

STONEWALL RESORT CONTROLLED DEER HUNT 2010

RULES

In addition to General Rules that apply to all hunters be sure to check specific rules that apply to your hunting method.

Hunting Methods. Method descriptions are below and appear as a separate page. Please scroll down or print this document.

- 1. Free Roaming**
- 2. Fixed Stand**
- 3. Ground Blind Stand**
- 4. Class Q (must possess a Class Q license)**

General Rules

- All participants in this hunt are required to wear a minimum of 400 square inches of blaze orange as an outer garment.
- Deer may be hunted with any weapon legal for taking deer in West Virginia, however, fixed stand hunters will be assigned stands that are either archery or firearms hunting and only the assigned weapon may be used from these stands.
- Registration will be held at the Park Office beginning at 5:00 am. If you have not registered by 6:00 am, your stand will be re-assigned to another eligible hunter. The either sex permits (which allows harvesting a buck or doe) will be drawn immediately after 6:00 am.
- A safety briefing will be held immediately following the either sex draw. No one will be permitted to participate in the hunt unless they participate in the safety briefing. Immediately following the safety briefing, hunters will be dispersed to the hunting areas.
- You must present your hunting permit at registration and carry it with you while hunting. No one will be permitted to participate without their permit.
- You must also present your hunting license at registration. Hunters not required to possess a hunting license will be required to provide a government issued picture identification. Youth hunters can use their Hunters Education Card or the identification of the adult accompanying them in lieu of a government issued picture identification.
- Your hunting license or identification will be held until you return to the registration to check your harvested deer or leave for the day.

- Use of ATVs or other unlicensed vehicles are prohibited on the State Park
- Your permit is only for you. It may not be transferred to another person.
- Non-hunting permits may be issued for adults assisting youth hunters and persons assisting Class Q hunters who did not receive a Stonewall Resort Controlled Hunt permit. Hunters with other special needs requiring a non-hunting adult with them may be approved. Proper identification is required.
- No one is permitted in the hunting area without a permit. The permit is valid only for the day and access area/fixed stand listed on the permit.
- Violation of any rules of the hunt will result in expulsion from the park, prosecution, and prohibition from participation in future controlled deer hunts.

FREE ROAMING HUNTING AREA

The following rules apply to free roaming hunters and are in addition to the general rules above.

- Scouting is permitted and encouraged in the free roaming area. You may not have guns, bows or broadhead arrows on the park while scouting.
- The enclosed map shows the approximate boundary between the free roaming area and fixed stand area. The exact boundary will be marked beginning October 28, 2010.
- Immediately following the safety briefing, you will drive to your access point. A parking tag will be issued to you for your access area.
- You must access the hunting area from your designated access point.
- You may pursue a crippled deer as long as it stays within the free roaming area. You must be accompanied by DNR personnel to pursue a crippled deer outside of the free roaming boundary.
- Two hunters will be accessing the hunting area at each access area, except that 4 hunters will be accessing the hunting area at access area G.
- You must have your weapon cased until you arrive at your access point and case your weapon upon exiting the hunting access area.
- If you leave the hunting area, you are finished hunting for the day. Exceptions are made for transitory trips for supplies or for lunch.
- Ground blinds may be constructed from natural downed material. Permanent blinds or tree stands may not be constructed.
- Climbing tree stands and ladder stands may be used. Use of screw in steps, nails or other stands that permanently scar a tree are not permitted.
- Youth hunters under age 15 must be accompanied by a licensed adult 18 years of age or older

FIXED STAND HUNTING AREA

The following rules apply to fixed stand hunters and are in addition to the general rules above.

