>
<td>Private and designated public lands*</td>
</tr>
</tbody>
</table>

* Designated public lands open to Sunday hunting in Allegany, Cecil, Garrett, St. Mary’s and Washington counties are: Blimney-Belle Grove WMA, C&D Canal Lands, Cunningham Swamp WMA, Dan’s Mountain WMA, Earlville WMA, Garrett State Forest (SF), Green Ridge SF, Grove Farm WMA, Indian Springs WMA, McCooles FMA, Mount Nebo WMA, Old Bohemia WMA, Potomac SF, Prather’s Neck WMA, Saint Inigoes SF, Salem SF, Savage River SF, Silding Hill WMA and Warrior Mountain WMA.
DEER AND TURKEY TAGGING & CHECKING

All hunters, including those who may hunt without a license (pg. 9), must complete the tagging and checking procedure for each deer and turkey taken. In order to check in their deer or turkey, hunters must have a DNRid number that is available through the COMPASS portal at compass.dnr.maryland.gov OR any Department of Natural Resources Licensing and Registration Service Center (pg. 4) OR a Department of Natural Resources Sport License Agent.

Before moving a deer or turkey from the place of kill, hunters must do the following:

1. Complete a Deer and Turkey Field Tag at the place of kill in ink and attach it to the animal, or;
2. Check in the animal at the place of kill and receive a confirmation number that can be furnished upon request.

   » Place of kill is the location where the animal expired and was recovered.

If a confirmation number is obtained at the place of kill, the deer or turkey can be moved/transported untagged. Deer and turkeys cannot be moved or transported untagged if a confirmation number has not been received. Deer and turkeys must also be field tagged when giving, putting, or leaving them in possession of another person, or when left unattended; whether or not a confirmation number has been received. In this case, the tag shall remain attached until the animal is processed by the hunter for consumption, disposed of by a processing facility or left with a taxidermist.

When required, the field tag must be attached to the head of the deer or leg of the turkey. Hunters who plan to have their deer mounted should attach the tag to the antler and not through a hole cut in the ear. Field tags are available in the Maryland Guide to Hunting and Trapping or a tag can be made by the hunter with the appropriate information (hunter name, DNRid number, county of harvest and date of harvest, or a Confirmation Number with the hunter’s name when the animal has been checked in).

Within 24 hours of recovering a deer or turkey harvest, hunters must:

1. Register their game with the Department of Natural Resources using one of the following:
   » the COMPASS portal at compass.dnr.maryland.gov
   » the Maryland Big Game Registration Phone Line 888-800-0121
   » The Department of Natural Resources official mobile app (AccessDNR) for TTY users, call through the Maryland Relay.
   For ease of use, deaf and hard of hearing hunters are encouraged to use the internet check-in site or mobile app.
2. Make a permanent record of their deer or turkey registration by either:
   » Recording the confirmation number on a Big Game Harvest Record (provided with a hunting license) or creating a hard copy record of their own; or,
   » Maintaining an electronic record of the confirmation number on a mobile device.

Harvest records, whether recorded electronically or in hard copy format, must be furnished upon request and remain in possession of the hunter.

Please remember:

- Hunters should indicate the actual hunting device used to take the deer or turkey when checking their animal (not the season in which it is taken).
- Hunters must use their DNRid number when checking in a deer or turkey. The DNRid number is printed on all hunting licenses.
- Each deer or turkey checked in will have its own confirmation number. If you have a question or need to retrieve a confirmation number, call your local Wildlife and Heritage Service office (pg. 4).
- A hunter may not remove the head or hide or any part from any deer (except internal organs), or cut the meat into parts, until the deer has been registered and the confirmation number received.
- Hunters are required to furnish the confirmation number to taxidermists and processors/butchers before they can leave their deer or turkey. Hunters may use the Butcher/Taxidermy Tag that is provided in the Maryland Guide to Hunting and Trapping (or a tag with the appropriate information can be made by the hunter) for this purpose.
- If the hunter uses all of the spaces on the Big Game Harvest Record attached to the hunting license, additional Big Game Harvest Records can be created by the hunter or obtained free of charge through the COMPASS portal at compass.dnr.maryland.gov OR any Licensing and Registration Service Center (pg. 4) OR a Sport License Agent.

**TURKEY MEASUREMENTS REQUIRED FOR CHECKING**

**SPURS:** measure from the leg to the tip of the spur.

**BEARD:** measure from the skin to the tip of the beard.

[Images of SPURS and BEARD measurements]
To check in your deer or turkey the following will be required:

Your DNRid number: ____________________________
The year of your birth in digits as it appears on your hunting license, e.g., 1955:

The date of harvest:

The county code number for the place of harvest: ____________________________
The private land code number for the place of harvest (pgs. 36-38): __________ — Or —
The public land code for the place of harvest (pg 36): ____________________________

For deer-
White-tailed, fallow, or sika?
Button buck, female or antlerless male, or antlered male?
Number of antler points: ____________________________
Was this deer taken with a shotgun, rifle, vertical bow, crossbow, muzzleloader, handgun or other (air gun, etc.)?

For turkey-
Was this turkey taken with a shotgun, rifle, vertical bow, crossbow, muzzleloader, handgun or other (air gun, etc.)?
How long is the beard; <6" or >6"?
How long are the spurs; <1/2" or >1/2"?

Record the Confirmation Number on your Big Game Harvest Record.

County Code Numbers

Allegany ........................................... 01
Anne Arundel .................................... 02
Baltimore ......................................... 03
Calvert ............................................. 04
Caroline .......................................... 05
Carroll ............................................ 06
Cecil ................................................. 07
Charles ............................................ 08
Dorchester ....................................... 09
Frederick ......................................... 10
Garrett ............................................ 11
Harford ............................................ 12
Howard ............................................ 13
Kent .................................................. 14
Montgomery ..................................... 15
Prince George’s ................................. 16
Queen Anne’s .................................. 17
St. Mary’s ........................................ 18
Somerset ......................................... 19
Talbot ............................................. 20
Washington ..................................... 21
Wicomico ........................................ 22
Worcester ........................................ 23
How to Use These Maps

- Maryland counties and their respective Private Land Codes are displayed geographically on pgs. 36-38.
- Find your place of harvest and the corresponding private land code number on the maps, or the public land code number from the chart, and provide the code number at check in.

### PUBLIC LAND CODES BY COUNTY

<table>
<thead>
<tr>
<th>Allegany County</th>
<th>01</th>
<th>Harford County</th>
<th>12</th>
</tr>
</thead>
<tbody>
<tr>
<td>C and D Canal Lands</td>
<td>362</td>
<td>Rocks SP</td>
<td>325</td>
</tr>
<tr>
<td>Cde</td>
<td>363</td>
<td>Aberdeen Proving Ground</td>
<td>326</td>
</tr>
<tr>
<td>Earleville WMA</td>
<td>363</td>
<td>Gunpowder Falls SP</td>
<td>327</td>
</tr>
<tr>
<td>Fair Hill NRMA</td>
<td>364</td>
<td>Susquehanna SP</td>
<td>328</td>
</tr>
<tr>
<td>Bohemia River NRMA</td>
<td>365</td>
<td>Stoney Demonstration Forest</td>
<td>329</td>
</tr>
<tr>
<td>Grove Farm WMA</td>
<td>366</td>
<td>Howard County</td>
<td>13</td>
</tr>
<tr>
<td>Old Bohemia WMA</td>
<td>387</td>
<td>Hugh Thomas WMA</td>
<td>415</td>
</tr>
<tr>
<td>Charles County</td>
<td>08</td>
<td>Patuxent River SP</td>
<td>416</td>
</tr>
<tr>
<td>Charles County</td>
<td>08</td>
<td>Patapsco Valley SP</td>
<td>417</td>
</tr>
<tr>
<td>Charles County</td>
<td>08</td>
<td>Triadelphia/Rocky Gorge (WSSC)</td>
<td>604</td>
</tr>
<tr>
<td>Clarksburg WMA</td>
<td>407</td>
<td>Howard County</td>
<td>13</td>
</tr>
<tr>
<td>Clarksburg WMA</td>
<td>407</td>
<td>Hugh Thomas WMA</td>
<td>415</td>
</tr>
</tbody>
</table>

**Allegany County**: Includes Garrett and Washington (Zone 2) counties.
**Washington County**: Includes Allegany and Washington counties.

The Chronic Wasting Disease Management Area includes Allegany and Washington counties.
Win a $100 Gift Card!
Take the monthly
Target Shooting Survey
And be entered to win a $100 gift certificate to your sporting good retailer of choice.
Your anonymous participation advances fish and wildlife conservation, helps protect your right to hunt, fish and shoot, and guides companies in developing better outdoor products.
How to Use These Maps

• Find your place of harvest and the corresponding private land code number on the maps, or the public land code number from the chart, and provide the code number at check in.

DEER AND TURKEY TAGGING & CHECKING

Frederick and Worcester County areas where only shotguns or straight-walled cartridge rifles and handguns may be used to hunt deer. Note: bottleneck cartridge handguns can be used throughout Frederick County.

• That section of Frederick County located west of the Monocacy River beginning where Fingerboard Road crosses the river, then by and with the west side of the Monocacy River to the crossing by Biggs Ford Road, then by and with the south side of Biggs Ford Road to the junction with Route 13, then by and with the west side of Route 13 to the junction with Sundays Lane, then by and with the south side of Sundays Lane to the junction with Bloomfield Road, then by and with the east side of Bloomfield Road to the junction with Opossumtown Pike, then by and with the south side of Opossumtown Pike to the junction with Walter Martz Road, then by and with the east side of Walter Martz Road to the junction with Christopher’s Crossing, then by and with the south side of Christopher’s Crossing to the junction with Rocky Springs Road, then by and with the south and east side of Rocky Springs Road to the junction with Kemp Lane, then by and with the east side of Kemp Lane to the junction with Shookstown Road, then by and with the north side of Shookstown Road to the junction with Bowers Road, then by and with the east side of Bowers Road to the junction West Patrick Street, then by and with the north side of West Patrick Street to the junction with Blentlinger Road, then by and with the east side of Blentlinger Road to the junction with Old National Pike, then by and with the south side of Old National Pike to the junction with Maryland Interstate 70, then by and with the north side of Maryland Interstate 70 to the junction with Route 15, then by and with the east side of Route 15 to the junction with Mt. Zion Road, then by and with the north side of Mt. Zion Road to the junction with Elmer Derr Road, and then by and with the north side of Elmer Derr Road to the junction with New Design Road, then by and with the east side of New Design Road to the junction with Manor Woods Road, then by and with the north side of Manor Woods Road to the junction with Buckystown Pike, then by and with the east side of Buckystown Pike to the junction with Fingerboard Road, and then by and with the north side of Fingerboard Road to the crossing over the Monocacy River.

• Those sections of Worcester County as follows:
  » within one mile of any school,
  » within that portion of South Point lying south of a line beginning at the west end of the Sinepuxent Bay Bridge on State Rt. 611, then by and with the south side of Rt. 611 to the junction of the South Point Road going south for a distance of 0.6 miles to a point opposite the southern boundary of the Ocean City Golf and Yacht Club, then by and with the south side of the road, then by the southern boundary of the Ocean City Golf and Yacht Club to Trappe Creek, and within that portion of the land lying south of a line beginning at the mouth of the St. Martin River northwest to the junction with Shingle Landing Road, then by and with the south side of Shingle Landing Road to the junction with State Rt. 113, then by and with the east side of Rt. 113 to the junction with Rt. 589, then by and with the east side of Rt. 589 to the junction with US Rt. 50, then by and with the north side of Rt. 50 to the junction with Assawoman Bay, then by and with the west boundary of Assawoman Bay to the junction with the St. Martin River.

