2014-2015 Alaska Hunting Regulations

Governing general, subsistence, and commercial uses of Alaska’s wildlife

Effective July 1, 2014 - June 30, 2015

• For hunts on federal lands, check federal regulations to see if you are eligible to hunt
• Visit http://hunt.alaska.gov for the most up-to-date regulation information
The regulations in this publication are taken from Title 5, Alaska Administrative Code and Title 16 of Alaska Statutes, both available for inspection at any Alaska Department of Fish and Game office. Other sections of Title 5, Alaska Administrative Code are included in the following publications: Trapping Regulations, Waterfowl Regulations, and Predator Control Supplements. These publications are also available at all Alaska Department of Fish & Game offices or at: http://hunt.alaska.gov.

If an Alaska Wildlife Trooper, Alaska State Trooper, police officer, or authorized Department of Fish and Game (ADF&G) employee asks to see your license, tags, harvest tickets, permits, game, or any equipment used to take game, you must show any or all of these items.

Map of Game Management Units

About the Unit maps on the following pages:
This Game Management Unit map of Alaska and the individual unit maps found throughout the following section on seasons and bag limits are included to help you determine the area in which a regulation applies. These maps are not intended to reflect exact unit or restricted area boundaries. For exact boundaries, please refer to the written description at the beginning of each unit, and consult a large-scale topographical map of the area. Not all roads, streams, and geographical features are illustrated because of the small scale. Hunters are advised that additional restrictions may be imposed by the land owner. See page 4 for phone numbers of ADF&G offices in the communities noted on these maps.

Photo on the Cover: Amber Wheat harvested her first mountain goat by permit on the Kenai Peninsula after a three hour hike up the mountain. The photo was taken October 1, 2013 by Mike Wheat.

Photographs seen throughout this publication have been used with permission from the owners. For information on submitting photos please go to http://adfg.alaska.gov/index.cfm?adfg=wildliferegulations.hunting. Photographs submitted cannot always be used and must be accompanied by an accurate hunt description that can be verified, along with permission from the photographer for their use, and contact information for both the hunter and the photographer.

This publication, released by the Alaska Department of Fish & Game, was produced at a cost of $0.45 per copy to provide hunting regulations to the public, and was printed by Anchorage Printing. (AS 44.99.210).

Comments or questions regarding this publication may be emailed to natalie.weber@alaska.gov.
Dear Fellow Hunter,

As Alaskans, we have a proud hunting heritage and great respect for the wild game that has sustained Alaskans for generations. Our state’s vast lands present unique hunting opportunities found in few places around the world.

Hunting in Alaska is an important family activity and cultural tradition that puts food on our tables and stimulates our economy. My administration is committed to active management in Alaska, and to sustaining game populations for the long-term health of our people, resources, and our Alaskan way of life.

To practice safe and responsible hunting in Alaska, I encourage you to study this booklet. As hunters, we are personally responsible for knowing, understanding, and following all current limits and regulations. I encourage you to contact the Alaska Department of Fish and Game with any questions you may have regarding limits or regulations. In addition, the Alaska Department of Fish and Game offers classes and clinics on a wide variety of hunting topics.

By taking the time to learn about hunting safety and rules, we can ensure that every hunter has the knowledge and resources necessary to have a safe and enjoyable hunting experience. Together, we will ensure Alaska’s lands support ample wildlife and game for us and future generations of hunters.

Thank you for taking the time to read this important booklet, and good hunting.

Best regards,

Sean Parnell
Governor

Dear Fellow Hunter,

Thank you for purchasing an Alaska hunting license. The money you’ve spent on your license, as well as your gun and ammunition, helps support hunter education programs and promote safer, more successful and responsible hunters.

Your purchases also go toward preserving access for hunters and maintaining habitats important to wildlife while contributing to the management of Alaska’s world-class hunting opportunities. Your contributions help ensure that future hunters will enjoy these opportunities and that wildlife populations remain sustainable.

Department biologists draw upon a variety of means to manage Alaska’s diverse wildlife resources. Critters from bears and moose, to caribou and mountain goats are captured, examined and often marked and equipped with radio or GPS collars. Over time, tracking these animals helps us assess population statuses and trends. Biologists also examine habitats and the amount and quality of available food needed by wildlife species to ensure habitats remain productive. Too, we recognize the impacts predation can have on moose, caribou and deer, and our scientifically sound predation management programs work to maintain healthy predator-prey balances while ensuring maximum, sustainable hunting opportunities.

Researchers also investigate factors that affect the health and abundance of wildlife populations. Our biologists sample animals for diseases and genetic information, study relationships between predators and their prey, identify migration and seasonal movement patterns, and monitor the effects of resource development on wildlife.

Traditional knowledge is also valued and used to inform our decisions. The information shared by Native peoples and long-term hunters regarding their hunting efforts and the wildlife they harvest is extremely important.

Finally, the public contributes to our regulatory process through local advisory committees and regional Board of Game meetings. I encourage you to participate in this process, as this is where your voice is heard on how your wildlife resources are managed.

As the Director of the Division of Wildlife Conservation, I want to thank you for your continued support of wildlife conservation. Good luck this hunting season.

Doug Vincent-Lang
Acting Director

http://hunt.alaska.gov
This publication is an interpretive summary of the Alaska Hunting Regulations and contains rules, which affect most hunters, which have been simplified for your convenience. It is not a legal document and it is not quoted verbatim from state law. For further details, consult your local Alaska Department of Fish and Game (ADF&G), Division of Wildlife Conservation representative.

ADF&G Division of Wildlife Conservation contacts:

Anchorage (907) 267-2257 Ketchikan (907) 225-2475
Barrow (907) 852-3464 King Salmon (907) 246-3340
Bethel (907) 543-2979 Kodiak (907) 486-1880
Cordova (907) 424-3215 Kotzebue (907) 442-3420
Craig (907) 826-2561 McGrath (907) 524-3323
Delta Junction (907) 895-4484 Nome (907) 443-2271
Dillingham (907) 842-2334 Palmer (907) 746-6300
Douglas (907) 465-4265 Petersburg (907) 772-3801
Fairbanks (907) 459-7206 Sitka (907) 747-5449
Galena (907) 656-1345 Soldotna (907) 262-9368
Glennallen (907) 822-3461 Tok (907) 883-2971
Homer (907) 235-8191 Wrangell (907) 874-3822

Alaska Wildlife Troopers in the Department of Public Safety enforce the hunting regulations outlined in this summary booklet. If you have witnessed a violation and want to report it, please call the office nearest you from the list below or the Alaska Fish and Wildlife Safeguard toll-free at 800-478-3377.

Alaska Wildlife Troopers contacts:

Anchor Point (907) 235-8239 Juneau (907) 465-4000
Anchorage (907) 352-5401 Ketchikan (907) 225-5111
Aniak (907) 675-4352 King Salmon (907) 246-3307
Bethel (907) 543-5918 Kodiak (907) 486-4762
Cantwell (907) 768-4050 Kotzebue (907) 442-3241
Coldfoot (907) 678-5211 Mat-Su West (907) 373-8318
Cordova (907) 424-3184 McGrath (907) 524-3222
Craig (POW) (907) 826-2291 Nome (907) 443-2429
Delta Junction (907) 895-4681 Palmer (907) 745-4247
Dillingham (907) 842-5351 Petersburg (907) 772-3983
Dutch Harbor (907) 581-1432 Seward (907) 224-3935
Fairbanks (907) 451-5350 Sitka (907) 747-3254
Galena (907) 656-1634 Soldotna (907) 262-4573
Girdwood (907) 783-0970 St. Marys (907) 438-2119
Glennallen (907) 766-2533 Talkeetna (907) 733-2256
Haines (907) 822-3461 Tok (907) 883-4471
Hoonah (907) 945-3620 Valdez (907) 835-4307
Iliamna (907) 571-1534 Wrangell (907) 874-3215
Yakutat (907) 784-3220

The Alaska Department of Fish and Game (ADF&G) administers all programs and activities free from discrimination based on race, color, national origin, age, sex, religion, marital status, pregnancy, parenthood, or disability. The department administers all programs and activities in compliance with Title VI of the Civil Rights Act of 1964, Section 504 of the Rehabilitation Act of 1973, Title II of the Americans with Disabilities Act of 1990, the Age Discrimination Act of 1975, and Title IX of the Education Amendments of 1972.

If you believe you have been discriminated against in any program, activity, or facility please write: ADF&G ADA Coordinator, P.O. Box 115526, Juneau, AK 99811-5526, U.S. Fish and Wildlife Service, 4401 N. Fairfax Drive, MS 2042, Arlington, VA 22203, or the Office of Equal Opportunity, U.S. Department of the Interior, 1849 C Street NW MS 5230, Washington DC 20240.

The department’s ADA Coordinator can be reached via phone at the following numbers: (VOICE) 907-465-6077; (Statewide Telecommunication Device for the Deaf) 907-465-6078; (FAX) 907-465-6078. For information on alternative formats and questions on this publication, please contact the following: Publications Specialist, ADF&G/Wildlife Conservation, P.O. Box 115526, Juneau, AK 99811-5526, or call 907-465-4176.
### HUNTING CHANGES

This is a summary of changes adopted by the Alaska Board of Game for regulatory year 2014-2015. This is not a comprehensive list of all the detailed changes. It is your responsibility to read the Alaska Hunting Regulations carefully for complete information. Changes to existing hunts and new hunts are shown in red.

Predator Control Supplements are available online at: http://regulations.adfg.alaska.gov.

<table>
<thead>
<tr>
<th>BLACK BEAR</th>
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<tbody>
<tr>
<td><strong>Unit 25C</strong>, increase bag limit from 3 bears to 5 bears.</td>
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<tr>
<td><strong>Unit 25D</strong>, increase bag limit from 3 bears to 5 bears for nonresident hunters.</td>
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<thead>
<tr>
<th>BROWN/GRIZZLY BEAR</th>
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<tbody>
<tr>
<td><strong>Unit 22C</strong>, liberalize bag limit to one bear every year for both resident hunters and nonresident hunters.</td>
</tr>
<tr>
<td><strong>Unit 23</strong>, add a brown bear registration hunt for nonresident hunters, in addition to the existing drawing hunt. <strong>EFFECTIVE FALL 2014 AND SPRING 2015:</strong></td>
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<tr>
<th>CARIBOU</th>
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<tr>
<td><strong>Units 22, 23, and 26A</strong>, allow the use of a snowmachine to position a caribou for harvest and allow caribou to be shot from a stationary snowmachine.</td>
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<tr>
<th>MUSKOX</th>
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<tr>
<td><strong>Unit 18, Nunivak Island</strong>, modify the registration hunt to allow harvest of both bulls and cows.</td>
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<tr>
<th>SHEEP</th>
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<tr>
<td><strong>Unit 19C</strong>, establish a resident only winter registration hunt Oct. 1 – April 30, for any sheep less than ¾ curl, broomed rams, lambs and ewes with lambs prohibited. Use of aircraft is prohibited, except into the airports at McGrath, Telida and Nikolai. Sealing will be required.</td>
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<tr>
<th>WOLF</th>
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<tr>
<td><strong>Unit 19</strong>, decrease the season for hunting from Aug. 1 – May 31 to Aug. 10 – May 31, and decrease the bag limit from 10 wolves per day to 10 wolves per year.</td>
</tr>
<tr>
<td><strong>Units 12, 20, and 25C</strong>, increase the bag limit for hunting from 5 to 10 wolves per year.</td>
</tr>
<tr>
<td><strong>Unit 22</strong>, extend the wolf hunting season by one month to end May 31st.</td>
</tr>
<tr>
<td><strong>Units 18, 22, 23, and 26A</strong>, allow the use of a snowmachine to position a wolf for harvest and allow wolves to be shot from a stationary snowmachine.</td>
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<tr>
<th>WOLVERINE</th>
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<tr>
<td><strong>Units 22, 23, and 26A</strong>, allow the use of a snowmachine to position a wolverine for harvest and allow wolverines to be shot from a stationary snowmachine.</td>
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<tr>
<th>MISCELLANEOUS</th>
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<tr>
<td>Prohibit the take of game with any device that has been airborne, controlled remotely and used to spot or locate game with the use of a camera or video device.</td>
</tr>
<tr>
<td><strong>Units 18, 19, and 21</strong>, modify the boundaries defining the game management units. See Unit pages.</td>
</tr>
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### Attention all bowhunters:

Beginning July 1, 2016, all hunters using bow and arrow to hunt big game, IN ANY HUNT, must have successfully completed a department-approved bowhunter certification course.
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Plan ahead now - what’s happening and when?

