

Blackwater National Wildlife Refuge (NWR) is part of the Chesapeake Marshlands NWR Complex. It is one of 553 national wildlife refuges in the United States. The primary objective of a national wildlife refuge is to provide habitat for the conservation and protection of wildlife.

Hunting on a national wildlife refuge is a privilege and your behavior while participating in a Blackwater NWR hunt may affect future hunting on refuges. The refuge provides habitat for endangered and threatened species. Federal and State laws prohibit any activity that might harm endangered or threatened plants and animals. We believe that these hunts can be conducted without harming any endangered species and have taken certain precautions to make it so. The Delmarva Fox Squirrel is an endangered species found on the refuge. **REMEMBER!** Your hunt permit authorizes you to take specified game only. Harming or needlessly disturbing any other wildlife, including any birds, mammals, amphibians, or reptiles (even venomous snakes) is a violation of refuge regulations and is cause for prosecution. The regulations listed below supplement the general regulations which govern hunting on wildlife refuges set forth in Title 50: Part 32, Code of Federal Regulations. Hunting will be in accordance with applicable State regulations and the following special refuge regulations.

Deer harvested during the refuge hunts will not count toward the State's regional combined bag limit.

GENERAL REGULATIONS

1. Check-In/Check-Out Procedures

Only participants possessing authorized permits will be allowed to enter the hunt areas. This includes traveling on/accessing hunt unit roads and parking lots beyond entrance gates. Permit holders are allowed on the refuge from 4:30 am to 9:00 pm.

Archery - Check-in and check-out is not required

Youth - Hunters must be 16 years of age or younger and accompanied by a licensed or exempt from licensed, non-hunting adult, 21 or older. The accompanying adult must remain with the youth at all times. Check-in is required at the designated refuge check station (see map). The check station will open at 5:00 am. A valid hunt permit, proper hunting license, and personal identification will be required to check-in. All deer killed must be properly tagged and presented for examination at the refuge check station on the day of the kill.

Quota Muzzleloader & Shotgun Hunts - Hunter check-in is not required. However, all deer harvested must be properly tagged and presented for examination at the refuge check station on the day of the kill, between 9:00 am and 9:00 pm.

Non-Quota Muzzleloader & Non-Quota Shotgun Hunts

- Hunter check-in is not required.

The Hunt Coordinator will be available 11:00 am – 1:00 pm at the temporary Refuge Visitor Center.

2. Tagging and Checking Instructions

All deer must be tagged and the Big Game Harvest Record must be filled out before deer can be moved from place of kill. Under Maryland state guidelines, hunters then have 24 hours to obtain a confirmation number.

3. Disabled Hunters

Hunters, including archery hunters, wishing to qualify for disabled permits in Area B1* and Q2* must provide a completed copy of an approved Maryland Department of Natural Resources - Wildlife & Heritage Service Application for Permit to Hunt from a Vehicle, along with the deer hunt applications.

4. Weapons

Archery – Crossbows, bows and arrows according to State of Maryland regulations.

Youth Hunt – If hunting with a shotgun hunters must use slugs and/or No. 1 buckshot or larger.

Muzzleloader Hunt – Can use a muzzleloading rifle and/or muzzleloading shotgun, according to State of Maryland regulations.

Shotgun Hunt – If hunting with a shotgun hunters must use slugs and/or No. 1 buckshot or larger.

5. Access

Motorized vehicles are authorized for access only on designated roads and parking areas indicated on hunt maps, and in Area B1* and Q2* (vehicles are restricted to field edges and trails in these areas). All other access is limited to walk-in or bicycles. Access by boat and ATV is prohibited. Hunters are required to seek permission from a refuge employee to retrieve deer from a closed area.

6. Scouting

No check-in or check-out is required for scouting, and participants may proceed directly to their chosen hunting areas to scout. Scouting will only be permitted by hunters with a permit on September 23; October 16 & 30; November 20; and January 13, 2012. The Hunt Coordinator will be available at the temporary Refuge Visitor Center from 9:00 am -1:00 pm for information. All youth hunters must be accompanied by an adult/guardian age 21 or older.

7. Hunter Orange

A minimum of 400 square inches of solid-colored daylight fluorescent orange clothing must be worn on the head, chest, and back of all hunters during the refuge's Youth, Muzzleloader, and Shotgun hunts. Orange hats/material must be worn on head at all times. Camouflage orange and faded orange garments are prohibited.

8. Tree Stands

The use of a tree stand that elevates the hunter a minimum of 8 feet above the ground is **mandatory for hunting Area B2**. Temporary, removable, ladder, fixed, and climbing-type tree stands are permitted and encouraged in all other areas. Tree stands must not damage the tree. Screw in steps, spikes, nails, or other objects that are driven into the tree are prohibited. Strap-on steps are permitted. Hunting from a permanently constructed tree stand is prohibited. Tree stands may be left in the hunting area during the hunting season at the hunter's discretion. Unoccupied tree stands must be tagged in plain sight with permit number and year. The refuge will not be held responsible for damage, theft, or other hunter occupancy. **Tree stands must be removed by the last day of the refuge hunting season.** Tree stands can be pre-installed during the scouting days for use during the selected hunts. Any stands left in the hunting area after the season are considered abandoned property and will be removed.