See map on page 15 for all shotgun and rifle counties/areas.
Migratory Game Birds are: brant, coots, doves, ducks, geese, rails, snipe and woodcock. Brant, ducks and geese are referred to as waterfowl.

September Teal Season .......................................................... pg. 40
Regular Duck Season .......................................................... pg. 40
Youth, Veteran and Military Waterfowl Hunting Days .................. pg. 40
Brant Season ........................................................................ pg. 40
Early Canada Goose Seasons .................................................. pg. 41
Sea Duck Zone Seasons .......................................................... pg. 41
Migratory and Late Canada Goose Seasons .............................. pg. 42
Light Goose Seasons ............................................................... pg. 42
Dove, Woodcock, Rails and Snipe Seasons ............................... pg. 43
Extended Falconry Seasons .................................................... pg. 43
Migratory Game Bird Hunting Rules and Regulations ............... pg. 44
Migratory Game Bird Hunting Devices and Regulations .............. pg. 45

There is no open season for gallinules, harlequin ducks, moorhens or swans.

Federal Migratory Game Bird Hunting Regulations can be viewed at: dnr.maryland.gov/wildlife/Documents/MGB_FederalHuntingRegs.pdf

Offshore Waterfowl Hunting Rules and Regulations (offshore duck blinds, sea duck and offshore waterfowl hunting zones) can be viewed at: dnr.maryland.gov/wildlife/Pages/hunt_trap/offshore_intro.aspx

General Migratory Game Bird Hunting Rules

- Migratory game birds may not be hunted on Sundays.
- A hunter must carry personal photo identification (such as driver’s license) or a secondary form of identification while hunting.
- Written permission is required to hunt on private land.
- A hunting license is required to hunt migratory game birds (with exceptions). See Hunting Licenses, Stamps and Permits (pgs. 6-9) for Armed Forces information and hunting license costs, exceptions, purchasing, requirements and types.
- A Maryland Migratory Game Bird Stamp (pg. 7) is required of all hunters to hunt all migratory game birds in Maryland. This includes persons not required to have a hunting license and holders of senior hunting licenses.
  » This stamp may be obtained through the COMPASS portal at compass.dnr.maryland.gov/ OR any Licensing and Registration Service Center (pg. 4) OR a Sport License agent.
  » While hunting migratory game birds, hunters must possess the printed validation showing proof of purchase of the Maryland Migratory Game Bird Stamp and Harvest Information Program certification.
  » Hunters are not required to possess or sign the actual stamp.
  » A Federal Migratory Bird Hunting and Conservation Stamp (pg. 7) is required of all hunters 16 years of age or older to hunt brant, coots, ducks and geese. This includes persons not required to have a hunting license (see Who May Hunt Without a License, pg. 9).
  » This stamp may be purchased from National Wildlife Refuges, Post Offices, online at duckstamp.com and through the COMPASS portal at compass.dnr.maryland.gov/ OR any Licensing and Registration Service Center (pg. 4) OR a Sport License agent.
  » If you order your federal duck stamp online (duckstamp.com), you will receive a purchase code. If you purchase your stamp through COMPASS, a sport license agent, online licensing or a Licensing and Registration Center, you will receive a printed validation showing proof of purchase. Both the purchase code and the validation will be accepted as proof of the purchase for 45 days, and must be possessed while hunting waterfowl and coots. The paper stamp will be mailed to the purchaser.
  » The proof of purchase will expire after 45 days, thereafter the purchaser must possess the stamp, signed in ink, while hunting waterfowl and coots.
  » This stamp must be signed in ink but does not have to be attached to the hunting license.
  » If you do not receive your federal duck stamp within 2–3 weeks after purchase from the Department of Natural Resources online or by phone, please email duckstamp@amplex.com or call 800-852-4897.

- A Harvest Information Program Certification is required of all hunters to hunt all migratory game birds. The certification is free and issued with the Maryland Migratory Game Bird Stamp.
- Hunters must have the printed validation showing proof of purchase of the Maryland Migratory Game Bird Stamp and Harvest Information Program certification in their possession while hunting migratory game birds.
- When you purchase your Maryland Migratory Game Bird Stamp, you will be asked the following Harvest Information Program questions that are used for harvest survey sampling only:
  » Do you plan to hunt brant this coming hunting season?
  » About how many ducks, geese, doves and woodcock did you bag last season?
  » Did you hunt coots, sea ducks (eiders, long-tailed ducks and scoters), snipe or rails last season?
- A Maryland Snow Goose Conservation Order Hunting Season Permit (pg. 8) is required to participate in the Light Goose Conservation Order Season. Hunters must possess the printed validation showing proof of the purchase of this permit while hunting (see Light Goose Seasons and Bag Limits, pg. 42).
- A Regulated Shooting Area Hunting License allows you to shoot only captive-raised game birds on a state-licensed Regulated Shooting Area (see Other Licenses, pg. 7). To hunt free-flying, captive-raised mallard ducks or wild waterfowl on a state-licensed Regulated Shooting Area, a hunter must possess a Maryland hunting license, the printed validation showing proof of purchase of the Maryland Migratory Game Bird Stamp and a Federal Migratory Bird Hunting and Conservation Stamp or its proof of purchase (if over the age of 15).
- A Stationary Blind and Blind Site License is required to hunt from an offshore waterfowl blind or blind site in Maryland public waters (see Other Licenses pg. 7). For Maryland Offshore Waterfowl Hunting information see: dnr.maryland.gov/wildlife/Pages/hunt_trap/offshore_intro.aspx.
### Migratory Game Bird Hunting

#### September Teal Statewide Season and Bag Limits 2020

<table>
<thead>
<tr>
<th>Dates</th>
<th>Bag Limit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sept. 16–30</td>
<td>6 teal per day; possession limit of 18</td>
</tr>
</tbody>
</table>

The September Teal Season is open in these counties:
- Calvert
- Caroline
- Cecil
- Dorchester
- Harford
- Kent
- Queen Anne’s
- St. Mary’s
- Somerset
- Talbot
- Wicomico
- Worcester; and that part of Anne Arundel County east of Interstate 895, Interstate 97, and Route 3; and that part of Prince George’s County east of Route 3 and Route 301; and that part of Charles County east of Route 301.

- The daily bag limit is six teal. The bag limit may include blue-winged and green-winged teal. The possession limit is 18.
- **Shooting hours** are one-half hour before sunrise to sunset for September Teal Season.

#### Regular Duck Statewide Season and Bag Limits 2020–2021 (Including Coots)

<table>
<thead>
<tr>
<th>Dates</th>
<th>Bag Limit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Oct. 10–Oct. 17</td>
<td>See listing below</td>
</tr>
<tr>
<td>Nov. 14–Nov. 27</td>
<td></td>
</tr>
<tr>
<td>Dec. 15–Jan. 30</td>
<td></td>
</tr>
</tbody>
</table>

Black ducks may only be taken during the Black Duck Season.

The daily bag limit for Regular Duck Season is:
- 6 ducks, no more than:
  - 2 mallards (only 1 can be a hen)
  - 3 wood ducks
  - 2 black ducks (Black Duck Season only)
  - 2 canvassbacks
  - 2 hooded mergansers
  - 1 pintail
  - 2 redheads
  - 1 scaup per day (2 per day from Jan. 8 – Jan. 30)
  - 1 fulvous tree duck
  - 1 mottled duck
  - 5 sea ducks (no more than 4 scoters, 4 long-tailed ducks or 4 eiders).

- All other species of ducks may be taken up to the six duck limit.
- There is no open season for harlequin ducks.
- The possession limit is three times the daily bag limit.
- **Shooting hours** for all duck and coot seasons are from one-half hour before sunrise to sunset.
- In addition to the duck bag limit hunters may take 15 coots per day.

#### Statewide Black Duck Season and Bag Limits 2020–2021

<table>
<thead>
<tr>
<th>Dates</th>
<th>Bag Limit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nov. 14–Nov. 27</td>
<td>2 black ducks</td>
</tr>
<tr>
<td>Dec. 15–Jan. 30</td>
<td></td>
</tr>
</tbody>
</table>

#### Youth, Veteran and Military Waterfowl Hunting Days and Bag Limits 2020–2021

<table>
<thead>
<tr>
<th>Dates</th>
<th>Bag Limit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nov. 7, 2020 and Feb. 6, 2021</td>
<td>See listing below</td>
</tr>
</tbody>
</table>

Statewide Youth, Veteran and Military Waterfowl Hunting Days are open for hunters age 16 or younger, military veterans (as defined in section 101 of title 38, United States Code) of any age and members of the Armed Forces on active duty, including members of the National Guard and Reserves on active duty (other than for training).

- **Shooting hours** are one-half hour before sunrise to sunset for Statewide Youth, Veteran and Military Waterfowl Hunting Days.

#### Brant Statewide Season and Bag Limits 2020–2021

<table>
<thead>
<tr>
<th>Dates</th>
<th>Bag Limit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nov. 18–Nov. 27</td>
<td>2 per day, possession limit of 6</td>
</tr>
<tr>
<td>Dec. 15–Jan. 30</td>
<td></td>
</tr>
</tbody>
</table>

- The daily bag limit is two brant and the possession limit is six.
- **Shooting hours** are from one-half hour before sunrise to sunset.

**Note:** Active military and honorably discharged veterans at least 21 years old may possess hunting weapons and hunt while also providing assistance to eligible youth hunters.

The daily bag limit for each Youth Waterfowl Hunting Day is:
- 6 ducks, no more than:
  - 5 sea ducks (no more than 4 scoters, 4 long-tailed ducks or 4 eiders)
  - 2 mallards (only 1 can be a hen)
  - 3 wood ducks
  - 2 black ducks
  - 2 canvassbacks
  - 2 hooded mergansers
  - 1 pintail
  - 2 redheads
  - 1 fulvous tree duck
  - 1 mottled duck
  - 1Canada goose in the Atlantic Population Goose Hunt Zone or 1 pintail and the possess limit is six.

- **Shooting hours** for all duck and coot seasons are from one-half hour before sunrise to sunset.

- All other species of ducks may be taken up to the six duck limit.

- There is no open season for harlequin ducks.

- The possession limit is three times the daily bag limit.

- **Shooting hours** for all duck and coot seasons are from one-half hour before sunrise to sunset.

- In addition to the duck bag limit hunters may take 15 coots per day.
EARLY RESIDENT CANADA GOOSE
SEASON AND BAG LIMITS 2020
EASTERN & WESTERN ZONES

<table>
<thead>
<tr>
<th>DATES</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>EASTERN ZONE-Sept. 1-15</td>
<td>8 per day possession limit of 24</td>
</tr>
<tr>
<td>WESTERN ZONE-Sept. 1-25</td>
<td></td>
</tr>
</tbody>
</table>

The Eastern Zone season is open in these counties:
- Calvert
- Caroline
- Cecil
- Dorchester
- Harford
- Kent
- Queen Anne’s
- St. Mary’s
- Somerset
- Talbot
- Wicomico
- Worcester; and
- that part of Anne Arundel County east of Interstate 895, Interstate 97 and Route 3; and
- that part of Prince George’s County east of Route 3 and Route 301; and
- that part of Charles County east of Route 301.

The Western Zone season is open in these counties:
- Allegany
- Baltimore
- Carroll
- Frederick
- Garrett
- Howard
- Montgomery
- Washington; and
- that part of Anne Arundel County west of Interstate 895, Interstate 97 and Route 3; and
- that part of Prince George’s County west of Route 3 and Route 301; and
- that part of Charles County west of Route 301.