January
   · New hunting licenses, metal locking-tags
   · Board of Game meeting Region I, Units 1-5
     January 9 - 13, 2015 Juneau

February
   · Drawing and Subsistence permits awarded
   · Board of Game meeting Region IV, Units 9-11, 13, 14A&B, 16-17
     February 13 - 20, 2015 Wasilla

March
   · Board of Game meeting Region II, Units 6-8, 14C, 15
     March 13 - 17, 2015 Anchorage
   · Plan your hunting trip, call for information

April
   · Proposals for 2016 Board of Game meetings due
     by end of the month

July
   · New hunting regulation books available
   · New harvest tickets for the regulatory year

August & September
   · Most fall hunting seasons begin

November
   · Drawing and Subsistence supplements available

December
   · Online permit applications (Drawing and Subsistence) due by 5 p.m. on December 15
Hunting seasons, types of hunts, and other resources

Hunting seasons and bag limits for big game are listed by unit on pages 38-130 of this book. Other game seasons and bag limits are listed in the back of the book (pages 131-133). Look up the species you want to hunt and check for an open season - if it is open, you may hunt it. **If the species is not listed, you may NOT hunt that species.**

Sometimes seasons need to be changed on short notice. When this happens, ADF&G issues Emergency Orders to protect a wildlife resource. Emergency Orders are as legally binding as regulations adopted by the Board of Game and statutes adopted by the legislature. Emergency Orders are posted at all ADF&G offices and on our web site at:  [http://hunt.alaska.gov](http://hunt.alaska.gov)

Not familiar with this book?

First, read the statewide general information on pages 7-37. This information applies statewide.

Game Management Unit (unit) descriptions for each area of the state are listed beginning on page 38. In each unit listing, you will find the big game species you may hunt as well as the bag limits and seasons for each species. A map of each unit is included for your reference. At the beginning of each set of unit pages, or on the map for that unit, restricted areas are clearly listed. Here you will learn which areas of that unit have restrictions or are closed to hunting, or where methods of access are controlled by state Board of Game regulation. Remember, these restrictions are in addition to any restrictions imposed by landowners (e.g., private or federal).

Make your hunt a legal hunt

When planning a hunt, you should determine the following details and be certain you understand the ADF&G definition of each, as all these components play a factor in ensuring your hunt is legal.

**Who is going to hunt?** (Are you a resident, nonresident, nonresident alien, youth hunter, or a disabled hunter?)

**Where do you plan to hunt?** (Which unit, which subunit? Is your hunt in a restricted area?)

**How are you going to hunt?** (Are there weapons restrictions or access restrictions?)

**What species do you want to hunt?** (Is there an open season for that species in the area you wish to hunt?)

**When do you plan to hunt?** (Seasons)

**What is the legal animal?** (bull, cow, horn, or antler restrictions?)

Types of hunting seasons

There are hunting seasons for residents and nonresidents. Hunts are open to residents (R), nonresidents (N), and both residents and nonresidents (B), as shown in the far left column of the Unit pages. See page 37 for an example of the format.

Nonresidents are allowed to hunt when there is enough game to allow everyone to participate. When there isn’t enough game, nonresident hunters are restricted or eliminated first. If more restrictions are necessary, seasons and bag limits may be reduced or eliminated for some residents.

<table>
<thead>
<tr>
<th>Types of hunts</th>
<th>More information on each type of hunt can be found on the following pages:</th>
</tr>
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<tbody>
<tr>
<td>General Season</td>
<td>page 14</td>
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<tr>
<td>Drawing</td>
<td>page 15</td>
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<tr>
<td>Registration</td>
<td>page 15</td>
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<tr>
<td>Tier I/II</td>
<td>page 15</td>
</tr>
<tr>
<td>Community Harvest</td>
<td>page 15</td>
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Reporting your harvest

To protect, conserve, and enhance our wildlife populations in Alaska, ADF&G needs to know how many animals are taken by hunters. Therefore, ADF&G collects harvest information using a variety of methods.

Harvest reports are used in some general season hunts, permit reports are used in permit hunts, and sealing information is collected for other species.

ADFG requires hunters to return harvest and permit reports even when they did not hunt or no game was taken, in order to help measure hunting pressure and hunter effort. You can find more information regarding harvest and permit tickets and reports on pages 14 and 15.

Other information sources

Each fall, we publish additional information regarding Drawing and Subsistence hunts in separate supplements which can be found online and at ADF&G offices and vendors. For more information on these hunts, see page 15.

Migratory bird (waterfowl) regulations are available in mid-August at ADF&G offices and vendors. To take waterfowl, if you are 16 years of age or older, you must have a hunting license, state and federal duck stamps, follow the seasons, bag limits, and methods and means permitted.

Marine mammal harvest is controlled by the federal government. Contact the U.S. Fish and Wildlife Service at (907) 786-3311 for information on hunting walrus, polar bears, and sea otters. Contact the U.S. Department of Commerce, National Marine Fisheries Service at 1-800-853-1964 for information on hunting seals, sea lions, and beluga whales.

See page 8 for information on obtaining a copy of the federal subsistence regulations.

Hunter Harassment Law

It is against state law (AS 16.05.790) to intentionally obstruct or hinder another person’s lawful hunting, fishing, trapping or viewing of fish and game. Illegal activities include positioning one’s self in a location where human presence may alter the behavior of fish or game another person is pursuing. It is also illegal to create a sight, sound, smell, or physical stimulus to alter the behavior of fish and game another person is attempting to take.

The law does not prohibit lawful competitive practices among hunters, fishermen, or trappers. Violators of this statute are subject to a fine of up to $500 and/or up to 30 days in jail.
Know who owns the land where you plan to hunt

Land ownership and public access information
The Alaska Department of Natural Resources (DNR) and the U.S. Bureau of Land Management (BLM) maintain general land status records. Both agencies also maintain records indicating the availability of public access routes (roads, trails, campsites) that can be used to reach public lands and waters. Access and use of the State of Alaska’s navigable and public waters is protected under the state constitution and statutes. Use of these waters, below the ordinary high water mark, does not require a permit from the upland owner. For more information on land status and access contact: DNR Public Information Center (Anchorage) (907) 269-8400; BLM Public Information Center (Anchorage) (907) 271-5960. You can also visit DNR’s website at http://dnr.alaska.gov/mlw/index.htm.

State lands
State lands are open to hunting unless they are closed by state, local, or municipal laws.

State Park lands
Parts of the state park system are open to hunting, but the laws about the discharge of firearms and land use regulations vary from park to park. For information, call the DNR Public Information Center at (907) 269-8400.

State Refuge lands
Most state refuge lands are open to hunting, but there may be access or registration requirements. For more information call the ADF&G office nearest the refuge where you plan to hunt.

Federal public lands
Subject to federal restrictions and closures, most federal public lands are open to hunting under these regulations; however, National Parks and National Park Monuments are closed to hunting except by those eligible under Park Service regulations.

Additionally, a indicates that other federal regulations may apply. If you are planning to hunt on federal lands, consult the Subsistence Management Regulations for Federal Public Lands in Alaska for details. Calling federal agencies is also advised as in-season closures can occur at any time and may not be reflected in their annual regulatory publication.

For more information or a copy of the federal regulations, contact U.S. Fish and Wildlife Service, Subsistence Management by calling (800) 478-1456, e-mail them at subsistence@fws.gov, or visit their web site at: http://doi.gov/subsistence/index.cfm. You may also contact the following agencies by phone:

For National Parks and Preserves: National Park Service (907) 644-3509
For National Wildlife Refuges: U.S. Fish and Wildlife Service (800) 478-1456 or in Juneau (907) 780-1160
For National Recreation Areas: Bureau of Land Management (907) 271-5960
For National Forests: U.S. Forest Service (907) 586-8806

Local restrictions
Local, municipal, or federal governments may prohibit the discharge of firearms or access to an area. Check with the agency with jurisdiction for more information.

Private lands
State hunting regulations apply to private land, but do not guarantee access. Most of Alaska’s land is in public ownership and managed by federal or state agencies. However, a significant portion of the state is in individual or corporate ownership. If you intend to hunt on private lands in Alaska, make sure you have permission from the landowner. If you will be hunting with a guide or using the services of a transporter, they should have a working knowledge of land ownership in the area where you will hunt.

Use of private lands without the landowner’s permission, other than those legally reserved for public access easements, is trespassing.

It is illegal to destroy, deface, collect, transport, sell/trade or assist others with these activities associated with archaeological, cultural and historic resources.

Regional Native Corporation lands
The largest private landowners in the state are the Native village and regional corporations. If you wish to hunt on these private lands, you must contact the appropriate land management office to determine if a land use permit and/or fees are required. Some of these lands are closed to use by non-stockholders.

Many corporations have land status maps available. Contact them at:

<table>
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<tr>
<th>Native corporation lands contact information</th>
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<tr>
<td>Unit</td>
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Military lands
Civilians are allowed to hunt on some military lands. Hunters must obtain a recreation access permit prior to entering military lands. Access may be closed on short notice, and an access fee may be charged. All designated impact areas are permanently closed to access because unexploded ordnance (UXO) may be present in the area. Contact the Alaska State Troopers at 451-5100 to report potential UXO. More information is available at http://wainwright.army.mil/env/Restoration.html.

Military contact information
For further information, please refer to http://usartrak.isportsman.net/home
Joint Base Elmendorf Richardson (JBER) (907) 384-1128 (907) 552-2436 http://jber.isportsman.net
An Alaska resident is...  
- a person (including an alien) who is physically present in Alaska with the intent to remain indefinitely and make a home here, has maintained that person’s domicile in Alaska for the 12 consecutive months immediately preceding this application for a license, and is not claiming residency or obtaining benefits under a claim of residency in another state, territory, or country; OR  
- a member of the military service or U.S. Coast Guard who has been stationed in Alaska for the 12 consecutive months immediately preceding this application for a license; OR  
- a dependent of a resident member of the military service or U.S. Coast Guard who has lived in Alaska for the 12 consecutive months immediately preceding this application for a license.  
A person who does not otherwise qualify as a resident may not qualify by virtue of an interest in an Alaska business. (AS 16.05.415).

If you have any questions about your residency call your local Alaska Wildlife Troopers (telephone numbers listed on page 4).

Alaska residents ages 15 years or younger are not required to possess a license to hunt. Alaska residents ages 16 years or older must possess a valid license to hunt. Alaska residents ages 60 years or older may apply for a free permanent identification card in lieu of a license. In addition to a license, all hunters must carry any required harvest tickets, permits, locking-tag(s) and/or duck stamps while hunting. Children under 10 years old are not allowed to have their own harvest tickets or permits. (See youth hunter information, page 13.)