9. Other Regulations

- Hunters are prohibited from being on the refuge between 9:00 pm and 4:30 am.
- Pets are prohibited in hunt areas.
- Camping is not permitted.
- Only contained-fire cooking devices are permitted, and these are restricted to designated parking areas.
- Commercialization (guiding) is not permitted.
- Baiting is not permitted.
- Only participants possessing authorized permits will be allowed to enter the hunt areas.
- Use and/or possession of alcoholic beverages while hunting is prohibited.
- Driving deer is permitted only on December 8,9,10.
- Area access and hunter participation can be revoked at discretion of the Refuge Manager.
- Shooting from, across or down any refuge road is prohibited.
- An open gate designates a refuge road.

PERMIT LICENSE REQUIREMENTS

Each hunter must have the following in his/her possession and display them upon request of any FWS employee or DNR police:

1. Valid Maryland State hunting license and stamps.
2. Valid government issued photo identification.
3. Valid Archery, Youth, Muzzleloader, or Shotgun Hunt permit.

For information, call Hunt Coordinator Allen Johnston at 410-228-5018. During the quota hunts Allen may be contacted by cell phone at 443-205-5290.

Blackwater National Wildlife Refuge Cambridge Maryland



Hunting Regulations 2011-2012

APPLICATION GUIDELINES

- Permits, except archery, must be obtained through mail. Include check or money order made out to the Friends of Blackwater in the appropriate amount.
- All hunters must obtain a permit regardless of age.
- Permits are non transferable

Archery, Youth, Muzzleloader, Shotgun

- Applications will be mailed to hunters that have participated in hunts at Blackwater NWR in the past 3 years.
- July 5 - applications will be available at the temporary Visitor Center from 9am - 4pm.
- Archery only- after September 16 permits may also be purchased at the temporary Visitor Center.
- Area U and B1* will be closed to archery during the youth hunt on November 5, 2011.

Youth Hunt

- Permits may also be purchased by walk-in hunters the day of the hunt at the check in station.

Applications will only be accepted by mail postmarked no later than:

- Muzzleloader- October 8th
- Youth Hunt- October 28th
- Shotgun- November 12th
- Non-Quota Muzzleloader- December 3rd

Permit Application Fees

Archery Application: \$20
 Quota Muzzleloader: \$10
 Non-Quota Muzzleloader: \$10
 Quota Shotgun: \$10
 Non-Quota Shotgun: \$20
 Youth Fees: \$5 for each type of hunt
 First Year Youth Hunter: Free for Youth Hunt Day

Note: Fees are reduced by ½ for Golden Age Passport/Senior Pass or Golden Access Passport/Access Pass holders. Pass numbers must be provided.

Season	Date	Bag Limit	Total Bag Limit
Archery	Sept. 24 – Oct. 19, 2011 Oct. 31 – Nov. 19, 2011 Jan. 14 – Jan. 31, 2012 <small>Area U and B1 closed to archery on November 5, 2011</small>	Sika: 2 (only 1 antlered) White-tailed: 10 antlerless and 2 antlered, (2 antlerless must be harvested before harvesting a second antlered)	Sika: 2 (only 1 may be antlered), White-tailed: 10 antlerless and 2 antlered, (2 antlerless must be harvested before harvesting a second antlered)
Quota Muzzleloader	Oct. 21-Oct 22, 2011	Sika: 1 White-tailed: 11 (only 1 may be antlered)	Sika: 2 (only 1 may be antlered), White-tailed: 10 antlerless and 2 antlered, (2 antlerless must be harvested before harvesting a second antlered)
Non-Quota Muzzleloader	October 27, 28, 29, 2011	Sika: 1 antlerless White-tailed: 10 antlerless	Sika: 2 (only 1 may be antlered), White-tailed: 10 antlerless and 2 antlered, (2 antlerless must be harvested before harvesting a second antlered)
Quota Shotgun	November 28, 2011 & December 2, 2011	See "Total Bag Limit"	Sika: 2 (only 1 may be antlered), White-tailed: 10 antlerless and 2 antlered, (2 antlerless must be harvested before harvesting a second antlered)
Non-Quota Shotgun	December 8-10, 2011	See "Total Bag Limit"	Sika: 2 (only 1 may be antlered), White-tailed: 10 antlerless and 2 antlered, (2 antlerless must be harvested before harvesting a second antlered)
Youth	November 5, 2011 <small>Area U, N and Area B1</small>	Sika: 1 either sex White-tailed: 3 (only 1 antlered)	Sika: 1 either sex White-tailed: 3 (only 1 antlered)