- The Eastern and Western Zone daily bag limit is eight geese and the possession limit is 24.
- Shooting hours are from one-half hour before sunrise to one half hour after sunset for both zones.
- Shotguns capable of holding more than three shells may be used to take resident Canada goose during these September seasons only.

SEA DUCK SEASON IN THE SPECIAL SEA DUCK ZONE AND BAG LIMITS 2020–2021

<table>
<thead>
<tr>
<th>DATES</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Oct. 31–Jan. 8</td>
<td>see limits below</td>
</tr>
</tbody>
</table>

- Sea ducks may only be taken in the Special Sea Duck Zone during the Sea Duck Season. Outside of the Special Sea Duck Zone, sea ducks may be taken as part of the regular duck bag limit when the Regular Duck Season is open.
- Sea duck species are black scoters, common and king eiders, long-tailed ducks, surf scoters and white-winged scoters.
- The daily bag limit is 5 for sea ducks in the Special Sea Duck Zone and may include no more than 4 eiders, 4 long-tailed ducks or 4 scoters.
- The possession limit is 15 for sea ducks taken in the Special Sea Duck Zone including no more than 12 scoters.
- For maps and more information on the Special Sea Duck Zone see: dnr.maryland.gov/wildlife/Pages/hunt_trap/seaducks.aspx

Precision Taxidermy

Award Winning Distinguished Taxidermist

All Game Species

Dedicated to preserving your trophy & memories!

410-744-1779 Catonsville, MD

dnr.maryland.gov
The Atlantic Population Hunt Zone includes these counties:

- Anne Arundel
- Baltimore
- Calvert
- Caroline
- Cecil
- Dorchester
- Harford
- Howard
- Kent
- Queen Anne’s
- Somerset
- St. Mary’s

The daily bag limit is one goose (in the Atlantic Population Hunt Zone) and the possession limit is three.

- The bag limit may include Canada goose, cackling goose and white-fronted goose.
- Shooting hours for this season and zone are from one-half hour before sunrise to sunset.

<table>
<thead>
<tr>
<th>DATES</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dec. 18–Jan. 30</td>
<td>1 per day possession limit of 3</td>
</tr>
</tbody>
</table>

The Light Goose Conservation Order Season includes these counties:

- Anne Arundel
- Baltimore
- Calvert
- Caroline
- Cecil
- Dorchester
- Harford
- Howard
- Kent
- Queen Anne’s
- Somerset
- St. Mary’s
- Talbot
- Wicomico
- Worcester; and

- that portion of Prince George’s County east of Route 3 and Route 301; and
- that portion of Charles County east of Route 301.

- The daily bag limit is five geese (in the Late Resident Goose Hunt Zone) and the possession limit is 15.
- The bag limit may include Canada goose, cackling goose and white-fronted goose.
- Shooting hours for this season and zone are from one-half hour before sunrise to sunset.

<table>
<thead>
<tr>
<th>DATES</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nov. 15–Mar. 10</td>
<td>5 per day possession limit of 15</td>
</tr>
</tbody>
</table>

The Light Goose Season (see Hunting Licenses, Stamps and Permits, pg. 6-9).

- The daily bag limit is 25 light geese and there is no possession limit.
- The bag limit may include greater snow goose, lesser snow goose and Ross’s goose.
- Shooting hours are from one-half hour before sunrise to sunset for the light goose hunting season.

<table>
<thead>
<tr>
<th>DATES</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nov. 15–Mar. 10</td>
<td>no daily bag limit, no possession limit</td>
</tr>
</tbody>
</table>

The Light Goose Conservation Order Season provides additional hunting opportunities and methods to help reduce light goose over-population.

- A Maryland hunting license (or resident Delaware hunting license) is required to hunt light geese in Maryland during the Light Goose Conservation Order Season (see Hunting Licenses, Stamps and Permits, pg. 6-9).
- Hunters must possess the printed validation showing proof of purchase of the Maryland Migratory Game Bird Stamp (pg. 7) and Harvest Information Program certification to hunt during the Maryland Light Goose Conservation Order Season.
- A $5 Maryland Snow Goose Conservation Order Hunting Season Permit is required to participate in the Light Goose Conservation Order Season. Hunters must possess the printed validation showing proof of the purchase of this permit while hunting.
- A Federal Duck Stamp is not required when hunting during the Conservation Order Season.
- The Light Goose Conservation Order Season and Zone does not include the Special Sea Duck Zone.
- There is no bag limit or possession limit for the Light Goose Conservation Order Season.
- Hunters may take greater snow goose, lesser snow goose and Ross’s goose.
- Shooting hours are from one-half hour before sunrise to one half hour after sunset during the Light Goose Conservation Order Season.

<table>
<thead>
<tr>
<th>DATES</th>
<th>BAG LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Oct. 1–Nov. 27</td>
<td>25 per day, no possession limit</td>
</tr>
</tbody>
</table>

- A Maryland hunting license (or resident Delaware hunting license) is required to hunt light geese in Maryland during the
AYTON TREE NURSERY
JUNIOR DOVE HUNT APPLICATION

Name: 
Address (street): 
(city, state, zip): 
Telephone * (day/ evening): 
Date of Birth: 
Email Address: 
DNR ID #: 

Number the date boxes, with #1 being your first choice:

September 1, 2020 
September 7, 2020 
September 12, 2020 
September 16, 2020 
September 19, 2020 
September 26, 2020

Limit of 4 Junior Hunters per day.
Mail the completed application to:
Ayton Tree Nursery 
3424 Gallagher Road, Preston, MD 21655
Deadline for applications is 2 p.m., Aug. 20, 2020.
The lottery drawing will be held at 3 p.m. on August 20, 2020.

- Shotguns capable of holding more than three shells and electronic calls of light geese may be used during the Light Goose Conservation Order Season.

- The daily bag limit is 15 for doves. The possession limit for doves is 45.
- Shooting hours for the Sept. 1–Oct. 17 dove season segment are 12 noon to sunset. For season dates after Oct. 17 the hours are one-half hour before sunrise to sunset.

- The daily bag limit is three woodcock and the possession limit is nine.
- Shooting hours are one-half hour before sunrise to sunset for woodcock.

- Clapper and King Rails: The daily bag limit is 10 (with no more than one king rail). The possession limit is 30 clapper and king rails (with no more than three king rails).
- Sora and Virginia Rails: The daily bag limit is 25 and the possession limit for these rails is 75.
- Shooting hours are one-half hour before sunrise to sunset for rails.

- The daily bag limit is eight common snipe and the possession limit is 24.
- Shooting hours are one-half hour before sunrise to sunset for common snipe.

- In addition to the regular open seasons, the Extended Falconry Season dates are as follows for hunting migratory game birds:
  - Mourning Doves: Jan. 12–Jan. 30
  - Rails: Nov. 21–Jan. 2
  - Ducks: Feb. 1–Mar. 10
  - Brant: Feb. 1–Mar. 10
  - Light Geese: Feb. 25–Mar. 10

Bag limits for each species is three per day, with a possession limit of six.
- Hunting with birds of prey (here referred to as Falconry) is permitted one half hour before sunrise to sunset, Monday through Saturday. No Sundays are open to hunt migratory birds.
- A valid hunting license, migratory game bird stamps and a Falconry Permit are required to hunt migratory game birds with birds of prey.
- A bird of prey may be used to hunt migratory game birds during any open season.

- Shotgun Season Dates for Waterfowl in Maryland

<table>
<thead>
<tr>
<th>Species</th>
<th>Open Season</th>
<th>Daily Bag Limit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Canada Goose</td>
<td>Nov. 21–27</td>
<td>5 per day</td>
</tr>
<tr>
<td>Late Resident</td>
<td>Dec. 15–Mar. 10</td>
<td>5 per day</td>
</tr>
<tr>
<td>Goose Goose Hunt Zone: Allegany, Frederick, Garrett, Montgomery, and Washington Counties; that portion of Carroll County west of Route 91 to the intersection of Route 97 and west of Route 97 to the Pennsylvania line; that portion of Prince George’s County west of Route 3 and Route 301; and that portion of Charles County west of Route 301 to the Virginia line.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Light Goose</td>
<td>Oct. 1–Nov. 27</td>
<td>25 per day Dec. 14–Jan. 30</td>
</tr>
<tr>
<td>No possession limit</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Light Goose Conservation Season Zone is the same as the AP Hunt Zone (not open in Special Sea Duck Zone).</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Brant</td>
<td>Nov. 18–Nov. 27</td>
<td>2 per day Dec. 15-Jan. 30</td>
</tr>
</tbody>
</table>

- Duck Daily Bag Limit: 6 ducks (including mergansers) per day which may include no more than: 5 sea ducks (no more than 4 elders, 4 long-tailed ducks or 4 scoters), 2 mallards (max. 1 hen mallard), 2 wood ducks, 2 black ducks (during black duck season), 2 canvasbacks, 2 hooded mergansers, 2 redheads, scap (1 per day, 2 per day from Jan 8– Jan. 30), 1 fulvous tree duck, 1 mottled duck and 1 pintail. In addition to the duck bag limit hunters may take 15 coots per day. No Open Season for Harlequin Ducks and Swans.

- Shooting hours for waterfowl listed here are one half hour before sunrise to one half hour after sunset. All dates are inclusive. Possession limit for waterfowl is three times the daily bag limit unless otherwise noted.
Migratory Game Bird Hunting Rules and Regulations

(For brant, coots, doves, ducks, geese, rails, snipe and woodcock.)