### Resident license requirements:

**If you are ...**

<table>
<thead>
<tr>
<th>Age</th>
<th>License Needed</th>
</tr>
</thead>
<tbody>
<tr>
<td>15 or under</td>
<td>no license required</td>
</tr>
<tr>
<td>16-59</td>
<td>license required</td>
</tr>
<tr>
<td>60 or over</td>
<td>free permanent ID</td>
</tr>
</tbody>
</table>

### Resident locking-tags

Residents hunting for most species do not require a locking-tag, but may require a harvest ticket. Residents must possess a locking-tag before hunting brown/grizzly bears in some locations (see page 24), and before hunting muskoxen in nonsubsistence hunts. Residents hunting muskoxen with a drawing or registration permit in Unit 18 must pay the appropriate locking-tag fee.

No locking-tag is required for residents hunting muskoxen in subsistence hunts in Units 22 and 23.

### Buying your licenses and locking-tags

Licenses and big game locking-tags must be purchased and are available from most license vendors, online at [http://hunt.alaska.gov](http://hunt.alaska.gov) or by mail from ADF&G’s Licensing Section, P.O. Box 115525, Juneau, AK 99811-5525. Hunting licenses and big game locking-tags are valid from date of purchase through December 31 of that year (AS 16.05.350). Check with your local sporting goods or hardware store to see if they sell licenses and locking-tags.

### Low income licenses

You can buy a low income license for $5 if your family earned less than $8,200 (before taxes) for the preceding year, or if you obtained assistance during the preceding six months under any state or federal welfare program. The $5 license is for hunting, trapping, and sport fishing; it is not a “subsistence” license -- you must still obtain any required harvest tickets, permits, or locking-tags.

### Older Alaska residents

Resident hunters 60 years or older may obtain a free, permanent identification card. This replaces the annual licenses for sport fishing, hunting, and trapping, as well as king salmon and state duck stamps. However, any required harvest tickets, locking-tags and permits are still needed.

### Disabled veterans

Disabled veterans who are Alaska residents may qualify for a free hunting and fishing license (this does not include trapping). This replaces the annual licenses for sport fishing and hunting, as well as king salmon and state duck stamps. To receive this license you must have been honorably discharged from military service, be eligible for a loan under AS18.56.101, and be certified by the US Veteran’s Administration as having incurred a 50 percent or greater disability during military service. Written proof from the VA is required at the time of application.

### To obtain an application

Applications for older Alaskans, 70 percent disabled, and disabled veteran licenses are available online and at any Fish and Game office. Some license applications are downloadable at [http://hunt.alaska.gov](http://hunt.alaska.gov), but must be mailed to Alaska Department of Fish & Game Licensing Section, P.O. Box 115525, Juneau, AK 99811-5525 for processing. These licenses can only be issued by the Licensing Section in Juneau.
Nonresident/nonresident alien licenses and locking-tags

Big game locking-tags are numbered metal locking objects that must be purchased and are required for all big game species. The locking-tag must be affixed, attached, or locked on the part of the animal required to be salvaged (skull, hide, or meat) immediately after the kill and must remain there until the animal is prepared for storage, consumed, or exported. Harvest tickets or permits may also be required. (See list below.)

A nonresident...
- is anyone who is not a resident of Alaska, but is a U.S. citizen.
- who hunts for sheep, goat, or brown bear must be accompanied in the field by an Alaska-licensed guide or resident relative within second-degree of kindred** who possesses a valid Alaska hunting license. The guide or relative must be within 100 yards of the nonresident when they attempt to take game.

A nonresident alien...
- is a citizen of a foreign country who is not a resident of the United States.
- must be accompanied in the field by an Alaska-licensed guide to hunt any big game animal. The guide must be within 100 yards of the nonresident alien when they attempt to take game.

Guide information
Nonresidents who hunt brown bear, Dall sheep, or mountain goat must be personally accompanied in the field by an Alaska-licensed guide or an Alaska resident 19 years or older within second-degree of kindred** holding a current Alaska hunting license. The guide or relative must be within 100 yards when the nonresident attempts to take game.

Nonresident aliens (non-U.S. citizens) hunting any big game must be accompanied in the field by an Alaska-licensed guide and the guide must be within 100 yards of the nonresident alien when they attempt to take game.

Hunters should be aware that, except for a registered or master guide, it is illegal for anyone to be compensated for any supplies, equipment, or services (other than transportation) to a big game hunter in the field. In other words, transporters and individuals cannot legally be compensated for vehicles, fuel, bear bait and/or stations, camping, hunting, or game processing equipment or any hunting services such as cleaning of game, glassing, packing, etc. from a permanent or nonpermanent structure in the field or on a boat on saltwater.

Licensed transporters may provide transportation services and accommodations (room and board) only at a personally-owned permanent structure in the field, or on a boat on saltwater. It is illegal for a transporter to accompany or remain in the field at a nonpermanent structure with a big game hunter who is a client of the person except as necessary to perform transportation services. Unlicensed individuals cannot legally provide transportation or accommodations for compensation.

**Second-degree of kindred:
father, mother, brother, sister, son, daughter, spouse, grandparent, grandchild, brother/sister-in-law, son/daughter-in-law, father/mother-in-law, stepfather, stepmother, stepsister, stepbrother, steps, or stepdaughter.

### Nonresident licenses

<table>
<thead>
<tr>
<th>Species</th>
<th>Price (each)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Small game hunting (grouse, hare, ptarmigan, waterfowl, cranes, and snipe)</td>
<td>$20</td>
</tr>
<tr>
<td>Hunting (all game)</td>
<td>$85</td>
</tr>
<tr>
<td>Hunting and trapping</td>
<td>$250</td>
</tr>
<tr>
<td>Alien hunting (big game)</td>
<td>$300</td>
</tr>
</tbody>
</table>

### Nonresident locking-tags

#### Prices for one locking-tag each

<table>
<thead>
<tr>
<th>Species</th>
<th>Price (each)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Black bear 1</td>
<td>$225</td>
</tr>
<tr>
<td><em>Brown/grizzly bear</em></td>
<td>$500</td>
</tr>
<tr>
<td><em>Bison</em></td>
<td>$450</td>
</tr>
<tr>
<td><em>Caribou</em></td>
<td>$325</td>
</tr>
<tr>
<td><em>Dall sheep</em></td>
<td>$425</td>
</tr>
<tr>
<td><em>Deer</em></td>
<td>$150</td>
</tr>
<tr>
<td><em>Elk</em></td>
<td>$300</td>
</tr>
<tr>
<td><em>Moose</em></td>
<td>$400</td>
</tr>
<tr>
<td><em>Mountain goat</em></td>
<td>$300</td>
</tr>
<tr>
<td><em>Muskox</em></td>
<td>$1,100</td>
</tr>
<tr>
<td><em>Wolf</em></td>
<td>$325</td>
</tr>
<tr>
<td><em>Wolverine</em></td>
<td>$175</td>
</tr>
</tbody>
</table>

#### Nonresident alien locking-tags:

#### Prices for one locking-tag each

<table>
<thead>
<tr>
<th>Species</th>
<th>Price (each)</th>
</tr>
</thead>
<tbody>
<tr>
<td><em>Black bear</em> 1</td>
<td>$300</td>
</tr>
<tr>
<td><em>Brown/grizzly bear</em></td>
<td>$650</td>
</tr>
<tr>
<td><em>Bison</em></td>
<td>$650</td>
</tr>
<tr>
<td><em>Caribou</em></td>
<td>$425</td>
</tr>
<tr>
<td><em>Dall sheep</em></td>
<td>$550</td>
</tr>
<tr>
<td><em>Deer</em></td>
<td>$200</td>
</tr>
<tr>
<td><em>Elk</em></td>
<td>$400</td>
</tr>
<tr>
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<td>$500</td>
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<td><em>Muskox</em></td>
<td>$1,500</td>
</tr>
<tr>
<td><em>Wolf</em></td>
<td>$500</td>
</tr>
<tr>
<td><em>Wolverine</em></td>
<td>$250</td>
</tr>
</tbody>
</table>

* Guide required
  1 harvest ticket required only in Units 1-7, 11-16, 19D and 20
  2 harvest ticket required
  3 a locking-tag is not required for wolves in Units 1, 3, 9, 10, 12, 13, 15, 16, 17, 19, 20, 24, and 25; however, a guide is still required for nonresident aliens

A locking-tag may not be used more than once, and two or more locking-tags cannot be used on one animal.

### Vendors:
You may issue harvest tickets whether or not a locking-tag has been purchased for a particular species. Contact any ADF&G office if you have questions.
Military licenses and locking-tags

All military personnel must comply with all Alaska regulations, regardless of where they hunt. License and locking-tag requirements are explained below; however, harvest tickets or permits are also required prior to hunting.

Resident military personnel


Applications for a free license are available at http://hunt.alaska.gov and must be mailed to Alaska Department of Fish & Game Licensing Division, P.O. Box 115525, Juneau, AK 99811-5525 for processing. These licenses can only be issued by the Licensing Division in Juneau.

Nonresident military personnel on all lands

Active duty members of the US military or the US Coast Guard, and their dependents, who do not qualify as residents and who are permanently stationed in Alaska may obtain a special military hunting license at the resident rate. This special resident rate ONLY applies to permanently stationed military with permanent change of station (PCS) papers showing effective date of transfer. Active duty nonresident military personnel and their dependents that receive this nonresident military hunting license are required to purchase locking-tags for brown bear and muskox at the resident rates. Locking-tags for sheep and goat are also required, but may be obtained at no cost. No locking-tags are required for the other big game species, however guides are still required for brown/grizzly bear, Dall sheep, and mountain goat. See green box below for more information.

Nonresident military licenses

Hunting $25
Hunting/sport fishing $48

Nonresident military locking-tags

(Prices are for one locking-tag each)

*Brown/grizzly bear............................$25
*Dall sheep...........................................free
*Mountain goat......................................free
Muskox bull.......................................$500
Muskox cow.......................................$25

*guide required
†harvest ticket required

Guide requirement:

All nonresidents, including military personnel and their dependents hunting brown/grizzly bear, Dall sheep, or mountain goat are required to be personally accompanied in the field by an Alaska-licensed guide or a relative within second-degree of kindred (See page 10), holding a current Alaska hunting license, who is 19 years or older and an Alaska resident. The guide or relative must be within 100 yards of the nonresident when they attempt to take game.

Deployed Military Personnel Permit transfers and reissues

Active duty military personnel deployed to a combat zone who are unable to use their drawing or Tier II permit may qualify for the following permit provisions:

- Drawing permit holder may be re-issued a permit for the same hunt the following regulatory year.
- Tier II permit holder may transfer their permit to a substitute hunter who is a resident of Alaska. The person originally issued the permit has all rights to the game harvested under this permit transfer.

Forms and information are available online at http://hunt.alaska.gov.

Completed forms should be mailed to:

Alaska Department of Fish and Game
Division of Wildlife Conservation
ATTN: Permit Hunt Administrator
333 Raspberry Rd.
Anchorage, AK 99518-1599

Additional information is available by contacting the Permit Hunt Administrator by phone (907) 267-2246

A current list of licensed guides, transporters, and general information on guiding is available on the web site at http://commerce.state.ak.us/occ/apps/ODStart.cfm or may be obtained by mail for $5 from:

Alaska Department of Commerce, Community & Economic Development, Division of Corporate, Business & Professional Licensing
P.O. Box 110806
Juneau, AK 99811-0806
(907) 465-2543

For license applications and information, contact:

ADF&G Licensing Section
PO Box 115525
Juneau, AK 99811-5525

907-465-2376 (phone)
907-465-2440 (fax)
adfg.license@alaska.gov
Disabled and elderly Alaskans: Proxy hunting provisions

*Definition of “person with physical disabilities” - a person who presents to ADF&G either written proof that the person receives at least 70-percent disability compensation from a government agency for a physical disability or an affidavit signed by a physician licensed to practice medicine in the state, stating that the person is at least 70-percent physically disabled.