- You must bring your own climbing tree stand or ladder stand. Use of screw in steps, the use of nails, or building a stand is prohibited.
- You are required to use your safety harness.
- Scouting is not permitted in the fixed stand hunting area.
- You are required to hunt from the designated tree stand location.
- You are required to be at least 8 feet from the surface of the ground before hunting unless specifically directed otherwise by DNR personnel at the site.
- Firearms, bows and arrows must remain cased until you are at your stand drop off location. This is for everyone's safety and the protection of your equipment.
- Youth hunters under age 15 must be accompanied by a licensed adult 18 years of age or older. All youth hunters must have a stand that will accommodate 2 hunters or use 2 climbing stands in the same tree.
- Following the safety briefing, you will be transported by shuttle from the Park Headquarters to a location near your hunting stand. Open air transportation will be used (a trailer or truck).
- You do not need to bring your equipment into Park Headquarters for registration. The shuttle will pick up you and your equipment in the Park Headquarters parking lot. Look for your parking location when you arrive to assure you are loaded onto the correct shuttle.
- The shuttle will patrol the hunting area every 2 hours to transport you, your gear and harvested deer.
- For your safety, if you need to leave the fixed stand hunting area prior to a shuttle trip, you must unload and case your weapon, walk directly to the cart path, and walk along the cart path back to the Park Headquarters. You must always wear blaze orange. Any harvested deer should not be dragged back to the headquarters.
- For your safety and the safety of others, you may not travel more than 100 yards from your stand to track a wounded deer or to retrieve a harvested deer. You must be accompanied by DNR personnel beyond this distance.
- Deer harvested on the golf course should be dragged into the rough or wooded area for field dressing

GROUND BLIND STANDS

The following rules apply to ground blind stand hunters and are in addition to the general rules above.

- A ground blind for 2 hunters is provided for you. There is no need for you to bring a ground blind.
- You are required to hunt and shoot from within the ground blind. A safe hunting and shooting zone will be marked and shown to you at the stand location. You must hunt and shoot within the ground blind and within the hunting zone boundaries.
- Scouting is not permitted in your hunting area.
- Firearms, bows and arrows must remain cased until you are at your stand drop off location. This is for everyone's safety and the protection of your equipment.
- Youth hunters under age 15 must be accompanied by an adult. The ground blind provided should accommodate 2 hunters.
- Following the safety briefing, you will be transported by shuttle from the Park Headquarters to a location near your hunting stand. Open air transportation will be used (a trailer or truck).
- You do not need to bring your equipment into Park Headquarters for registration. The shuttle will pick up you and your equipment in the Park Headquarters parking lot. Look for your parking location when you arrive to assure you are loaded onto the correct shuttle.
- The shuttle will patrol the hunting area every 2 hours to transport you, your gear and harvested deer.
- For your safety, if you need to leave the fixed stand hunting area prior to a shuttle trip, you must unload and case your weapon, walk directly to the cart path, and walk along the cart path back to the Park Headquarters. You must always wear blaze orange. Any harvested deer should not be dragged back to the headquarters.
- For your safety and the safety of others, you may not travel more than 100 yards from your stand to track a wounded deer or to retrieve a harvested deer. You must be accompanied by DNR personnel beyond this distance.
- Deer harvested on the golf course should be dragged into the rough or wooded area for field dressing

THE CLASS Q SITES

The following rules apply to Class Q hunters and are in addition to the general rules above. (A Class Q hunting permit is provided to hunters who are permanently disabled in both lower extremities. You must possess a Class Q permit to be eligible for this hunt.)

- Following the safety briefing, you will be escorted from the Park Headquarters to your hunting stand.
- All hunting laws and regulations specific to Class Q hunters apply for the Stonewall Resort State Park Controlled Deer Hunt.
- The Class Q fixed stand sites provide space for hunting from your vehicle. The vehicle must be stationary and the engine not operating.
- An optional accessible hydraulic lift hunting stand may also be provided.
- Your assistant, selected on your party permit, must hunt from outside your vehicle at your stand.
- Only you and your assistant may be at the stand.
- When one person (you or your assistant) has harvested a deer, that person may stay at the stand, however, they must unload and case their weapon.
- When both you and your assistant have harvested a deer, you must return to the Park Headquarters to check in your deer.
- Scouting is not permitted in the fixed stand hunting area.
- Youth hunters under age 15 must be accompanied by a licensed adult 18 years of age or older.
- You do not need to bring your hunting equipment into Park Headquarters for registration.
- For your safety and the safety of others, you may not travel more than 100 yards from your stand to track a wounded deer or to retrieve a harvested deer. You must be accompanied by DNR personnel beyond this distance.

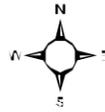
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Stonewall Resort State Park

Legend

-  Parking Area
-  Tree Stand
-  Fixed Site
-  Free Roaming

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