- Daylight fluorescent color clothing is not required to hunt migratory game birds except woodcock. See Fluorescent Color Clothing Requirements and Exceptions (pg. 10).
- The daily bag limit is the maximum number of migratory game birds of a single species or combination (aggregate) of species permitted to be taken by one person in any one day during the open season.
- The field possession limit is the one daily bag limit that you may possess while in the field or returning from the field to your vehicle, hunting camp, or personal abode.
- The possession limit is the maximum number of migratory game birds of a single species or combination of species permitted to be possessed by any one person.
- A person may not kill or wound any migratory game bird without making a reasonable effort to retrieve the bird and include it in the daily bag limit.
- Wounded birds reduced to possession shall immediately be killed and included in your daily bag limit.
- It is unlawful to completely field dress or breast-out any migratory game bird (except dove) before transporting the birds from the field. The head or one fully-feathered wing must remain attached to all birds (except doves) while being transported from the field until they have arrived at your personal abode or a migratory bird processing facility.
- If you are giving, putting or leaving migratory game birds at any place or in the possession of another person, you must tag each bird with the hunter’s signature, address, hunting license number or DN Rid number, the total number and species of birds killed and dates the birds were killed. Tagging is required even if someone else is transporting the bird for you or the bird has been left for cleaning, storage (including temporary storage), shipment or taxidermy services.
- To ship tagged migratory game birds the package must be conspicuously marked on the outside with the name and address of the person sending the birds, name and address of the person to whom the birds are being sent and number of birds by species contained in the package.
- It is illegal to take migratory game birds with air guns shooting bullets, drugs, explosives traps, fish hooks, nets, pistols, poisons, rifles, snares, stupefying substances or swivel guns.
- It is against the law to bait migratory game birds and hunt them by placing a lure or enticement such as corn, wheat, salt or other feed.
- An area is considered by law to be baited for 10 days after removal of the bait.
- Migratory game birds may not be hunted over any area where seed has been top sown or broadcast on top of the soil leaving the seed available to feeding birds. Before hunting can occur on areas where seeds or small grains have been top sown or broadcast as a normal agricultural practice, all seed must have either germinated, or the seed must be covered with soil or completely removed by other means at least 10 days before hunting.
- Doves may be hunted in areas where seed producing plants such as corn, sunflowers, wheat and other small grains are manipulated (burned, knocked down, mowed) to attract doves for hunting. In this instance, the 10 day rule does not apply.
- It is unlawful to hunt waterfowl on an area where tame or captive live ducks, geese or swans (live decoys) are present unless the birds are, and have been for a period of ten (10) consecutive days before hunting, removed from the area or confined within an enclosure which substantially reduces the audibility of their calls and totally conceals the birds from the sight of wild migratory waterfowl.
- Live decoys may include but are not limited to the following:
  - Captive-raised and domestic waterfowl that have been released that do not exhibit the natural wariness of man associated with a wild bird.
  - Waterfowl that do not leave the area when hands are clapped and/or a shotgun is discharged.
  - Wounded waterfowl that have gone un-retrieved.
  - Waterfowl whose wings are either pinioned or whose outer primary feathers have been cut or removed to render flight impossible.
  - Captive-raised domestic ducks and geese (such as Muscovy ducks, Egyptian geese, etc.) may be considered live decoys if they do not exhibit the natural wariness of man associated with a wild bird.
- Live ducks, geese, or swans that are either tethered or penned at or near a hunting location.
- It is unlawful to sell taxidermy-mounted migratory game birds for use as decoys.
- It is illegal to use common reed (i.e. Phragmites) in any manner for the construction of hunting blinds on lands owned or controlled by the Department of Natural Resources.
- It is against the law to construct, or cause to be constructed, permanent hunting blinds or tree stands and to leave waterfowl decoys set overnight on lands owned or controlled by the Department of Natural Resources, except with written permission from the department.
- It is unlawful to hunt wild migratory game birds on Sunday.
- It is illegal to hunt any animal other than deer on the opening day of Deer Firearms Season except sea ducks in the Sea Duck Zone.
- It is against the law to hunt waterfowl from a sink box (low-floating device with depression that conceals the hunter beneath the surface of the water).
- It is unlawful to hunt waterfowl from or with the aid or use of a motor vehicle or any other motor-driven land conveyance or any aircraft.
- It is illegal to hunt waterfowl from or by means of any motorboat or sailboat unless the motor has been completely shut off and/or the sails furled and the boat’s progress has ceased.
- It is against the law to hunt migratory game birds while in possession of any electronic calling device from which bird calls are conveyed or amplified and to use recordings of migratory game bird calls or sounds or electronically amplified imitations of bird calls except while hunting light geese during the Conservation Order Season.
- It is unlawful to drive, rally or chase waterfowl with any motorized conveyance or any sailboat to put the birds in the range of hunters.
- Captive-raised mallard ducks may not be released to the wild except under the authority of a Regulated Shooting Area Permit (see Regulated Shooting Areas Requirements, pg. 7), Retriever Training Permit or a Field Trial Permit issued by the Department of Natural Resources.
Migratory Game Bird Hunting Devices and Regulations

(For brant, coots, doves, ducks, geese, rails, snipe and woodcock.)

- It is unlawful to possess an air gun, rifle or pistol at any time while hunting brant, coots, ducks and geese.

- Only shotguns and some archery equipment may be used to hunt migratory game birds.

- It is illegal to have a loaded air gun or firearm in, on, or leaning against any vehicle. This includes ammunition in the magazine or a muzzleloader ready to fire.

- It is unlawful to hunt with an automatic firearm capable of firing a series of shots with one continuous pull of the trigger.

- It is unlawful to have a loaded crossbow in, on or leaning against a vehicle.

- A cocked crossbow without a bolt or arrow in the firing position is considered to be unloaded.

- It is against the law to shoot on, from or across any public road.

**Shotguns**

- Only shotguns that are 10-gauge or smaller may be used to hunt migratory game birds.

- Shotguns capable of holding more than three (3) shells must be plugged with a one-piece filler which cannot be removed from the loading end. Shotguns cannot hold more than three shells in the magazine and chamber combined with the following exceptions:
  - when hunting resident Canada geese during the September Seasons.
  - when hunting light geese during the Light Goose Conservation Order Season.

- Muzzleloading shotguns may be used to hunt all migratory game birds.

- It is illegal to take brant, coots, ducks, geese, rails and snipe with lead shot and to possess lead shot while hunting them. This restriction includes muzzleloading shotguns and taking captive-raised mallards on licensed Regulated Shooting Areas.

- Nontoxic shot (as determined by the United States Fish & Wildlife Service) must be used when hunting brant, coots, ducks, geese, rails and snipe. See fws.gov/birds/bird-enthusiasts/hunting/nontoxic.php for current information on nontoxic shot.

- Nontoxic shot larger than No. T (.20 inches in diameter) may not be used to hunt brant, coots, ducks, geese, rails and snipe. Hunters may not use or possess shotgun pumpkin balls, sabots or slugs while hunting brant, coots, ducks, geese, rails and snipe.

- Doves and woodcock may be taken with lead shot.

**Archery Equipment**

- Vertical bows may be used to hunt migratory game birds.

- Draw locking devices on vertical bows are not permitted when hunting brant, coots, ducks and geese.

- Crossbows may not be used to hunt brant, coots, ducks and geese.

- Crossbows may be used to hunt doves, rails, snipe and woodcock.

- The use of poisoned or explosive tipped arrows or bolts is not permitted.

**Air Guns**

- Air guns may not be used to hunt migratory birds, except air guns that shoot an arrow or bolt may be used to hunt doves and woodcock.

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**REPORT YOUR BIRD BANDS ONLINE:**

WWW.REPORTBAND.GOV

Each year state and federal biologists mark tens of thousands of migratory birds with numbered leg bands. Hunters who report bands recovered from harvested birds receive specific information on when and where the bird was banded while providing important information for migratory bird management. The 1-800 telephone number for reporting bird bands has been discontinued. Hunters who recover a banded migratory bird should now use www.reportband.gov. Anyone reporting a band will need the following information: the band number, hunters name and address and the date and location (nearest town) of the harvest.

**POTOMAC RIVER BOATING REGULATIONS**

A person aboard a vessel, raft or tube shall wear a U.S. Coast Guard Approved Type I, II, III or V personal flotation device at all times while underway on the Upper Potomac River (that portion of the Potomac River and its tributaries above the Maryland/District of Columbia boundary near Little Falls) and its tributaries, during the period beginning at 12:01 a.m. each November 15, and ending at 12 midnight each succeeding May 15. At all other times a vessel, raft or tube shall be equipped with a U.S. Coast Guard approved Type I, II, III or V personal flotation device for each person aboard while underway on the Upper Potomac River and its tributaries.

An individual using a vessel, raft or tube upon any white water portion of any designated stream segment shall wear a U.S. Coast Guard approved Type III or V personal flotation device at all times; see COMAR 08.18.01.08 for a complete listing. Furthermore, an individual using a kayak or covered canoe vessel on a white water portion of a designated stream segment shall wear a safety helmet.

Additionally, no person may use a recreational vessel 16 feet or more in length unless one Type IV throwable personal flotation device is onboard in addition to the total number of wearable personal flotation devices required.
General Black Bear Hunting Rules

- A hunter must carry personal photo identification (such as a driver’s license) or a secondary form of positive identification while hunting.
- Written permission is required to hunt on private land.
- A hunting license is required to hunt black bear (with exceptions). See Hunting Licenses, Stamps and Permits (pgs. 6-9) for Armed Forces information and hunting license costs, exceptions, purchasing, requirements and types.
- A Black Bear Hunting Permit is required to hunt black bear. The bear hunting permit is only available through the Maryland Black Bear Lottery process as follows:
  - The 2020 Maryland Black Bear Lottery will be open to receive applications July 13 through August 31.
  - Hunters will be able to apply through their COMPASS account at compass.dnr.maryland.gov, at a Licensing and Registration Service Center or a Sport License Agent (see pg. 4).
  - Each applicant must pay a $15 non-refundable application fee and may only enter once.
  - Applicants must comply with the Hunter Education and Safety Requirement (pg. 6).
  - The random lottery drawing will be held on September 3, 2020.
  - The Department of Natural Resources will issue a limited number of Bear Hunting Permits that will be valid anywhere in Allegany, Frederick, Garrett and Washington counties.
  - Each successful applicant (permittee) may designate up to two sub-permittees who will be allowed to participate in every aspect of the hunt.

Preference Point System for the Bear Hunting Permit

- Preference points provide additional entries in future drawings.
- Applicants receive one additional entry in the drawing for each year they have been a concurrent applicant.
- Applicants must apply each year to retain preference points. Skipping a year will forfeit all preference points.
- All preference points will be forfeited upon receiving a Bear Hunting Permit.
- An applicant that gives up a Bear Hunting Permit loses all preference points.
- Applicants will not forfeit preference points by participating in the hunt as a subpermittee.

Black Bear Hunting Regulations

- Only a member of a bear hunting team may carry a firearm, air gun or bow while tracking a wounded bear.
- A retrieved black bear shall count toward the bag limit of the hunter who first killed or wounded the bear.
- Dogs cannot be used to hunt bear except trained tracking dogs may be used to find a dead or wounded bear. The dog handler must maintain physical control of the tracking dogs at all times and only the hunter may carry a firearm, air gun or bow while tracking the bear. Landowner permission must be obtained before tracking with dogs. Prior to tracking the bear, the hunter must notify the Natural Resources Police at 410-260-8888 with the following information:
  - The name, address, telephone number and hunting license number of the hunter and dog handler;
  - The general location of the wounded bear; and
  - The name of the landowner where the search will be conducted.
- Hunters may not sell parts of any bear that has been killed in Maryland.
- Bait, scent attractants and electronic calls are prohibited for bear hunting and any potential bait must be removed at least 10 days prior to bear hunting.
- It is not considered to be hunting with the aid of bait if a hunter AND any bear that a hunter shoots at are at least 150 yards from any bait placed for other species (e.g. corn placed to attract deer) that the hunter knows or should have known is present. Salt and mineral supplements are not considered as a source of bait for this species.
- Hunters may not chase or disturb any bear that has taken refuge in a den.
- All bear hunters and people assisting bear hunters must wear daylight fluorescent color clothing (see Fluorescent Color Clothing Requirements and Exceptions, pg. 10).
- A person that assists with the removal of a dead bear or escorts hunters into or out of a bear hunting area is not required to possess a bear hunting permit and must be unarmed.

Black Bear Tagging and Check-In Procedures

- A hunter killing a black bear shall attach a field tag to the carcass of the black bear before moving the carcass from the place of the kill.
- The field tag must include the hunter’s name, hunter’s DNRid, date of kill, time of kill and the county of kill. Hunters may create their own field tag or use a Field Tag provided in the Maryland Guide to Hunting and Trapping.
- Proof of sex shall remain attached to all field-dressed bear carcasses.
- The bear carcass may be quartered or separated into pieces to facilitate retrieval. However, the head and hide shall remain together and proof of sex shall remain attached to one hindquarter.
- The bear must be taken to an official bear checking station within 24 hours. Questions and requests concerning check-in may be referred to the Wildlife and Heritage Service at Mt. Nebo Wildlife Management Area at 301-334-4255.
- The field tag will be exchanged for a black bear possession tag which will be securely attached to the carcass.
- Successful black bear hunters shall forfeit any biological data or specimens necessary to properly manage this species.