An Alaska resident (the beneficiary) may obtain an authorization allowing another Alaska resident (the proxy) to hunt moose, caribou, or deer for them if they are blind, 70-percent physically disabled* (defined above), or 65 years of age or older. A person may not be a proxy for more than one beneficiary at a time.

Proxy hunting is allowed for most deer hunts, most caribou hunts, and some moose hunts, with the following restrictions:

You **MAY** proxy hunt for moose:
- in Tier II hunts
- in bull hunts with no antler restrictions
- in antlerless moose hunts

You **MAY NOT** proxy hunt in these areas:
- Unit 20E moose (RM865), and Units 20B, 20D, 20E, 20F and 25C caribou registration hunts (RC860, and RC867).
- Units 21B, 21C, 21D and 24D and 24D moose hunts if either the proxy hunter or the beneficiary holds a drawing permit for the Units 21B, 21C, 21D and 24D and 24D moose hunts.
- Mulchatna herd caribou hunts before Nov. 1 in Units 9A, 9B, 9C within the Alagnak River drainage, 17B, 17C, 18, 19A, and 19B.

**Antler destruction in proxy hunts:**
- consists of removing at least one antler from the skull plate or cutting the skull plate in half to destroy the trophy value.
- is required for all species.
- is required for each animal taken by the proxy hunter (both the proxy hunter’s animals and the beneficiary’s animals).
- must occur at the kill site unless uncut antlers must be submitted to ADF&G for measuring.
- will be completed after measuring by ADF&G.

**Additional special restrictions:**
- Unit 13, you may not be a proxy hunter more than once per season per species.
- Units 20A and 20B, you may not be a proxy hunter more than once per season for moose.

Both beneficiary and proxy must have obtained licenses, regardless of age, and any necessary harvest tickets and/or permits, before applying for a Proxy Hunting Authorization at any ADF&G office or other issuing location. Resident hunters age 10 - 15 may proxy hunt, but must obtain a current hunting license.

In addition, a physician’s affidavit signed by an Alaska-licensed medical doctor stating the percentage of the physical disability is required if the beneficiary only qualifies due to physical disability. Either party may obtain the proxy hunting authorization form to be completed and signed by both parties.

Once validated, this authorization will allow the proxy to hunt for the beneficiary until the end of the regulatory year. As a proxy, you may hunt for the beneficiary and yourself at the same time, as long as the appropriate licenses, harvest tickets and/or permits for both hunters are in your possession. The beneficiary may not hunt while the proxy is hunting for them.

**The beneficiary is responsible for all harvest and permit reporting, whether or not the proxy is successful.** The proxy is responsible for providing the beneficiary with the information necessary for the beneficiary to properly report. The Proxy Hunting Authorization may not be used in federal subsistence registration hunts.

Complete details of proxy hunting are available at ADF&G offices. See the top of page 4 for ADF&G area office phone numbers.

Other disability provisions

Those who are at least 70-percent physically disabled qualify for the special provisions outlined below:

A person with physical disabilities may take big game from a boat in Units 1-5, and may take black bear from a boat in Unit 6D, if they obtain a disabled hunter permit. A disabled hunter permit holder may only shoot from a boat when the motor is turned completely off and when progress from the motor has ceased. Applications are available at the ADF&G office nearest the hunt area.

A person with physical disabilities may shoot game from a motorized vehicle in portions of Units 7 and 15 within the Kenai National Wildlife Refuge. This person must require a wheelchair for mobility, obtain a permit from ADF&G and be in compliance with Kenai National Wildlife Refuge regulations. ADF&G may require that the permit holder be accompanied by another hunter with a valid hunting license capable of assisting with the retrieval of game taken by the permit holder. For more information on acquiring a permit to hunt within the Kenai National Wildlife Refuge, contact the ADF&G office in Soldotna at (907) 262-9368.

For further information on disability provisions, contact ADF&G by phone at (907) 465-4148 or by email at dfg.dwc.permits@alaska.gov.
Hunter Education in Alaska --- it’s not just for kids

The Alaska Department of Fish and Game offers three types of Hunter Education Courses: Basic Hunter Education, Bowhunter Education (IBEP), and Muzzleloader Education. ADF&G courses are taught by volunteer instructors in many areas of the state. These courses are popular and fill up quickly. Do not wait until the last minute to sign up. Call 907-267-2187 in Anchorage or the nearest ADF&G office, visit the Hunter Education web site at http://huntereducation.alaska.gov, or email dfg.dwc.hitprogram@alaska.gov for information. All hunter education courses are available online.

Requirements for all hunters:

Hunter education is now mandatory in most states. In Alaska, all hunters must successfully complete a Basic Hunter Education course before hunting in the following areas:

- Eagle River Management Area (14C bears and small game)
- Eklutna Lake Management Area (14C bears)
- Anchorage Coastal Wildlife Refuge (14C)
- Mendenhall Wetlands State Game Refuge (1IC); hunters under 10 years of age must be accompanied by an adult or must have successfully completed a Basic Hunter Education course
- Palmer/Wasilla Management Area (14A shotgun for big game)

Hunters wishing to hunt in a weapons restricted area (archery, muzzleloader, or shotgun) must successfully complete a course for the weapon with which they will be hunting. Certain Alaskan archery and muzzleloader drawing permit hunts also require the hunter to be in possession of a Basic Hunter Education card.

Weapons certification does not satisfy the Basic Hunter Education certification, and Basic Hunter Education does not satisfy archery or muzzleloader certifications. Be sure to read your drawing permit application and do not wait until the last minute to attend a Basic Hunter Education class. There are sufficient classes offered, but you must plan ahead.

If you have successfully completed a hunter education course elsewhere, check to see if you need to attend the Alaska course. ADF&G recognizes approved hunter education courses from other states.

Hunter Education contact numbers:

- Southeast (907) 586-4101
- Southcentral (907) 267-2187
- Interior/Arctic (907) 459-7375

Big game bag limit for youth under 10, all hunts:

Hunters under age 10 may not have their own big game bag limit, so they may not obtain harvest tickets or permits. They may only take big game on behalf of a licensed hunter at least 16 years of age, and they must be under the direct, immediate supervision of that hunter. The supervising adult hunter is responsible for ensuring that all legal requirements are met, and must comply with big game locking-tag requirements, if applicable, and validate required harvest tickets or permits.

Big game general season hunts for youth 10 and older:

Hunters aged 10 and older are allowed their own big game bag limit and may obtain their own harvest tickets. Adult supervision is not a requirement for hunters with their own harvest tickets.

In all cases, if a youth is hunting on behalf of an adult, the bag limit belongs to the adult.

Big game permits for youth 10 and older:

Hunters aged 10 and older are allowed their own big game bag limit and may obtain their own permits. Adult supervision is not a requirement for hunters with their own permits. In addition, resident hunters age 10-17 who have successfully completed a basic hunter education course are allowed to hunt on behalf of an adult permit holder, under the direct, immediate supervision of that adult. The adult permit holder must be a licensed hunter, 16 or older, and is responsible for ensuring all legal requirements are met.

1. ALWAYS keep the gun pointed in a safe direction.
2. ALWAYS keep your finger off the trigger until ready to shoot.
3. ALWAYS keep the gun unloaded until ready to use.

REMEMBER: TREAT EVERY GUN AS IF IT IS LOADED.
Harvest tickets and reports

Harvest tickets

Harvest tickets are required in general season hunts for black bear in Units 1-7, 11-16, 19D, and 20. Harvest tickets are also required in all units in general season hunts for deer, moose, caribou, and sheep. Harvest tickets are available free online, from license vendors, and at ADF&G offices. They are valid from the date issued through June, or until the season ends. The harvest ticket number must be written on the back of your hunting license. The harvest ticket numbers issued during the previous calendar year which are still valid must be transferred to the back of a new hunting license.

Harvest tickets are not required for hunts where permits are required.

Your harvest ticket(s) must be carried in the field and must be validated by cutting out the month and day immediately upon killing game. You must keep each validated harvest ticket(s) in your possession until that animal has been delivered to the location where it will be processed for consumption.

If you are deer hunting in Units 1-6 or Unit 8, you must use your harvest tickets in sequential order, and you must carry any unused tickets on your person whenever you are hunting.

General season hunts

General season hunts are the least restrictive hunts. These hunts are generally open to most people and require less pre-planning than permit hunts. They are not managed as conservatively as permit hunts and are subject to fewer emergency closures. These hunts are indicated in the Unit sections with the letters “HT” in the “permit/ticket required” column. Reporting your harvest is mandatory for most big game species. You must submit a harvest report for every harvest ticket you possess, even if you did not hunt. The following information explains how to complete harvest tickets and reports.

Harvest reports

Harvest reports are attached to your harvest tickets. All hunters who obtain a harvest ticket are required to report.

The report portion need not be carried in the field, but must be completed and returned within 15 days of taking the bag limit, or within 15 days after the close of the season, even if you did not hunt or did not take an animal.

For black bear and sheep, the harvest report must accompany the hide/skull or sheep horns at the time of sealing. See pages 24 and 33.

Reports of personal harvest locations are confidential.

Important:
If you live north of the Yukon River and hunt caribou in that area, you do not need caribou harvest tickets, but you must first register with ADF&G or an authorized license vendor within the area.

Reporting your hunt online

In many cases, hunters may now report their hunting activities online at http://hunt.alaska.gov.

Filing your hunt reports electronically has many advantages over reporting by mail. Using this system, you can be sure we have received your report. Online reporting also allows you to verify which reports you have filed and which you have not.

When you file online, you will immediately see a confirmation number, and you will receive a certified receipt by e-mail. If there is ever a question, we will accept this receipt as proof that you filed your report. When you file electronically, you’ll help save printing, postage, and labor costs. Not all hunts have this option available.

If you give false information when applying for or reporting on a license, permit, tag or harvest ticket, these documents are void and you have broken the law. It is illegal to alter, change, loan, or transfer any license, permit, tag, or harvest ticket issued to you, and you may not use anyone else’s license, locking-tag, or harvest ticket. There is an exception provided for Alaska residents who are blind, physically disabled, or 65 or older. (See proxy hunting, page 12.) (AS 16.05.405(a)). A person whose hunting license privileges have been revoked/suspended in any other state may not purchase an Alaska license during the period of the revocation/suspension. (AS 16.05.330(d)).
Permit hunts

When hunter demand is higher than a game population can sustain, harvest is often restricted by permits. Six kinds of permit hunts are used: drawing, registration, Tier I, Tier II, targeted, and community subsistence harvest. These hunts may close early by Emergency Order. It is your responsibility to check with the department for hunt closure information prior to hunting. Hunt information can be found at http://hunt.alaska.gov. Each type of hunt is described below:

Drawing permit hunts

These hunts limit harvest by restricting the number of hunters. Hunters apply for permits in November and December and pay a nonrefundable application fee. Permits are awarded by random lottery.

Prior to applying for drawing permits, the applicant must obtain or have applied by mail or internet for the appropriate hunting license. If you have a hunting license, the license number must appear on the drawing permit application or the application will become void. This license requirement does not apply to residents under the age of 16.

Details about permit hunts and applications are included in the Drawing Permit Hunt Supplements available at hunting license vendors and ADF&G offices or online at http://hunt.alaska.gov.