Black Bear Hunting Devices and Regulations

- Telescopic and laser sights may be used on all devices legal for hunting bear.
- It is unlawful to have a loaded firearm in, on or leaning against any vehicle. This includes ammunition in the magazine or a muzzleloader ready to fire.

| BLACK BEAR SEASON AND BAG LIMIT 2020 |
|-----------------------------|------------------|
| DATES                      | BAG LIMIT        |
| Oct. 26-30                 | 1 per hunter/1per hunting team |

- Black Bear hunting season is open in Allegany, Frederick, Garrett and Washington counties only.
- Only one black bear may be harvested by a permittee/subpermittee hunting team for the season.
- Only one black bear may be harvested per person for the season.
- Black bear shooting hours are one-half hour before sunrise to one-half hour after sunset.
Rifle Regulations

- Breech-loading rifles used for bear hunting must use ammunition developing a muzzle energy of at least 1,200 foot pounds. Consult ammunition guides for ballistics information.

Shotgun Regulations

- The shotguns referred to here are loaded from the breech of the barrel and use shells.
- Shotguns used for bear hunting must be 28 gauge or larger.
- Shotgun ammunition used for bear hunting must shoot a single solid projectile.

Handgun Regulations

- The handguns referred to here are loaded from the breech of the barrel or rear of the cylinder and use cartridges.
- Handguns used for bear hunting must have a barrel length of six inches or more and use ammunition which produces a muzzle energy of 700 foot-pounds or more. Consult ammunition guides for ballistics information.

Muzzleloader Regulations

- Bear may be hunted with a muzzleloading rifle, shotgun or handgun (both single shot and revolvers).
- To be considered a muzzleloader, a rifle, shotgun or handgun must be loaded from the muzzle, and a revolver must be loaded from the front of the cylinder.
- Flintlock, percussion cap and inline ignition muzzleloaders are legal hunting devices for bear.
- Muzzleloading rifles or shotguns used for bear hunting must be at least .40 caliber in size and must use 60 grains of black powder or more (a black powder equivalent is acceptable) and propel one all-lead, lead alloy or copper soft-nosed or expanding bullet or ball at a single discharge.
- Muzzleloading handguns used for bear hunting must be at least .40 caliber with a barrel length of at least six inches and must use 40 grains of black powder or more (a black powder equivalent is acceptable) and propel one all-lead, lead alloy or copper soft-nosed or expanding bullet or ball at a single discharge.

- Sabot loads are legal for use in muzzleloaders used for bear hunting.
- Muzzleloaders are considered unloaded if the ignition system is disabled by removal of the cap, primer, battery or primer powder.
- It is unlawful to have a loaded firearm in, on or leaning against any vehicle. This includes a muzzleloader ready to fire.

Vertical Bow Regulations

- The vertical bow shall have a full draw and pull of 30 pounds or more for bear hunting.
- Draw locking devices are legal on all vertical bows for bear hunting.
- Vertical bow release aids are permitted.

Crossbow Regulations

- A crossbow used for bear hunting shall have a draw of 75 pounds or more.
- All crossbows should have a working safety.
- It is unlawful to have a loaded crossbow in, on or leaning against any vehicle.
- A cocked crossbow without a bolt or arrow in the firing position is considered to be unloaded.

Regulations Pertaining to Both Vertical Bows and Crossbows

- Arrows used for bear hunting must have a sharpened broadhead with metal points and a minimum width of 7/8 of an inch.
- The use of poisoned or explosive-tipped arrows is not permitted.

Air Gun Regulations

- An air gun is defined as any gun that propels a projectile by means of non-ignited compressed air or other gas. Projectiles include bullets, arrows or bolts.
- Certain air guns may be used to hunt bear.
- To be legal for bear hunting an air gun must:
  - Shoot one .40 caliber or larger bullet or ball at a single discharge which generates at least 400 foot-pounds of muzzle energy; or
  - Shoot an arrow or bolt at least 18 inches in length with a minimum speed of 300 feet per second at release with a sharpened broadhead with metal points and a minimum width of 7/8 inch.
- The use of poisoned or explosive-tipped arrows or bolts is not permitted.
- It is unlawful to have a loaded air gun in, on or leaning against a vehicle.
- An air gun with the projectile removed is considered to be unloaded.
Small Game Includes: crows, pheasant, quail, rabbits, ruffed grouse and squirrels.

The Delmarva fox squirrel and snowshoe hare may not be hunted in Maryland.

General Small Game Hunting Rules

Daily small game shooting hours are one half hour before sunrise to one half hour after sunset.

• A hunter must carry personal photo identification (such as a driver’s license) or a secondary form of positive identification while hunting.
• Written permission is required to hunt on private land.
• A hunting license is required to hunt small game (with exceptions). See Hunting Licenses, Stamps and Permits (pgs. 6-9) for Armed Forces information and hunting license costs, exceptions, purchasing, requirements and types.
• Daylight fluorescent color clothing is required to hunt small game except crows (see Fluorescent Color Clothing Requirements and Exceptions, pg. 10).
• The use of decoys, calls and/or recordings may be used for crow hunting.
• It is against the law to hunt any animal other than deer on the first day of Deer Firearms Season, except sea ducks in the Sea Duck Zone.

Firearms, archery equipment and air guns that shoot bullets, arrows or bolts may be used to hunt small game.

Shotguns cannot hold more than three shells in the magazine and chamber combined. Shotguns capable of holding more than three shells must be plugged with a one-piece filler which cannot be removed from the loading end.

Telescopic and laser sights may be used on all devices legal for hunting small game.

It is illegal to have a loaded air gun or firearm in, on or leaning against any vehicle. This includes ammunition in the magazine or a muzzleloader ready to fire.

All crossbows should have a working safety.

It is unlawful to have a loaded crossbow in, on or leaning against any vehicle. A cocked crossbow without a bolt or arrow in the firing position is considered to be unloaded.

It is illegal to shoot on, from or across any public road.

It is unlawful to cast the rays of an artificial light from a vehicle on woods, fields, orchards, livestock, wild mammals or birds, dwellings or buildings (see General Regulations for exceptions, pg. 10).
<table>
<thead>
<tr>
<th>SPECIES</th>
<th>OPEN SEASON</th>
<th>LOCATION</th>
<th>BAG LIMIT</th>
<th>POSSESSION LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>MAMMALS</strong></td>
<td></td>
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<td></td>
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</tr>
<tr>
<td>EASTERN COTTONTAIL RABBIT</td>
<td>Nov. 7–Feb. 27</td>
<td>All counties</td>
<td>4 per day</td>
<td>8</td>
</tr>
<tr>
<td>SQUIRREL GRAY AND EASTERN FOX</td>
<td>Sept. 5–Feb. 27</td>
<td>All counties</td>
<td>6 per day</td>
<td>12</td>
</tr>
<tr>
<td>SQUIRREL RED OR PINEY</td>
<td>Sept. 5–Feb. 27</td>
<td>All counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td>DELMARVA FOX SQUIRREL</td>
<td>Closed Season</td>
<td>Allegany and Garrett counties</td>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td></td>
<td>Nov. 7–Dec. 15</td>
<td>Lands owned or managed by the Department of Natural Resources excluding Allegany and Garrett counties</td>
<td>6 per day, no more than 3 per day on lands owned or managed by the Department of Natural Resources</td>
<td>12 in all counties and zones combined</td>
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<tr>
<td></td>
<td>Nov. 7–Feb. 15</td>
<td>Private lands east of I-83 from PA south to I-695 to I95 south to VA</td>
<td>2 per day</td>
<td>4</td>
</tr>
<tr>
<td></td>
<td>Nov. 7–Jan. 15</td>
<td>Private lands west of I-83 from PA south to I-695 to I95 south to VA</td>
<td>2 per day</td>
<td>4</td>
</tr>
<tr>
<td><strong>BIRDS</strong></td>
<td></td>
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<td></td>
<td></td>
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<tr>
<td>QUAIL</td>
<td></td>
<td></td>
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<td></td>
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<tr>
<td></td>
<td>Nov. 7–Dec. 15</td>
<td>All counties</td>
<td>2 per day</td>
<td>4</td>
</tr>
<tr>
<td></td>
<td>Nov. 7–Feb. 28</td>
<td>All counties</td>
<td>2 per day- either sex</td>
<td>4</td>
</tr>
<tr>
<td>RUFFED GROUSE</td>
<td>Oct. 3–Jan. 31</td>
<td>All counties</td>
<td>2 per day</td>
<td>4</td>
</tr>
<tr>
<td>PHEASANT</td>
<td>Nov. 7–Feb. 28</td>
<td>All counties</td>
<td>2 per day</td>
<td>4</td>
</tr>
<tr>
<td>CROW</td>
<td>Aug. 15–Mar. 15</td>
<td>All counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td></td>
<td>Wed. – Sat. only</td>
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</tbody>
</table>

Sunday Hunting - The following small game species may be hunted on all Sundays during the open season on private and designated public lands in Allegany, Cecil, Garrett, St. Mary’s and Washington counties: eastern cottontail rabbits, gray squirrels, eastern fox squirrels, red squirrels, quail (closed in Garrett and Allegany counties), ruffed grouse, pheasants.

Designated public lands open to Sunday hunting in Allegany, Cecil, Garrett, St. Mary’s and Washington counties are: Billeymeyer-Belle Grove WMA, C&D Canal Lands, Cunningham Swamp WMA, Dan’s Mountain WMA, Earlville WMA, Garrett State Forest (SF), Green Ridge SF, Grove Farm WMA, Indian Springs WMA, McCoole FMA, Mount Nebo WMA, Old Bohemia WMA, Potomac SF, Prather’s Neck WMA, Saint Inigoes SF, Salem SF, Savage River SF, Sideling Hill WMA and Warrior Mountain WMA.
Furbearers include: beaver, bobcat, coyote, fisher, gray fox, long-tailed weasel, mink, muskrat, nutria, opossum, raccoon, red fox, river otter and skunk

The bobcat may not be taken in Maryland.

**Nutria And Woodchuck**

The nutria and woodchuck (groundhog) are classified as “unprotected mammals.” As such:
- A hunting license and furbearer permit are not required to hunt nutria and woodchucks **except** in Baltimore County, where a hunting license is required to hunt woodchucks.
- Nutria and woodchucks **may be hunted throughout the year**, including Sundays.
- Hunters must wear daylight fluorescent color clothing while hunting woodchucks.
- All hunting devices legal for other game animals **may be used** to hunt nutria and woodchucks.

Daily furbearer **shooting hours** are one half hour before sunrise to one half hour after sunset (unless otherwise specified).