One drawing application period is held each year. Drawing supplements are available in November and December, with a December deadline.

Tier II Subsistence permit hunts (residents only)

These hunts are held when there is not enough game to satisfy all subsistence needs. Hunters must answer questions on the application concerning their dependence on the game for their livelihood and availability of alternative resources. Applications are scored based on responses to the questionnaire and permits are issued to those with the highest scores. Details are included in a Subsistence Supplement which is available in offices or online at http://hunt.alaska.gov during November and December.

Registration permit hunts

These hunts do not generally limit the number of permits, although a few registration hunts limit the number of permits on a first-come first-serve basis. Registration permits are available as listed for each registration hunt as described in this booklet. Seasons will be closed by emergency order if a harvest quota is met. In most cases you must apply in person, but some hunts allow application by mail or online. Registration hunts have very specific hunt boundaries. A person may be limited to one big game registration permit at a time in Units 1, 17, 20E, and 22.

Tier I hunts

Some registration permit hunts are Tier I subsistence hunts and limited to residents only. In the Unit 13 Tier I caribou hunt, each household is limited to one permit. An application is required for each household during November and December for hunts occurring the following fall. See Subsistence Supplements for further details.

Targeted hunts

A new type of hunt called a “targeted” hunt is similar to registration hunts but requires hunters to apply only during a specific time. A random lottery is then held and permits are awarded based on order drawn.

Community Subsistence Harvest Hunts

Community subsistence harvest hunts are established to accommodate traditional subsistence hunting practices and create group bag limits rather than individual bag limits. Hunters who sign up for a community subsistence harvest hunt during the current hunting season cannot hunt for the same species under other regulations during the same regulatory year, except in specific circumstances. Other people can hunt in a community subsistence harvest hunt area, however, they will have individual bag limits.

The Board of Game will consider proposals to establish community subsistence harvest hunt areas during regularly scheduled meetings to consider seasons and bag limits for affected species in a hunt area. The Board of Game has established a community subsistence harvest hunt area for a big game population, either a group or community must then apply to the department, designating a hunt coordinator.

Currently, there are three (3) community harvest hunt areas:
• Chalkyitsik - moose
• Yukon Flats - black bears
• Copper Basin - moose and caribou

Permit tickets and reports

The following conditions and procedures apply to permit tickets and reports for all permit hunts:

• A permit ticket is not valid until you sign it.
• You must carry the permit ticket while hunting.
• In most cases, you may not transfer your permit to another hunter.
• Special conditions allowing transfer apply to military personnel deployed into an active combat zone (See page 11).
• You may apply for a permit as an Alaska resident (See page 9) only if you qualify as a resident by the start date of the hunt.
• You may validate the permit by cutting out the month and day immediately upon killing game.
• You must keep the validated permit ticket in your possession until the animal has been processed for consumption.
• Everyone issued a permit must complete and return the permit report, including those who did not hunt, those who were unsuccessful, and those who were successful. If you fail to return the report, you will be ineligible for any permits the following regulatory year, and you may be cited.
• You must complete and return the permit report to ADF&G within the time period specified on the permit.

Sample Permit ticket:

Complete this portion in the field if your hunt is successful.

Sample Permit report:

Complete and return this portion, after your hunt. You may also report online at http://hunt.alaska.gov for some hunts.

Reports of personal harvest locations are confidential.
Bag Limit

The bag limit is the maximum number of animals of any one game species a person may take during a regulatory year.

Bag limits are assigned by unit or portions of units. A bag limit applies to a regulatory year (July 1 - June 30) unless otherwise specified, and includes animals taken for any purpose, including subsistence.

You may hunt a species if the bag limit in your hunt area is greater than the number of animals of that species you have already taken anywhere in the state. If the limit is greater, you may take the number of animals needed to reach the limit.

For example: if you took one black bear from Unit 6 (which has a limit of one black bear) and then go to Unit 9 (which has a limit of three black bears), you may take up to two more black bears in Unit 9. But if you hunt in Unit 9 first (limit of three black bears) and kill one black bear, you may not hunt black bear in Unit 6 (limit of one black bear) within the same regulatory year because you have attained the bag limit for that unit.

When there is a hunting season and a trapping season for the same species, the bag limit under hunting regulations is separate from the bag limit for trapping.

For example: the hunting bag limit in Unit 16A is one wolverine. The trapping bag limit is two wolverine. If you buy both a hunting and trapping license, you may take three wolverine in Unit 16A, one by hunting and two by trapping.

Sealing requirements

Sealing means having an authorized ADF&G representative place a seal on an animal hide and/or skull.

Hunters must present, in person, the required items unfrozen (hide, if required, and skull for bears; hide only for lynx, wolf, and wolverine; ram horns attached to the skull plate for sheep; moose antlers attached to the uncut skull plate). The sealing officer asks questions about where and how the animal was taken, and may measure the skull and take some biological samples. The seal must remain on the hide and/or skull until it has been transported from Alaska or until tanning process has begun.

If you are in a remote area and unintentionally run out of food, and kill an animal in defense of life or property, you must salvage all meat and surrender what is left to the state immediately. You must also notify ADF&G or Alaska Wildlife Troopers about the circumstances.

Where sheep horn sealing is required, the horns must be presented for sealing and will be permanently sealed by an ADF&G representative within 30 days of the kill, or a lesser time if designated. The harvest report must be presented at the time of sealing.

Sealing is required for:

• Brown/grizzly bears, except those taken in and not removed from the brown bear subsistence areas under a subsistence registration permit, see page 25.
• Black bears taken in Units 1-7, 14A, 14C, 15-17, and 20B.
• Any untagged bear hide or skull transported or exported from Alaska
• Black bear hides and skulls intended for sale
• Sheep rams taken in Units 7, 9, 11-16, 19, 20, and 24
• Sheep rams with horn restrictions in Units 23, 25, and 26
• Lynx, wolf, and wolverine
• Moose in Units 7 and 15

Check the information relative to your particular hunt to see if there are sealing requirements.

Remember, all hides and skulls must be unfrozen at the time of sealing.

Emergency Taking of Game

In Defense of Life or Property

You may kill game animals in defense of your life or property if you did not provoke an attack or cause a problem by negligently leaving human food, animal food, mineral supplements or garbage in a manner that attracts wildlife and if you have done everything else you can to protect your life and property.

Property means your dwelling, means of travel, pets or livestock, fish drying racks, or other valuable property necessary for your livelihood or survival.

The meat of a game animal that you have legally taken becomes your property, but you may not kill another wild animal to protect the meat unless the meat is necessary for your livelihood or survival. In this situation you still must do everything possible to protect the meat (i.e., proper storage, scaring the scavenger, etc.) before you may kill the scavenger.

Game animals taken in defense of life or property belong to the state. If you kill a bear, wolf, wolverine, coyote, beaver, fox, lynx, mink, weasel, muskrat, marten or river otter, you must salvage the hide and skull and surrender them to the state.

All bear hides must include all the attached claws. A surrendered hide and skull must have been completely removed from the carcass.

If you kill a bison, caribou, deer, elk, moose, muskox, sheep or mountain goat in defense of life or property, you must salvage horns or antlers and the meat.

You must also notify ADF&G or Alaska Wildlife Troopers immediately and you must surrender what you salvaged and fill out and submit a questionnaire concerning the circumstances within 15 days. If you attempted to take an animal, but it escaped and may have been wounded, you should also report the incident to ADF&G or Alaska Wildlife Troopers immediately.

For Food in a Dire Emergency

If you are in a remote area and unintentionally run out of food and cannot expect to get food from another source soon enough, you may kill wildlife for food to save your life or prevent permanent health problems. If this happens, you must salvage all meat and surrender what is left to the state after your rescue. You will be asked to fill out a statement about the circumstances.
Use of game

Game taken under a hunting license **MAY NOT** be used for the following purposes:
(exceptions noted)

Buying or selling of game meat, **EXCEPT** hares.

Buying, selling, or bartering of any part of a bear gall bladder.

Buying or selling of any part of a brown/grizzly bear, **EXCEPT:**
-- an article of handicraft made from the fur of a bear. (See definition of handicraft, page 34).
-- brown bears taken in a brown bear control area with a control permit, where ADF&G will issue permits allowing permittees to sell untanned hides (with claws attached) and skulls, after sealing.

Buying or selling of any unsealed beaver (**EXCEPT** in Units 12, 18-26), lynx, wolf, or wolverine pelt.

Buying or selling of any big game animal skulls, (**EXCEPT** black bear, wolf, and wolverine, taken under a hunting license).

Buying, selling, or bartering horns or antlers, **UNLESS** they have been naturally shed or have been completely removed from any part of the skull.

However, in Unit 23, you **MAY NOT** remove caribou antlers from the skull and buy, sell or barter them, **UNLESS** they have been transformed into a handicraft. (See definition, page 34).

In Unit 23, you may buy, sell, or barter naturally shed, unmodified caribou antlers, **AS LONG AS** the pedicel is still attached to the antler.

In Unit 23, you **MAY** remove caribou antlers from the skull for your own use, **BUT** you **MAY NOT** sell them before they are transformed into a handicraft.

Buying, selling, bartering, advertising, or otherwise offering for sale or barter a big game trophy, including any trophy made from any part of a big game animal.

Bartering the meat of game taken for subsistence uses **if you** are an individual or business holding a license under AS 43.70 or AS 43.75, or your Alaska resident employee, to engage in the commercial sale of the food items or nonedible items provided by the barter exchange; **or** to engage in providing the services provided by the barter exchange.

Using the meat of game as bait or food for pets and livestock. **However,** you **MAY** use the following as bait or food for pets or livestock:

- the skin, guts, heads, or bones of game legally taken or killed by vehicles, after the salvage of edible meat,
- brown bear meat (**EXCEPT** taken under a subsistence brown bear management permit and brown bears taken over bait in Units 7, 12, 13D, 15, 16, 20A, 20B, 20C, 20E, 21D, 24C, 24D, and 25D),
- black bear meat taken June 1 - Dec 31 (as long as the black bear hide is salvaged),
- the skinned carcasses of furbearers and fur animals, and the meat from small game (other than birds) and unclassified game, and
- game that died of natural causes **MAY** be used as bait, **AS LONG AS** the game is not moved from where it was found. Natural causes do not include death caused by humans.

Illegally taken game

Any game animal taken illegally is the property of the state. If you mistakenly take an animal you thought was legal, you must comply with salvage requirements for that species.

You may transport game taken illegally only if your purpose is to salvage and transport the game to the nearest office of ADF&G or Alaska Wildlife Troopers and surrender it.

If you comply with this regulation, you will not be prosecuted for illegally possessing the animal, and you are less likely to be punished severely for illegally taking the animal. You may not possess, transport, give away, receive, or barter any illegally taken game or game parts.

Roadkills

Any wildlife killed or injured by a vehicle belongs to the state. If your vehicle hits and injures or kills a big game animal, you must notify the Alaska Wildlife Troopers, as soon as possible.

Marked or tagged game

It is legal to harvest marked or tagged game, but data provided by that animal is important and the department asks hunters to avoid taking marked or tagged game. If you do take an animal that has been marked or tagged, you must notify the department when and where you took it. If sealing is required, any tag, collar, tattoo, or other identification must be retained until sealed. Even if you just find any of these items, returning them to the department provides biologists with valuable insight into the animal’s movements, habitat, and lifespan.

Some common violations

Leaving the kill site for any reason without first validating your harvest ticket or permit (see Harvest tickets on page 14 and Permits on page 15).