**Furbearer Hunting & Trapping**

- A hunting license is **required** to hunt or trap furbearers (with exceptions). See Hunting Licenses, Stamps and Permits (pgs. 6-9) for Armed Forces information and hunting license costs, exceptions, purchasing, requirements and types.
- A Nonresident Hunting License and Nonresident Trapping License are **required** of nonresidents to trap furbearers in Maryland (see Other Licenses, pg. 6-7).
- **A Furbearer Permit is required to hunt, chase or trap any furbearer in Maryland** (see Furbearer Permit in Maryland, pg. 8).
- The furbearers that **may be hunted and trapped** are:
  - coyote
  - fisher
  - gray fox
  - nutria
  - opossum
  - raccoon
  - red fox
  - skunk
- The following species **may only be trapped**:
  - beaver
  - mink
  - long-tailed weasel
  - muskrat
  - river otter
- Destroying or disturbing **furbearer dens** is prohibited.
- A permit is **required** to possess the meat or skinned carcass of a furbearer for more than 10 days after the season has closed. Permits can be obtained from the Natural Resources Police (see pg. 4 for addresses).
- The pelt or unskinned carcasses of all **fisher and river otter** harvested must be tagged within 15 days after the season has closed. Fisher and otter pelt tags may be obtained by contacting local offices of either the Wildlife and Heritage Service or Natural Resources Police (pg. 4).
- Trappers are required to submit the whole, skinned carcass of any **river otter harvested in Allegany and Garrett counties to the Wildlife and Heritage Service. Call 301-334-4255, Mt. Nebo Wildlife Management Area.**
- The pelts or unskinned carcasses of furbearers harvested in Maryland that are transported across the state line must have a “Fur Shipping Tag” accompanying them. These tags are available through the COMPASS portal at compass.dnr.maryland.gov or by contacting local offices of either the Wildlife and Heritage Service or Natural Resources Police.
- On those **lands owned or controlled by the Department of Natural Resources** in Caroline, Dorchester, Somerset, Talbot, Wicomico and Worcester counties; only leaseholders or their appointees **can hunt or trap furbearers and nutria** between Nov. 15 and March 15.
- **Fox Restrictions**: Some counties have local restrictions governing fox hunting and trapping and the possession of foxes and/or their pelts. For detailed information, contact local law enforcement authorities. The following regulations apply:
  - In Charles and Dorchester counties, a person **may hunt and trap fox or**
### FURBEARER SEASONS, BAG LIMITS, LOCATIONS AND RESIDENT REQUIREMENTS, 2020–2021

<table>
<thead>
<tr>
<th>SPECIES</th>
<th>OPEN SEASON</th>
<th>LOCATION</th>
<th>BAG LIMIT</th>
<th>POSSESSION LIMIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>BEAVER – TRAPPING ONLY</td>
<td>Dec. 15–March 15</td>
<td>All counties except Allegany and Garrett</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td>BOBCAT</td>
<td>Closed Season</td>
<td>Coyotes may be hunted year-round in all counties, day and night</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td>COYOTE FIREARMS, ARCHERY AND AIRGUN HUNTING</td>
<td>Nov. 14–Feb. 15</td>
<td>in that portion of the state east of the Chesapeake Bay and the Susquehanna River</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td>COYOTE AND LONG-TAILED WEASEL TRAPPING</td>
<td>Oct. 31–Feb. 1</td>
<td>in that portion of the state west of the Chesapeake Bay and the Susquehanna River</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td>FISHER</td>
<td>Oct. 31–Feb. 1</td>
<td>All counties</td>
<td>2 per day</td>
<td>2 per season</td>
</tr>
<tr>
<td>FOX (RED AND GRAY) TRAPPING, FIREARMS, ARCHERY AND AIRGUN HUNTING</td>
<td>Aug. 1–July 31</td>
<td>Charles and Dorchester counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td></td>
<td>Nov. 14–Feb. 15</td>
<td>Caroline, Cecil, Kent, Queen Anne’s, Somerset, Talbot, Wicomico and Worcester counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td></td>
<td>Oct. 31–Feb. 1</td>
<td>Allegany, Anne Arundel, Baltimore, Calvert, Carroll, Frederick, Garrett, Harford, Howard, Montgomery, Prince George’s, St. Mary’s and Washington counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td>MUSKRAT AND MINK TRAPPING ONLY</td>
<td>Nov. 16–Feb. 15</td>
<td>Allegany, Carroll, Frederick, Garrett, Howard and Washington counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td></td>
<td>Jan. 1–March 15</td>
<td>Anne Arundel, Calvert, Caroline, Charles, Dorchester, Montgomery, Prince George’s, St. Mary’s, Talbot and Wicomico counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td></td>
<td>Dec. 15–March 15</td>
<td>Baltimore, Cecil, Harford, Kent, Queen Anne’s, Somerset and Worcester counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td>NUTRIA</td>
<td>Aug. 1–July 31</td>
<td>All counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td>RIVER OTTER – TRAPPING ONLY</td>
<td>Dec. 15–March 15</td>
<td>All counties except Allegany, Carroll, Frederick, Garrett, Howard, Montgomery and Washington</td>
<td>10 per day</td>
<td>10 per season</td>
</tr>
<tr>
<td></td>
<td>Dec. 15–March 15</td>
<td>Carroll, Frederick, Howard, Montgomery and Washington counties</td>
<td>2 per day</td>
<td>2 per season</td>
</tr>
<tr>
<td></td>
<td>Dec. 1–March 15</td>
<td>Allegany and Garrett counties</td>
<td>1 per day*</td>
<td>1 per season*</td>
</tr>
<tr>
<td>RACCOON AND OPOSSUM CHASING - NO KILL</td>
<td>Aug. 1–Oct. 14</td>
<td>Allegany and Garrett counties</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td></td>
<td>March 16–July 31</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>RACCOON AND OPOSSUM FIREARMS, ARCHERY, AIRGUN AND DOG HUNTING</td>
<td>Oct. 15–March 15</td>
<td>Raccoons and opossums may be hunted in all counties, day and night</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td>RACCOON, SKUNK AND OPOSSUM TRAPPING</td>
<td>Nov. 14–March 15</td>
<td>in that portion of the state east of the Chesapeake Bay and the Susquehanna River</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td></td>
<td>Oct. 31–March 15</td>
<td>in that portion of the state west of the Chesapeake Bay and the Susquehanna River</td>
<td>No limit</td>
<td>No limit</td>
</tr>
<tr>
<td>SKUNK – FIREARMS, ARCHERY AND AIRGUN HUNTING</td>
<td>Oct. 31–March 15</td>
<td>All counties</td>
<td>No limit</td>
<td>No limit</td>
</tr>
</tbody>
</table>

Sunday Hunting- The following species may be hunted on all Sundays during the open season on private and designated public lands in Allegany, Cecil, Garrett, St. Mary’s and Washington counties: coyotes, fishers, foxes, opossums, raccoons and skunks.

Designated public lands open to Sunday hunting in Allegany, Cecil, Garrett, St. Mary’s and Washington counties are: Billmeyer-Belle Grove WMA, C&D Canal Lands, Cunningham Swamp WMA, Dan’s Mountain WMA, Earville WMA, Garrett State Forest (SF), Green Ridge SF, Grove Farm WMA, Indian Springs WMA, McCooles FMA, Mount Nebo WMA, Old Bohemia WMA, Potomac SF, Prather’s Neck WMA, Saint Inigoes SF, Salem SF, Savage River SF, Sideling Hill WMA and Warrior Mountain WMA.

*Trappers are required to submit the whole, skinned carcass of any river otter taken in Allegany or Garrett counties. (call 301-334-4255, Mt. Nebo WMA).
FURBEARER HUNTING & TRAPPING

possess the pelt of a fox any time of the year.
» It is unlawful to kill a fox being pursued by dogs in Cecil, Harford, Kent and Wicomico counties.

- Daylight fluorescent color clothing is not required to hunt or trap furbearers.
- Hunting furbearers on Sunday is prohibited except for nutria and in Allegany, Cecil, Garrett, St. Mary’s and Washington counties (see Furbearer Seasons, Bag Limits, Locations and Resident Requirements, pg. 51).

Furbearer Permit and Exceptions and Trapper Education Requirements

Furbearer Permit
- A Furbearer Permit is required to hunt, chase or trap any furbearer.
- A Furbearer Permit (pg. 8) is required of persons participating in the unarmed chasing of fox and raccoons and it is required of those Who May Hunt Without a License (pg. 9) to hunt, chase or trap any furbearer.
- Any person can purchase the Individual Furbearer Permit.
- A representative of an association or group that chases or hunts furbearers may obtain the Group Furbearer Permit. Members or guests of an association or group with a Group Furbearer Permit are not required to have an Individual Furbearer Permit. A Group Furbearer Permit holder must submit a report to the Department of Natural Resources by September 1 following the end of each permit year.

Furbearer Permit Exceptions
Those who are not required to have a Furbearer Permit are:
- A person who possesses a Wildlife Control Cooperator Permit and is engaging in the control of fur-bearing mammals in accordance with the terms and conditions of the permit.
- A landowner who possesses a Landowner Wildlife Damage Control Permit.
- A person who possesses an Apprentice Hunting License.
- A Furbearer Permit is also not required for:
  » A landowner to destroy a muskrat that is damaging an embankment or impoundment.
  » A landowner to hunt or trap a coyote, fox or skunk that is damaging or destroying the personal or real property of the landowner on their land.
  » The owner of a marsh or the owner’s employees to hunt any raccoon which destroys a muskrat or its home in a marsh area within the state.
  » A landowner or the landowner’s agent to set or use traps or similar devices at any time to trap raccoons or opossums which are damaging property.

Trapper Education Requirement
- Any person who traps or attempts to trap furbearers under the authority of a Furbearer Permit must first obtain a Certificate of Trapper Education from the Department of Natural Resources (or a designee of the department).
- The Certificate is not required if the person possesses an apprentice hunting license or held a Furbearer Permit prior to August 1, 2007.
- Any similar certificate issued by another state is acceptable as complying with the educational requirements if the privileges are reciprocal for Maryland residents.
- For information about Trapper Education Courses, please contact the Natural Resources Police, Safety Education and Outreach Unit, 305 Marine Academy Drive, Suite 1, Stevensville, MD 21666, 410-643-8502 or visit: dnr.maryland.gov/nrp/Pages/trappered.aspx
- All trappers are encouraged to participate in a trapper education course. These courses are held statewide.

Furbearer Hunting and Chasing Regulations

- Firearms, archery equipment and air guns may be used to hunt coyote, fisher, gray fox, nutria, opossum, raccoon, red fox and skunk.
- A hunter pursuing these furbearers must possess a valid Furbearer Permit.
- It is illegal to shoot a beaver, long-tailed weasel, mink, muskrat or river otter.
- Some counties have local restrictions governing fox hunting, trapping and the possession of foxes and/or their pelts. For detailed information, contact local law enforcement authorities. The following regulations apply:
  » In Charles and Dorchester counties, a person may hunt and trap fox or possess the pelt of a fox any time of the year.
  » It is unlawful to kill a fox being pursued by dogs in Cecil, Harford, Kent and Wicomico counties.
- An unarmed person participating in an organized fox chase may chase foxes on Sundays.
- Fox hunting with the aid of dogs is prohibited during the deer Firearms Season with the exception of unarmed fox chasing.
- Daytime and nighttime hunting for foxes is permitted during the legal harvest season for foxes.
- Coyotes may be hunted, day and night, year-round in all counties.
- Raccoons that are destroying muskrats and/or their dens may be hunted any time of the year by owners of the affected marshlands or their employees.
- The use of artificial light and/or dogs is permitted while hunting coyotes, foxes, opossums or raccoons on foot.
- Coyotes, fishers, foxes, opossums, raccoons and skunks can be hunted with the aid of electronic calling devices.
- Telescopic and laser sights may be used on all devices legal for hunting furbearers.
- It is against the law to shoot on, from or across any public road.

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Firearms
Taking coyote, fisher, gray fox, nutria, opossum, raccoon, red fox and skunk with firearms is subject to these regulations:
• A shotgun may not hold more than three shells in the magazine and chamber combined.
• Rifles and handguns may be used. Full metal-jacketed, incendiary, or tracer bullets may not be used.
• Muzzleloading rifles, shotguns and handguns may be used. To be considered a muzzleloader, a rifle, shotgun or hand- gun must be loaded from the muzzle, and a revolver must be loaded from the front of the cylinder. Muzzleloaders are considered unloaded if the ignition system is disabled by removal of the cap, primer, battery or primer powder.
• It is illegal to have a loaded firearm in, on or leaning against any vehicle. This includes ammunition in the magazine or a muzzleloader ready to fire.