Failing to salvage all meat of big game animals (except wolves and wolverines) and small game birds for human consumption. Some restrictions apply to bears taken at certain times of the year in specific areas. If you don’t want all of the meat, contact someone in the nearest community and offer them the meat. You may legally transfer the meat to another person. (See Salvage, page 24, Transfer of Possession, page 26, and Definition of Edible Meat on page 30.)

Failing to leave evidence of sex naturally attached to the meat when the hunt is restricted to one sex. Antlers are not proof of sex, except for deer when the antlers are naturally attached to an entire carcass. Horns are proof of sex for Dall sheep; both horns must be salvaged. In most units, the evidence of sex must remain attached to bears (See Evidence of sex, page 24).

Transporting antlers or horns to the departure point from the field (landing strip, trail head, road, river, etc.) before bringing out the meat. Antlers or horns may be transported simultaneously with the last load of meat (See Transporting requirements, page 26).

Leaving any part of a harvested animal on a public road or right-of-way is littering and is illegal. Leave guts, hides, etc., in the field, out of sight of roads and trails.
General hunting restrictions for all game
You **MAY NOT** take game by:

- **Shooting on, from, or across the driveable surface of any constructed road or highway.**

- **Driving, herding, harassing, or molesting game with any motorized vehicle such as an aircraft, airboat, snowmachine, motor boat, etc.**

- A motor-driven boat or motorized land vehicle, unless the motor has been shut off and the progress from the motor’s power has ceased, **EXCEPT:**
  - A **motor-driven boat** may be used as follows:
    - in Units 23 and 26 to take caribou
    - in Unit 22 to position hunters to select individual wolves for harvest
    - under the authority of a permit issued by the department
  - A **motorized land vehicle** may be used as follows:
    - under the authority of a permit issued by the department
    - in Units 7 and 15 with a permit, see pg 12.
    - A **snowmachine** may be used to position a caribou, wolf, or wolverine for harvest, and a caribou, wolf, or wolverine may be shot from a stationary snowmachine in Units 22, 23, and 26A;
    - A **snowmachine** may be used to position a wolf or wolverine for harvest, and a wolf or wolverine may be shot from a stationary snowmachine in Unit 18;
    - A **snowmachine** may be used to position hunters to select individual wolves for harvest, and wolves may be shot from a stationary snowmachine in wolf control areas and in the following areas:
      - Units 9B, 9C, 9E, 17, 18, 19, 21, 22, 24, 25C, and 25D, except on any National Park Service or National Wildlife Refuge lands not approved by the federal agencies;
      - A **snowmachine** may be used to position hunters to select a black bear for harvest in the wolf control areas, and a brown bear for harvest in the brown bear control areas, and in either case bears may be shot from a stationary snowmachine, see predator control supplement online at [http://hunt.alaska.gov](http://hunt.alaska.gov) for area descriptions.
      - An **ATV** may be used to position hunters to select individual wolves for harvest, and wolves may be shot from a stationary ATV in Units 9B, 9C, 9E, 17, 22, and 25C, except on any National Park Service or National Wildlife Refuge lands not approved by the federal agencies.

- **Using an electronic control Taser-type device that temporarily incapacitates wildlife, EXCEPT:** under the authority of a permit issued by the department.

- **Using poison or other substances that temporarily incapacitates wildlife,** without written permission from the Board of Game.

- Using a bow that shoots more than one arrow at a time.

- Using a machine gun, set gun, or shotgun larger than 10 gauge.

- **Using a helicopter for hunting or for transporting hunters, hunting gear, game meat, trophies, or any equipment used to pursue or retrieve game, EXCEPT:** helicopter use may be authorized to rescue hunters, gear, or game in a life-threatening situation.

- **Pursuing with a vehicle an animal that is fleeing.**

- **Using a crossbow in a restricted weapons hunt, EXCEPT:**
  -- you may use a crossbow in any hunt that does not restrict weapons. For big game, minimum standards are listed on page 19.

- **Using a pit, fire, laser sight, electronically-enhanced night vision scope, any device that has been airborne, controlled remotely and used to spot or locate game with the use of a camera or video device, radio communication, cellular or satellite telephone, artificial salt lick, explosive, expanding gas arrow, bomb, smoke, deer urine, elk urine, or chemicals, EXCEPT:**
  -- Scent lures without deer or elk urine may be used for ungulates, and for bears ONLY under a black bear baiting permit.
  -- Rangefinders may be used.
  -- Electronic calls may be used for all game animals except moose.
  -- Communications equipment may be used for safety; they may not be used to aid in taking of game.
  -- In the Unit 20D bison hunt, the use of ground-based radio communications, including cellular or satellite phones, to locate bison is allowed.

- **Using artificial light, EXCEPT:**
  -- Artificial light may be used while tracking and dispatching a wounded game animal, however a hunter may not be on or in a motorized vehicle while using artificial light.
  -- Artificial light may be used by resident hunters taking black bear under customary and traditional use activities at a den site Oct. 15-Apr. 30 in Unit 19A, Unit 19D upstream from the Selatna and Black River drainages, and Units 21B, 21C, 21D, 24, and 25D.

- Using a trap or a snare to take big game, fur animals, or small game, **EXCEPT:** you may use a trap or snare to take grouse, hare, and ptarmigan (see definitions of fur animals and small game, pages 34-35).

- Intentionally or negligently feeding deer, elk, moose, bear, wolf, coyote, fox, wolverine, sheep or deleterious exotic wildlife (see page 133 for definition), or intentionally leaving human food, animal food, mineral supplements or garbage in a manner that attracts these animals, **EXCEPT:** you may hunt wolves, coyote, fox, and wolverine with game parts that are not required to be salvaged. (See page 17 for list of game parts that are allowed to be used for bait.) Use of any type of bait other than those allowed above will be considered a violation of the feeding regulation.

- Wearing foot gear with felt soles or other absorbent fibrous material.
Big game hunting restrictions: Big game includes black bear, brown/grizzly bear, bison, caribou, Dall sheep, Sitka black-tailed deer, elk, mountain goat, moose, muskox, wolf, and wolverine.

In addition to general hunting restrictions listed on page 18, big game May not be taken by the following methods:

• Hunting big game using a rimfire firearm, EXCEPT: you may use .22 caliber rimfire cartridges to take swimming caribou in Units 23 and 26.

• Hunting big game with a bow, UNLESS:
  (a) the bow is at least:
    (1) 40 pounds peak draw weight when hunting
deer, wolf, wolverine, black bear, Dall sheep,
and caribou
    (2) 50 pounds peak draw weight for hunting
mountain goat, moose, elk, brown bear, muskox;
and bison;
  (b) the arrow is at least 20 inches in overall length,
tipped with a broadhead, and at least 300 grains
in total weight;
  (c) the broadhead is a fixed, replaceable or
mechanical/retractable blade type and not
barbed.

• Hunting big game with a crossbow, UNLESS:
  (a) the cross bow is at least 100 lbs peak draw
weight and at least 14 inches draw length
  (b) the bolt is at least 16” in overall length, tipped
with a broadhead, and at least 300 grains
in total weight.
  (c) the broadhead is a fixed, replaceable or
mechanical/retractable blade type and not
barbed.
  (d) No electronic devic are attached to the crossbow, except scopes or electronic sights that do not project light externally.

• Hunting big game with the aid or use of a dog, EXCEPT: dogs may be used to hunt black bears under a nontransferable permit, issued to an individual who qualifies under the permit conditions established in 5 AAC 92.068; and a single, leashed dog may be used in conjunction with tracking and dispatching a wounded big game animal.

• Hunting moose with the use of electronic calls.

Same day airborne:

It is against the law to hunt or help someone else take big game until 3:00 a.m. the day following the day you have flown. This does not apply if you have flown on a regularly scheduled commercial or commuter airplane.

You may hunt deer the same day airborne. In Unit 22 (where caribou season is open) you may hunt caribou the same day you have flown (provided you are 300 feet from the airplane) Jan 1 - Apr 15.

In Units 7, 9-13, 14A, 14B, 15-17, 19-21, 24, and 25, black bears may be taken at permitted bait stations the same day you have flown, provided you are at least 300 feet from the airplane. In Units 7, 12, 13D, 15, 16, 20A, 20B, 20C, 20E, 21D, 24C, 24D, and 25D, brown bears may be taken at permitted bait stations the same day you have flown, provided you are at least 300 feet from the airplane. Same-day-airborne take is not allowed on National Park Service lands.

• Taking a cub bear or a sow accompanied by cub(s), EXCEPT: black bear cubs and sows accompanied by cubs, may be taken by resident hunters Oct. 15-Apr. 30 under customary and traditional use activities at a den site in Unit 19A, Unit 19D upstream of the Selatna and Black River drainages, Units 21B, 21C, 21D, and 24; in Unit 25D, black bear cubs and sows accompanied by cubs may be taken year round. Cub bear means a brown/grizzly bear in 1st or 2nd year of life, or a black bear (including the cinnamon and blue color phases) in the 1st year of life.

• Shooting big game from a boat in Units 1-5 or black bear in Unit 6D, unless you have obtained a disabled hunter permit, see page 12.

• Shooting big game animals while they are swimming, EXCEPT: caribou in Units 23 and 26.

• Use of bait, EXCEPT: bears under specific conditions, see page 26 or online at http://hunt.alaska.gov
wolves and wolverines under specific conditions, see page 18. See the definition of bait, page 34.

• Hunting big game with a muzzleloader, UNLESS: it is a shoulder-mounted long gun and is at least .45 caliber or larger with a barrel that is either rifled or smooth bore and discharges a single projectile.

• Hunting big game with a muzzleloader equipped with a scope, or using smokeless powder as a charge during any special season for muzzleloading firearms only.

• Hunting sheep, mountain goat or muskox using domestic goats or domestic sheep as pack animals.

Fur animal restrictions

Beaver, coyote, Arctic fox, red fox, lynx, and squirrel are fur animals; additional restrictions are listed on page 131.

Furbearer restrictions

River otter, marten, mink, weasel, muskrat, and marmot are furbearers and may be taken only under trapping regulations with a trapping license. See trapping regulations.

It is prohibited to drive a motorized land vehicle across or through a stream in which salmon, steelhead, sea run cutthroat, Dolly Varden, Arctic Char, sheefish, or whitefish spawn, rear, or migrate. Protected streams are listed in the Anadromous Waters Catalog and Atlas which may be viewed at ADF&G Habitat offices.
Restricted weapons hunts regulations

Bow and arrow or muzzleloaders may be used to hunt during any open season unless otherwise restricted. “Certified bowhunters only” or “bow and arrow only” or “muzzleloader only” hunts or areas specifically exclude the use of other weapons, including crossbows.

Archery/Bow and Arrow
In any hunt or area specifically restricted to bow and arrow only, you MAY NOT:

- Hunt with a crossbow
- Hunt with a bow designed to shoot more than one arrow at a time
- Hunt using expanding gas arrows
- Hunt using chemicals or poisons or substances that temporarily incapacitate wildlife.

Equipment:
You MAY NOT hunt big game with a bow, UNLESS:
(a) the bow is at least:
(1) 40 pounds peak draw weight when hunting black-tailed deer, wolf, wolverine, black bear, Dall sheep, and caribou;
(2) 50 pounds peak draw weight when hunting mountain goat, moose, elk, brown/grizzly bear, muskox, and bison;
(b) the arrow is at least 20 inches in overall length, tipped with a broadhead, and at least 300 grains in total weight;
(c) the broadhead is a fixed, replaceable or mechanical/retractable blade type and not barbed.

You MAY NOT use electronic devices or lights attached to the bow, arrow, or arrowhead with the exception of a non-illuminating camera or a lighted nock on the end of the arrow.