Archery Equipment
Taking coyote, fisher, gray fox, nutria, opossum, raccoon, red fox and skunk with archery equipment is subject to these regulations:
• Vertical bows may be used. Draw locking devices and release aids are legal for hunting these furbearers.
• Crossbows may be used. All crossbows should have a working safety.
• The use of poisoned or explosive-tipped arrows or bolts is not permitted.
• It is illegal to have a loaded crossbow in, on or leaning against a vehicle.
• A cocked crossbow without a bolt or arrow in the firing position is considered to be unloaded.

Air Guns
• Air guns that shoot bolts, bullets, or arrows may be used to take coyote, fisher, gray fox, nutria, opossum, raccoon, red fox and skunk.
• It is unlawful to have a loaded air gun in, on or leaning against a vehicle.
• An air gun with the projectile removed is considered to be unloaded.

Unarmed Fox Chasing
Unarmed fox chasing is not included in the statutory definition of hunting. However, it is subject to Department of Natural Resources regulations. Individuals participating in the unarmed chasing of fox must possess an Individual Furbearer Permit or be a part of an organized group that possesses a Group Furbearer Permit (see pgs. 8 and 52). Additional permits may also be required to chase foxes on certain public lands. All activities on Department of Natural Resources owned and managed properties are subject to the department public land regulations.

Furbearer Trapping Regulations
• It is unlawful to tamper with and remove the catch from any legally set trap.
• All individuals who trap furbearers must possess a Furbearer Permit (pgs. 8 and 52) unless exempt from the requirement.
• Written permission is required to trap or hunt on another person’s property, including publicly owned properties.

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### Falconry Regulations

- **Hunting with birds of prey** (here referred to as Falconry) is permitted **one half hour before sunrise to one half hour after sunset**, Sunday through Saturday except:
  - Migratory game birds may not be hunted on Sunday.
- **A valid hunting license and a Falconry Permit** are required to hunt with birds of prey.
- **A Maryland Migratory Game Bird Stamp**, a valid hunting license and a Falconry Permit are required to hunt migratory game birds with birds of prey.
- **Falconry Seasons for Migratory Game Birds** are listed on page 43.
- The Falconry Season for squirrels (red, gray and eastern fox) is from September 1 to March 31.
- The Falconry Season for ruffed grouse is from October 1 to March 31.
- The Falconry Season for ring-necked pheasant (either sex), bobwhite quail and cottontail rabbit is from November 1 to March 31.
- Hunters using birds of prey are required to follow the daily **bag limits and possession limits** set for those species being taken.
- **Hunters using birds of prey are encouraged**, but **not required to wear daylight fluorescent color clothing**.
- Potential falconers should know the possession of birds of prey is closely regulated by federal and state law.

For more information, contact the Permits Coordinator for the Wildlife and Heritage Service at 301-478-2690.

### Legal Trapping Devices

**Body-gripping traps**, **box traps**, **foothold traps and snares** are legal trapping devices and are subject to compliance with the following restrictions and conditions:

**Body-Gripping Traps**

Body-gripping traps with a diameter of **greater than eight inches** can be set when partially or totally submerged in water.

Body-gripping traps with a diameter of **eight inches or less** can be set above ground in bogs, flooded non-tidal wetlands, fresh water marshes, tidal wetlands, wooded swamps, in areas where water covers the surface of the soil or in areas where the soil is waterlogged to the surface. In all other areas these traps may be set when partially or totally submerged in water.

**Foothold (Leghold) Traps**

The use of **toothed or serrated jawed** traps is prohibited. All traps must possess smooth jaws.

Traps set above the waterline must not exceed a maximum jaw spread of 5¾ inches. Traps set below the waterline and completely submerged cannot exceed a maximum jaw spread of 7¾ inches. (Jaw spread means the distance between the inside of both jaws, when measured across the trap jaws on a line perpendicular to a line drawn through the jaw pivot points when the trap is in the set position.)

**Snare Traps**

It is illegal to use, sell, possess, set, place or maintain a **snare trap** in Anne Arundel, Baltimore, Carroll, Cecil, Harford, Montgomery and Prince George's counties.

**In Harford and Howard counties:**

- Body-gripping traps with a diameter of less than six inches can be used when completely submerged in water.
- These traps can be used on lands that qualify for agricultural assessment, timberlands and lands used for reforestation.
- Body-gripping traps with a diameter of less than six inches can be used when completely submerged in water.
- In Harford and Howard counties: landowners and lessees of privately-owned land may use these traps **on their property** as long as they are not within 150 yards of another person's permanent residence.

**Traps must be checked** once per calendar day except those traps that are set in water or tidal marshes which must be checked once per two days.

**In tidal areas**, landowners and their agents or lessees have **exclusive rights to muskrats** and other furbearers above the mean low water line.

Any furbearer caught during the legal trapping season for that species **may be released** on site, but **may not be transported** from the point of capture unless it has been killed.

Animals caught during the closed season for that species must be released on site.

**Traps set above the waterline in** tidal areas these traps may be set when partially submerged or totally submerged in water.

**Body-gripping traps with a diameter of** eight inches or less can be used on lands owned by the owner(s) of the property, members of owner(s) immediate family that reside on the property and the landowner(s) agent, tenant or lessee.

**Traps can be set above the waterline in** response to wildlife control concerns by authorized agents of the Department of Natural Resources, and according to guidelines established by the department.

In Anne Arundel, Baltimore, Howard, Montgomery and Prince George's counties **leghold traps cannot be set to capture furbearers unless** completely submerged in water with the following exceptions:

- Traps can be set above the waterline on farmland by the owner(s) of the property, members of owner(s) immediate family that reside on the property and the landowner(s) agent, tenant or lessee.
- Traps can be set above the waterline in response to wildlife control concerns by authorized agents of the Department of Natural Resources, and according to guidelines established by the department.
Junior Hunter Certificates are available through the Department of Natural Resources Junior Hunter Certificate Agents. Junior Hunters (age 16 and under) are eligible for these special commemorative certificates for their deer, turkey or bear taken during the 2020–2021 hunting seasons. Certificates are available through the Official Junior Hunter Certificate Agents listed below.

For more information visit the website at: dnr.maryland.gov/huntersguide/Pages/JrHunter_certprogram.aspx
Public Hunting Lands

Public hunting lands consist of Cooperative Wildlife Management Areas, Fishery Management Areas, Maryland-National Capital Park and Planning Commission managed lands, State Forests including Chesapeake Forest Lands, State Parks (which include Natural Environment Areas and Natural Resources Management Areas), Wildlife Management Areas and other county, federal, municipal and state properties that allow hunting. The following bullets and list contain information about those public hunting lands managed by the Department of Natural Resources.

- Hunting and trapping is permitted in accordance with state and federal laws and the restrictions for each area. Only temporary stands and blinds may be used and must be removed at the end of each day.
- Target shooting is permitted only at designated shooting ranges.
- The use of hunting dogs is permitted.
- Possession or use of hunting devices is prohibited in state forests and state parks outside of regular open hunting seasons.
- On Chesapeake Forest Lands an individual may not hunt within 150 yards of an occupied building or camp and within 150 feet of any exterior Chesapeake Forest Lands boundary. See dnr.maryland.gov/forests/Pages/chesapeakeforestlands.aspx for maps, conditions, regulations and information on CFLs.

Maps of public hunting lands are available on the Department of Natural Resources website (dnr.maryland.gov). A consolidated listing of areas for hunters with mobility impairments can also be found on this website at dnr.maryland.gov/publiclands/Pages/accessibleactivities.aspx?activity=AccessibleHunting.

- Hunters should contact the appropriate managing authority for information on public hunting opportunities not listed here, such as National Wildlife Refuges, military installations, or other government-owned properties.
- CFL- Chesapeake Forest Land
- CMWA- Cooperative Wildlife Management Area
- FMA- Fishery Management Area
- MNCPPC- Maryland-National Capital Park and Planning Commission
- NEA- Natural Environment Area
- NRMA- Natural Resources Management Area
- WMA- Wildlife Management Area

**Key**
- public archery range
- provisions to hunt from a vehicle, call each area for other conditions that may apply
- Managed Hunt Permit required for certain department lands (See Deer Hunting, page 28)
- provisions for hunters with mobility impairments, call each area for site conditions
- free permit required
- public shooting range
- daily sign-in required
- trapping allowed by permit
- limited Sunday hunting allowed
- reservation required

**ALLEGHANY**

- McCooles FMA: 16 acres. Includes boat ramp to North Branch Potomac River 301-334-8218.

**ANNE ARUNDEL**

- Sandy Point State Park: 215 acres. Deer archery hunting, reservation required. Waterfowl hunting at designated offshore sites during the third split of the waterfowl season only. Reservations required. Boat access only. For deer and waterfowl reservations contact: 301-734-5161.
- Crownsville CWMA: 590 acres. Deer hunting only. Opens the Monday after Thanksgiving. 301-734-5161.

**BALTIMORE**

- Gunpowder Falls State Park: 3,000 acres. • Hammerman, Hart-Miller Island, Days Cove and North Point Areas: Waterfowl blinds by lottery and/or by daily reservation. 410-356-9272
- • Sweet Air Area: Managed deer hunt (shotgun) by lottery, see page 29.
- • Hereford Area: Deer archery hunting only. Reservations required. Sept. – Nov. 410-329-6809, 410-356-9272
- Liberty Watershed: 9,200 acres. Archery hunting only for all game species. No waterfowl hunting. Archery hunting permit available on page 59 or online at dnr.maryland.gov. 410-356-9272.

**CALVERT**

- Biscoe Gray Heritage Farm CWMA: 1,810 acres. Deer hunting only. Archery, Muzzleloader and Firearms Seasons. 301-734-5161 for additional information.
- Biscoe Gray Heritage Farm CWMA: 1,810 acres. Deer hunting only. Archery, Muzzleloader and Firearms Seasons. 301-734-5161 for additional information.
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- Biscoe Gray Heritage Farm CWMA: 1,810 acres. Deer hunting only. Archery, Muzzleloader and Firearms Seasons. 301-734-5161 for additional information.

**Huntingtown Area**

- Rocky Gap State Park: 1,451 acres (general hunting), 300 acres (archery only). Special provisions to assist mobility-impaired hunters during the deer Firearms Season. Hunting permitted Monday-Saturday. 301-722-1480.
- Loch Raven Watershed: 1,600 acres. Deer archery hunting only. Archery hunting permit available on page 59 or online at dnr.maryland.gov. 410-356-9272.
- North Point State Park: 300 acres. Deer archery hunting only. 410-356-9272.
- Patapsco Valley State Park: (For Mercer property see Carroll County) 3,760 acres. Deer archery hunting only. 410-356-9272 Park information: 410-461-5005.
- Prettyboy Watershed: 7,380 acres. Archery hunting only for all game species. No waterfowl hunting. Archery hunting permit available on page 59 or online at dnr.maryland.gov. 410-356-9272.
- Biscoe Gray Heritage Farm CWMA: 1,810 acres. Deer hunting only. Archery, Muzzleloader and Firearms Seasons. 301-734-5161 for additional information.

**CAROLINE**


**Idylwild WMA:** 3,584 acres. Fur bearer trapping permits issued by bid process. 410-376-3236.

**Merrick’s Gordy Complex CFL:** 417 acres. 410-632-3732.

**Seipp Complex CFL:** 30 acres. 410-632-3732.
CARROLL

Hahn CWMA:  25 acres. Deer archery hunting only. 410-356-9272.
Hanover Watershed CWMA:  337 acres. 410-356-9272.
Morgan Run NEA:  600 acres. Deer archery and muzzleloader hunting by permit only 410-356-9272.
Sawmill CWMA:  600 acres. 410-356-9272.