You MAY NOT use scopes or other devices attached to the bow or arrow for optical enhancement.

You MAY NOT use any mechanical device that anchors a nocked arrow at full or partial draw unaided by the bowhunter.

Definitions:
“Bow” means a longbow, recurve bow or compound bow; that is, a device for launching an arrow which derives its propulsive energy solely from the bending and recovery of two limbs. The device must be hand-held and hand-drawn by a single and direct pulling action of the bowstring by the shooter with the shooter’s fingers or a hand-held or wrist-attached release aid. The energy used to propel the arrow may not be derived from hydraulic, pneumatic, explosive or mechanical devices, but may be derived from the mechanical advantage provided by wheels or cams so long as the available energy is stored in the bent limbs of the bow. No portion of the bow’s riser (handle) or an attachment to the bow’s riser may contact, support or guide the arrow from a point rearward of the bowstring when strung and at rest. “Bow” does not include a crossbow or any device which has a gun-type stock or incorporates any mechanism that holds the bowstring at partial or full draw without the shooter’s muscle power;

“Barbed” means an arrowhead with any fixed portion of the rear edge of the arrowhead forming an angle less than 90 degrees with the shaft when measured from the nock end of the arrow;

“Broadhead” means a fixed, replaceable or mechanical/retractable blade-type arrowhead that is not barbed with two or more sharp cutting edges having a minimum cutting diameter of seven-eighths (7/8”) inch;

“Bow peak draw weight” means the peak poundage at which the bow is drawn through or held at full draw by the shooter at the shooters draw length;

“Muzzleloader” means any firearm where firing components are loaded into the muzzle end of the firearm.

Muzzleloader
You MAY NOT use a muzzleloader:
• For big game UNLESS it is a shoulder-mounted long gun and is at least .45 caliber or larger with a barrel that is either rifled or smooth bore and discharges a single projectile.
• Equipped with a scope or using smokeless powder during any permitted, registered, or special season hunt for muzzleloader only.

Attention all bowhunters:
Beginning July 1, 2016, all hunters using bow and arrow to hunt big game must have successfully completed a department-approved bowhunter certification course.

License requirements:
You must be in possession of a resident or nonresident hunting license and appropriate harvest ticket, permit, and locking tag for all restricted weapons hunts. No special license or stamp is required, but you must carry your bowhunter certification card and should carry any other weapons certification cards.

Education requirements
Bowhunters:
An International Bowhunter Education Program (IBEP) or equivalent certification is required to:
• Hunt big game with a bow and arrow in any weapons restricted hunt.
• Apply for drawing permits restricting the taking of big game by archery.
• Hunt black bears over bait with a bow and arrow in Units 7 and 14-16.

ADF&G currently offers an IBEP course through volunteer instructors. The course includes a shooting proficiency test. Names of instructors and course dates are available at regional ADF&G offices. See page 13.

Muzzleloaders:
You may not hunt with a muzzleloader in any hunt or area with weapon restrictions for the taking of big game unless you have successfully completed an ADF&G-approved muzzleloader hunter education course that includes ballistic limitations of muzzleloading weapons and a proficiency test.

A hunter who applies for a “certified muzzleloader hunter only” permit hunt must have successfully completed an ADF&G approved muzzleloader certification course prior to submitting a permit application.

Shotgun Hunters:
You may not hunt for big game with a shotgun in a restricted weapons hunt unless you have successfully completed a certified Basic Hunter Education course.
Exporting meat or other wildlife parts
State export requirements

Raw furs
You may not transport or export any untanned fur or hide from Alaska until sealing requirements have been met.

The blue Raw Fur Skin Export permits are NO LONGER REQUIRED for shipping a raw skin of a beaver, coyote, fox, lynx, squirrel, wolf, or wolverine from Alaska.

Federal shipping and export requirements

Shipping between states
If you ship any wildlife parts between states, packages must be clearly marked on the outside with both the name and address of the shipper and consignee, and an accurate list of the package contents by species and number of each species.

Shipping outside the United States
As well as the above requirements if you ship any wildlife parts or products out of the United States, federal regulations require that you complete a “Declaration of Importation or Exportation of Fish and Wildlife” (Form #3-177), available online at http://fws.gov/le/ImpExp/faqs.htm. In addition, if you ship hides, skulls, meat, or products of brown/grizzly bears, black bears, wolves, lynx, or river otters out of the United States, you must first obtain a federal CITES Permit. These forms are not available through ADF&G, but are available at the US Fish and Wildlife offices listed in the green box above.

Transporting to or through Canada
If you take any wildlife parts or products out of the United States, federal regulations require that you complete a “Declaration of Importation or Exportation of Fish and Wildlife” (Form #3-177) available online at http://fws.gov/le/ImpExp/faqs.htm. You are also required to obtain a federal CITES Permit for brown/grizzly bears, black bears, wolves, lynx or river otters. However, an exception has been made for residents of Canada and the U.S. to transport untanned black bear hides (fresh, frozen, or salted with paws and claws attached) accompanied by the meat or skull using only Form #3-177. This will allow you to transport these items as noncommercial items accompanying personal baggage into or through Canada to other states. For further information and forms, contact: Duty Wildlife Officer at (907) 271-6198, US Fish and Wildlife Service offices listed above, or at Canadian border stations. Canadian Federal wildlife legislation requires that CITES controlled wildlife entering Canada from the USA be accompanied by a US Fish & Wildlife Service CITES export or re-export permit and be accompanied by a Canadian issued CITES re-export permit at the time of export out of Canada. For more information on how to obtain a Canadian CITES permit please contact (819) 997-2800 or visit http://cites.ca.

Transporting requirements
You must transport all meat to your departure point from the field (landing strip, trail head, road, river, etc.) before transporting antlers or horns from the kill site. Antlers and horns may be transported simultaneously with the last load of meat. After leaving the field, antlers or horns being transported must be accompanied by all edible meat unless possession of the meat has been transferred to and accepted by someone else (see Transfer of Possession below).

“Field” means an area outside established year-round dwellings, businesses, or other developments usually associated with a city, town, or village. “Field” does not include permanent hotels or roadhouses on the state road system or state or federally maintained airports.

Transfer of Possession
A copy of a Transfer of Possession form can be found on the inside back cover of this booklet.

Unprocessed meat and other game parts may be transferred to others permanently (given as a gift) or may be transferred temporarily for the purpose of transport. In doing so, both you and the person taking possession must be able to provide a signed statement that includes: both of your names and addresses, signatures, when and where the game was taken, what specific game or parts of game changed hands and hunting license number of the person who harvested the game. You must show this statement and the meat to an ADF&G representative if asked.

It is your responsibility to make sure that game is legally taken before you accept or transport it. If you accept game or parts of game from someone else, either permanently as a gift or temporarily in order to transport that game, it becomes your responsibility to salvage all edible meat for human consumption.

Firearms advisory for nonresident aliens

Federal regulations are now in effect for temporarily importing firearms and ammunition into the United States.

1. Non-resident aliens (someone who is neither a citizen nor a permanent resident of the United States) must provide U.S. Customs with a pre-approved U.S. import permit and evidence that they fall into an exemption category (e.g., by providing a valid Alaska hunting license/permit) before they will be allowed to import firearms or ammunition.

2. The Bureau of Alcohol, Tobacco and Firearms (ATF) issues the required import permit. This permit can be obtained by completing a form (Form 6 Part 1, Application and Permit for Importation of Firearms, Ammunition and Implements of War), which is available from the ATF or on the ATF Web site. It can take 6 to 12 weeks to process the application so the permit should be applied for well in advance.

3. The application form for the import permit must be accompanied by a copy of an Alaska (or other U.S.) hunting license.

Contact Information:
Bureau of Alcohol, Tobacco and Firearms
Firearms and Explosives Imports Branch
Telephone: 1-800-800-3855
Web site: http://atf.gov

Canadian firearms restrictions

Canadian laws significantly restrict transportation of firearms

Canadian transport policy for firearms requires prior planning. To transport a regular rifle and/or shotgun you must pay a $25 fee (Canadian) and fill out a firearms declaration form. You may now receive an “Authorization to Transport” (ATT) permit to transport a handgun through Canada. This permit must be authorized BEFORE you arrive at the border. If not, your handgun may be confiscated. The handgun cannot have a barrel length shorter than 4 1/4 inches (105 mm), cannot fire a .25 or .32 caliber bullet and may need to be in a locked case. An ATT permit is free, however you will still have to register and pay the $25 fee. For more information or to order a copy of the Firearms Act, its regulations, application forms and other Canadian Firearms Centre publications, contact them at: 1-800-731-4000 or http://cfc-cafc.gc.ca or e-mail: cfpcasaf@remp-arc.gc.ca

U.S. Fish and Wildlife Service Import/Export Office in Anchorage

Law Enforcement Offices

<table>
<thead>
<tr>
<th>Location</th>
<th>Phone</th>
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<tbody>
<tr>
<td>Juneau</td>
<td>(907) 586-7545</td>
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<tr>
<td>Fairbanks</td>
<td>(907) 456-2335</td>
</tr>
<tr>
<td>Ketchikan</td>
<td>(907) 225-2254</td>
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Tetlin National Wildlife Refuge in Tok

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<th>Location</th>
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<td>Import/Export permits only, not CITES</td>
<td>(907) 883-5312</td>
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http://hunt.alaska.gov

2014-2015 Alaska Hunting Regulations 21
Salvage of Meat and Possession of Game

Salvage of meat means to transport the edible meat to the location where it will be processed for human consumption, see page 28. Successful hunters must validate their harvest ticket or permit immediately upon taking game. Once you have validated your harvest, you can begin to salvage. Edible meat in all cases must be salvaged, and the following information will help you understand what other requirements may be necessary for salvaging game.

**Meat Salvage**

Wanton waste of big game meat is an extremely serious offense punishable by a fine of up to $10,000 and 1 year in jail. You must salvage all the edible meat of moose, caribou, sheep, mountain goat, wild reindeer, deer, elk, bison, musk-oxen, and spring black bear, for which seasons and bag limits exist. You must also salvage either the hide or meat of beaver and ground squirrel; for small game birds, the breast meat must be salvaged, except for geese, cranes and swans; for these you must salvage the breast meat and the meat of the femur and tibia-fibula (legs and thighs).

Big game meat you must salvage (excluding bear) includes:
- All of the neck meat
- All of the brisket (chest meat)
- All of the meat of the ribs
- Front quarters as far as the distal joint of the radius-ulna (knee)
- Hindquarters as far as the distal joint of the tibia-fibula (hock)
- All of the meat along the backbone between the front and hindquarters (backstrap and tenderloins)

You are not required to salvage the meat of the head, guts, bones, sinew, and meat left on the bones after close trimming, or meat that has been damaged and made inedible by the bullet or arrow. These portions of the animal may be left in the field because they are not included in the definition of edible meat that must be salvaged.

When the salvage of bear meat is required, you must salvage the meat of the front quarters and hindquarters and meat along the backbone (backstrap). When the salvage of brown bear meat is required under a subsistence permit, you must also salvage all of the meat of the neck, brisket and ribs. (See bear information, pages 24-28)

**Hide Salvage**

You must salvage the hide of a wolf, wolverine, coyote, fox, or lynx. You must also salvage either the hide or meat of a beaver, pika, or ground squirrel.

You must salvage the entire hide (including claws attached) and skull of a brown/grizzly bear unless it was taken in (and not removed from) one of the subsistence hunt areas under a subsistence registration permit (see page 25). Salvage requirements for black bear are listed on page 24.