CECIL

Bethel:  400 acres. Archery hunting only for deer; 410-356-9272.
Courthouse Point:  315 acres. Archery hunting only for deer; 410-356-9272.
Grove Neck: Waterfowl only from two blind sites on the Sassafras River No on site boat access available; 410-356-9272.
Stemmers Run:  750 acres. Boat access restricted to waterfowl hunting only; Closed until further notice; 410-356-9272.
Welch Point:  77 acres. 410-356-9272.


DORCHESTER

Old Bohemia WMA:  975 acres. 410-356-9272.

CHARLES

Blossom Point CWMA: Waterfowl blind sites. Boat access only. 301-743-5161.
Cedar Point WMA:  3,920 acres. Reservations required for waterfowl blinds/blind sites. 301-743-5161.
Cedarville State Forest:  1,600 acres. Sign-in required. 301-743-5161.

Chapel Point State Park:  550 acres. Call for mobility impaired hunting access. 301-743-5161.

Chapman State Park (Mt. Aventine Parcel):  800 acres. Deer and waterfowl only. Waterfowl by boat access only. Permit and sign-in required. 301-743-5161.

Doncaster Demonstration Forest:  1,700 acres. 301-743-5161.

Indian Creek NRMA:  650 acres. 301-743-5161.
Myrtle Grove WMA:  4,460 acres. (includes tracts formerly known as Chapman, Pomfret and Matrawman NEA) 301-743-5161.

Nanjemoy Creek WMA:  224 acres. Reservation required for waterfowl blind sites. 301-743-5161.
Nanjemoy WMA:  1,806 acres (general hunting), 140 acres (archery only). Reservations required for waterfowl blind site. 301-743-5161.

Popenes Creek WMA:  522 acres. 301-743-5161.
Riverside WMA:  399 acres. Reservation required for waterfowl blind site. 301-743-5161.


Zekiah Swamp NEA: Waterfowl hunting only. Boat access only. 301-743-5161.

Hoernicke-Opilhan Complex CFL:  368 acres. 410-632-3732.
Insley Complex CFL:  450 acres. 410-632-3732.

Lewis Complex CFL:  1,500 acres. 410-632-3732.


Marshyhope Complex CFL:  3,378 acres. 410-632-3732.

Nanticoke River WMA
See also Wicomico County 410-376-3236.

• Calloway Wharf: 55 acres. Water access only.
• Lower Marshyhope Swamp: 415 acres. Water access only. Furbearer trapping permits issued by bid process.

Tar Bay WMA:  12 acres. Waterfowl (water access only). 410-376-3236.


FREDERICK

Frederick City Watershed CWMA:  7,300 acres. Free permit required to hunt furbearers at night. 301-842-2702.
Gravel Hill Swamp WMA:  69 acres. Archery hunting only. 301-842-2702.
Heater's Island WMA:  204 acres. Boat access only. 301-842-2702.
Monocacy NRMA:  1,800 acres. Hunting permitted Monday–Saturday. 301-924-2127
Ridenour Swamp WMA:  82 acres. Archery hunting only. 301-842-2702.

Urbana FMA:  60 acres. Archery hunting only - all legal species. 301-898-5443.

GARRETT

Cunningham Swamp WMA:  328 acres. 301-334-4255.


Youkgihenny Reservoir CWMA:  900 acres. 301-334-4255.


HARFORD

Gunpowder Falls State Park: See Baltimore County.

Rocks State Park:

• Deer Creek Area: 120 acres. Deer archery hunting only 410-557-7994
• Cameron Area: 105 acres. Deer archery hunting only. 410-356-9272.


HOWARD


Patapasco Valley State Park: See Baltimore County.

Patuxent River State Park:  4,750 acres. 301-924-2127
KENT

Sassafras NRMA: 1,100 acres. General hunting with restrictions. Migratory goose hunting by lottery only. Restrictions and applications available online at: dnr.maryland.gov/publiclands. 410-820-1668.

Montgomery
• Mason Island: 274 acres
• Oxley Island: 35 acres
• Maddox Island: 169 acres
McKee-Beshers WMA: 1,960 acres. 410-356-9272.
Patuxent River State Park: See Howard County.
Seneca Creek State Park: 650 acres for general hunting and 2,500 acres for deer archery hunting only.
• Managed Deer Hunt (shotgun) by lottery. See page 29 for application. 410-924-2127
• Schaefer Farm: Deer shotgun hunting. 410-356-9272.

Key
- --- public archery range
- --- provisions to hunt from a vehicle, call each area for other conditions that may apply
- --- Managed Hunt Permit required for certain department lands (See Deer Hunting, page 28)
- --- free public permit required
- --- free public shooting range
- --- daily sign-in required
- --- trapping allowed by permit
- --- limited Sunday hunting allowed
- RR --- reservation required

Prince George's
Bowen WMA: 30 acres. Waterfowl and rail hunting only. Access by boat only. 301-743-5161.
Cedarville State Forest: See Charles County.
Cheltenham WMA: 15 acres. Dove and deer archery hunting only. 301-743-5161.
Gardner Road CWMA (MNCPPC): 120 acres. Deer archery hunting only. 301-743-5161.
National Park Service Blind Sites: 301-743-5161.
Patuxent River Park/ Billingsley (MNCPPC): 400 acres. Deer archery hunting only. Open Mon.–Fri., one p.m. to one half hour after sunset. 301-743-5161.
Queen Anne Bridge Rd. CWMA (MNCPPC): 182 acres. Deer archery hunting only. Open Mon.–Sat. 301-743-5161.
Rosaryville State Park: 460 acres. Deer hunting only. Permit and sign-in required. 301-743-5161.
Spice Creek NRMA: 230 acres. Reservations required for waterfowl blind site. 301-743-5161.

Somerset
Cedar Island WMA: 3,081 acres. Furbearer trapping permits issued by bid process. 410-651-2065
Deal Island WMA: 13,565 acres. Furbearer trapping permits issued by bid process. Impoundment areas open to hunting during September/December/January segment on opening day, any Saturday, and the Friday following Thanksgiving. 410-651-2065
Deal Island WMA: 13,565 acres. Furbearer trapping permits issued by bid process. Impoundment areas open to hunting during September/December/January segment on opening day, any Saturday, and the Friday following Thanksgiving. Application deadline is Sept. 14, 2020. Motorized boats, except those powered by electric motors, are prohibited in the impoundments between October 1 and March 31. 410-651-2065
E. Mace Smith Complex CFL: 1,737 acres. 410-632-3732.
Fairmount WMA: 5,224 acres. Furbearer trapping permits issued by bid process. Impoundment areas open to hunting during September/December/January segment on opening day, any Saturday, and the Friday following Thanksgiving. Lottery application available online at dnr.maryland.gov. Application deadline is Sept. 14, 2020. Motorized boats, except those powered by electric motors, are prohibited in the impoundments between October 1 and March 31. 410-651-2065
Garland Road WMA: 1,100 acres. 410-356-9272.
Janes Island State Park: 1,087 acres. 410-632-3732.
Jonomun Complex CFL: 410-632-3732.
Marlboro Complex CFL: 1,287 acres. 410-632-3732.
Marlboro Complex CFL: 1,287 acres. 410-632-3732.
Pocomoke Sound WMA: 922 acres. Furbearer trapping permits issued by bid process. Boat access only. 410-651-2065
South Marsh WMA: 2,969 acres. Furbearer trapping permits issued by bid process. Boat access only. 410-651-2065
Wellington WMA: 429 acres. Furbearer trapping permits issued by bid process. 410-651-2065
Wells Complex CFL: 1,900 acres. 410-632-3732.

St. Mary’s
Greenwell State Park: 187 acres. 301-872-5688
Myrtle Point CWMA: 192 acres. Deer and waterfowl hunting only. Permit and reservation required. 301-872-5688
Point Lookout State Park (Jacobs Tract Only): 240 acres. Deer and waterfowl hunting only. Hunters must use archery equipment during the early muzzleloader season. Waterfowl hunting at designated sites only. Access by boat only. 301-872-5688
St. Clement’s Island State Park: 63 acres. Rabbit and waterfowl hunting only. Free permit required for waterfowl hunting zone - Contact 301-743-5161. Accessible only by boat. Park information: 301-872-5688
Salem Tract (State Forest): 1,550 acres. 301-743-5161.
St. Inigoes State Forest: 600 acres. Permit and reservation required at all times. 301-743-5161.
St. Mary’s Lake: Waterfowl hunting at designated sites only. Access by boat only (no gas motors). Permit and reservation required. 301-743-5161. Park information 301-872-5688.
Note — Waterfowl hunting may be suspended for a park improvement project scheduled for 2020–2021.
St. Mary’s River State Park: 2,200 acres. 301-872-5688.
ARCHERY HUNTING AT LIBERTY, LOCH RAVEN AND PRETTYBOY RESERVOIRS

Special rules and regulations for hunting are in effect on the Liberty, Loch Raven and Prettyboy Reservoirs. By accepting the permit, the permittee agrees to having read and accepted these rules and regulations governing the Liberty, Loch Raven and Prettyboy Reservoirs established by the City of Baltimore, Director of Public Works.

- Parking or driving motor vehicles of any description except on hard surfaced roads is prohibited.
- No fires are permitted on the watershed areas at any time.
- Hunting is permitted only from one half hour before sunrise to one half hour after sunset.
- No hunting within 50 feet of high water shoreline.
- No hunting is allowed south of Liberty Road (MD Rt. 26) on Liberty Reservoir in Baltimore County.
- Hunters must adhere to all regulations established by the Baltimore City Bureau of Water and Wastewater.
- Hunters are warned against the disposal of refuse and trash on the watershed area, and violators will be prosecuted in accordance with the law.
- Although not recommended by Baltimore City Department of Public Works, the use of patented portable tree stands is permitted.
- Portable tree stands must be removed at the end of each day.
- Masks or other face gear shall be removed upon leaving the woods and when approaching within 100 yards of another person.
- Permits are valid for the entire season for the taking of game, except waterfowl, WITH ARCHERY EQUIPMENT ONLY at Liberty and Prettyboy Reservoirs.
- On Loch Raven Reservoir, the permit is valid for deer hunting only with archery equipment in designated areas.
- It is illegal to bait for hunting.
- On Loch Raven Reservoir hunting is prohibited on the Torrey C. Brown Rail Trail/NCR Trail.
- Baltimore City Department of Public Works regulations allow for use of crossbows on Liberty, Loch Raven and Prettyboy Reservoirs during the entire deer bow season established by the Department of Natural Resources.
- Deer archery hunters hunting during the Junior Deer Hunting Days, Deer Firearms and Deer Muzzleloader Seasons are required to wear dayglow fluorescent color clothing.
- Archery Hunting Permits for Liberty, Loch Raven and Prettyboy Reservoirs are available online at dnr.maryland.gov/wildlife/Documents/Reservoir-Permit.pdf.
- For reservoir hunting questions call 410-356-9272.
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## SUNRISE AND SUNSET AT BALTIMORE, MD
### (EASTERN STANDARD TIME)
#### SEPTEMBER 2020 THROUGH MAY 2021

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Source: Astronomical Applications Department, U.S. Naval Observatory. Daylight Saving Time is included in the chart (in red). These times are for Baltimore, Maryland and are for reference only. Consult local newspaper or other media for actual times in your area.

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