**Antler Salvage**

In hunts with antler restrictions, antlers must be salvaged and may not be altered unless required by permit conditions. Antlers must remain naturally attached to the unbroken/uncut skull plate if the required number of brow tines aren’t present.

In all big game hunts with antler restrictions, you may only possess or transport the animal if both antlers accompany the final load of meat.

**Evidence of Sex**

Hides of all brown bears, and of black bears taken in Units 1-7, 14A, 14C, 15-17, and 20B must have the penis sheath or vaginal orifice naturally attached during transport or until sealed (See page 24-28).

If you kill a big game animal (other than a sheep) where the bag limit is restricted to one sex, you must keep enough of the sex organs (penis, scrotum, testicles, udder, teats, vaginal orifice) naturally attached to part of a rear quarter to show the sex of the animal, until the animal is butchered or processed for storage. Antlers are not proof of sex, except for deer when the antlers are naturally attached to the entire carcass with or without the viscera.

Horns are evidence of sex for Dall sheep, and they must be kept with sheep meat until it is butchered or processed for storage. Horns may be transported simultaneously with the final load of meat.

**Do You Know How Much Meat the Law Requires You to Take?**

It’s not just four quarters...
- All of the neck meat
- All of the chest meat (brisket)
- All of the rib meat
- Front quarters to the knee
- Hindquarters to the hock
- All of the meat along the backbone (backstrap)

**Horn and Antler Possession**

You may not possess the horns or antlers of hunter harvested big game animals unless you also salvaged and removed the meat from the field.

You may possess horns or antlers if they were given to you by someone who salvaged and removed the meat from the field, or if you have already eaten the meat of the animal you killed.
Proper Meat Care

After you have killed an animal, it is your responsibility to salvage all of the meat, in accordance with Alaska State Regulations. In Alaska meat is more important than any trophy horn, hide or antler.

Never eat raw game meat. Always cook game meat thoroughly to prevent disease. Some parasites cannot be seen but may be present in the meat of any mammal. Cooking meat thoroughly eliminates all risk from disease or parasites.

Field Dressing

Hunters should know how to field dress and care for game meat. Some hunters waste a lot of nutritious, tasty meat because they do not know how to properly field dress game. You will be successful with any method of field dressing as long as you remember these keys to meat care: keep the meat cool, clean and dry.

Always Keep Meat Cool, Clean, and Dry

Heat is the greatest threat to game meat. To cool meat, remove the hide as quickly as possible and get the meat away from internal organs. The warmer the weather, the more urgent this becomes. Meat around the hip joint in the ham (rear leg) spoils most quickly. In weather over 60 degrees, it may be necessary to actually place the meat in cool water for 30-45 minutes to reduce the heat. A nearby creek, river, or lake will do the job. If this is necessary, the meat must be immediately dried after removing it from the water.

Bone Meat is Difficult to Keep Clean and Dry

Some hunters “bone” the meat, that is, remove all edible meat from the bones. The reason to bone the meat is to reduce the weight to be packed. The problem with boning is that chunks of meat placed together in a game bag are harder to keep cool and dry. In some management units in Alaska it is illegal to bone the meat. The fewer cuts you make in the field, the more meat you’ll get at home. After the meat is removed from the animal it should be placed in cotton meat bags. Good meat bags allow air to circulate to the meat but are tough enough to hold heavy loads. The meat bags also help keep the meat clean.

Game Care at Camp

Back at camp hang the bagged meat off the ground to help keep the meat clean and cool.

A tarp should be loosely laced over the meat pole to keep rain off the meat bags. All meat should be checked daily. Any loose pieces of meat in the "hamburger" bag should be moved around each day to insure the meat remains cool and dry.

If you don’t have access to a meat pole, gather branches and layer them in a grid to keep the meat off the ground. The goal is to provide good air circulation. Loosely cover the pile with a tarp to keep the meat dry.

Spray Meat with Citric Acid to Slow Bacterial Growth

Once all the meat is hung, remove the bags and spray the meat with a citric acid/water mixture. The meat should be sprayed until the mixture begins to run off the meat. About two ounces of citric acid for each quart of water will do the job.

Food grade citric acid can be purchased at most pharmacies or feed stores. The citric acid will slow down bacterial growth that spoils meat. It also creates a dark outer “crust” that makes it harder for flies to lay their eggs on the meat. Don’t worry about the citric acid mixture getting the meat too wet. The mixture will dry quickly.

River Float/winter hunt meat care

If you are on a river float hunt it is very difficult to keep the meat dry and cool when it is stacked inside the raft. You must remove the meat from the raft every night before you camp and hang it where it can stay cool.

Remember, a raft is not a refrigerator!

If participating in a winter hunt, a phenomenon called cold shortening may affect the quality of your meat. If the meat is allowed to freeze too quickly, before the rigor-relaxation process can occur, the muscle can shrink due to loss of water, vitamins, minerals, and water soluble proteins.

Cold shortening also results in tough meat. Depending on the temperature, you may want to leave the skin on the meat or pack it with snow to prevent it from chilling too quickly until you are ready to process it.

Information on parasites and wildlife disease by species:

Disease

If you harvest an animal you believe sick or diseased, you are still required by Alaska Law to salvage the meat. You must transport all required meat from the field to fulfill salvage requirements, even if you think the meat is not fit for consumption. ADF&G appreciates reports of diseases to better understand the health of the wildlife populations. Contact the local office with information on location, description, photographs, etc. of abnormalities you encounter while hunting or observing wildlife, or submit a report by email at adfg.dwc.vet@alaska.gov.

Under surveillance

Moose winter tick—No risk to humans, high risk to moose. Hair loss in a triangle pattern on the neck is a sign of moose winter tick. Present in B.C. and the Yukon but has not been detected in Alaska.

Chronic Wasting Disease (CWD)—No risk to humans, high risk to deer, elk, and moose. To date, CWD has NOT been detected in free ranging Alaska wildlife. Elsewhere, infected deer species show signs including extreme weight loss, excessive salivation, stumbling, and tremors.

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Information on parasites and wildlife disease by species:

Common Parasites

No known risk to humans—Tapeworm cysts, Legworms

Tapeworm cysts are common and different types are found in the muscle, liver, and lungs of ruminants, including moose, caribou, deer, etc. They are oblong, semi-clear, fluid-filled sacs with a white spot ‘head’ at one end. People cannot get the adult tapeworm directly from the animal. Simply cut the cysts from the meat or cook the meat thoroughly.

Legworm. This roundworm is a white worm up to eight inches long under the skin of the legs or brisket and is found in moose and caribou. It does not affect humans, or the edibility of meat.

High risk to humans—Trichinosis. This roundworm, Trichinella nativa, occurs most commonly in the muscle of bears, lynx, and walrus. It cannot be seen so all bear, walrus, and lynx meat should be treated as if infected, and cooked to an internal temperature of at least 160°F to be safe. Freezing, smoking, drying, salting, or microwaving do not kill this parasite.
Definitions


antler - the annually cast and regenerated bony growth originating from the pedicel portion of the skull in members of the deer family.

antlerless - the absence of antlers.

ATV (all terrain vehicle) - a motorized tracked vehicle, or a vehicle with four or more wheels operated on land weighing less than 1,000 lbs. dry weight, except for snowmachines.

bag limit - the maximum number of animals of any one game species a person may take in the unit or portion of a unit in which the taking occurs. Animals disturbed in the course of legal hunting do not count toward the bag limit.

bait - any material, excluding scent lures, placed to attract an animal by its sense of smell or taste; bait does not include those parts of legally taken animals that are not required to be salvaged as edible meat if the parts are not moved from the kill site.

big game - black bear, brown/grizzly bear, bison, caribou, Sitka black-tailed deer, elk, mountain goat, moose, musk-oxen, Dall sheep, wolf, and wolverine.

boat - a vehicle, vessel, or watercraft operated in or on water deep enough to float it at rest and includes hovercraft, airboats, personal watercraft, and amphibious vehicles.

bow and arrow - see bow hunting equipment definitions, page 20.

brow tine - is a tine emerging from the first branch or brow palm on the main beam of a moose antler; the brow palm is separated from the main palm by a wide bay; a tine originating in or after this bay is not a brow tine; see pages 30-31.

brown bear - Ursus arctos, including grizzly bears; the terms brown bear and grizzly bear are synonymous.

buck - a male deer.

bull moose - a male moose.

calf - a moose, caribou, elk, muskox, or bison less than 12 months old.

crossbow - a bow, mounted on a stock, which mechanically holds the string at partial or full draw, that shoots projectiles which are generally called bolts or quarrels.

cub bear - a brown/grizzly bear in 1st or 2nd year of life, or a black bear (including the cinnamon and blue color phases) in the 1st year of life.

dire emergency - a situation in which a person:

(A) is in a remote area;

(B) is involuntarily experiencing an absence of food required to sustain life;

(C) will be unable to perform the functions necessary for survival, leading to high risk of death or serious and permanent health problems, if wild game food is not immediately taken and consumed; and

(D) cannot expect to obtain other food sources in time to avoid the consequences described in (C) above.

domestic mammals - muskoxen, bison, elk, and reindeer, if they are lawfully owned.

domicile - the true and permanent home of a person from which the person has no present intention of moving and to which the person intends to return when the person is away.

drainage - the area of land drained by a creek, stream, or river unless further defined in regulation.

draw permit - a permit issued to a limited number of people selected by means of a lottery held for all people submitting valid applications for such permits and who agree to abide by the conditions specified for each hunt.

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edible meat - Big game (except bear): the meat of the ribs, neck, brisket, front quarters as far as the distal joint of the radius-ulna (knee), hindquarters as far as the distal joint of the tibia-fibula (hock), and the meat along the backbone between the front and hindquarters;

bear: the meat of the front quarters and hindquarters and meat along the backbone (backstrap);

small game birds (except cranes, geese and swan): the meat of the breast;

cranes, geese and swan: the meat of the breast and meat of the femur and tibia-fibula (legs and thighs);

However, edible meat of big game or small game birds does not include: meat of the head, meat that has been damaged and made inedible by the method of taking; bones, sinew, and incidental meat reasonably lost as a result of boning or a close trimming of the bones; or viscera.

field - an area outside of established year-round dwellings, businesses, or other developments usually associated with a city, town, or village; “field” does not include permanent hotels or roadhouses on the state road system or state or federally maintained airports.

front quarter - the front leg and shoulder, including the scapula, as far as the distal joint of the radius-ulna.

full-curl horn - see page 33.

fur animal - beaver, coyote, arctic fox, red fox, lynx, squirrel, that has not been domestically raised; fur animal is a classification of animals subject to taking with a hunting license.

furbearer - beaver, black bear, coyote, arctic fox, red fox, lynx, marten, mink, weasel, muskrat, river otter, squirrel, marmot, wolf, or wolverine; furbearer is a classification of animals subject to taking with a trapping license.

game - any species of bird, reptile, or mammal, including a feral domestic animal, found or introduced in the state, except domestic birds and mammals; game may be classified by regulation as big game, small game, furbearers or other categories.

grizzly bear - the terms brown bear and grizzly bear are synonymous.

handicraft - a finished product in which the shape or appearance of the natural material has been substantially changed by skillful use of hands, such as sewing, carving, etching, scrimshawing, painting, or other means and which has substantially greater monetary and aesthetic value than the unaltered natural material alone.

harass - to repeatedly approach an animal in a manner which results in animal altering its behavior.

hide - see skin.

highway - the driveable surface of any constructed road.

hindquarter - means the hind leg, excluding the pelvis, as far as the distal joint of the tibia-fibula (hock).

household - that group of people domiciled in the same residence.

hunting area - that portion of a game management unit where a season and a bag limit for a species are set.

inboard motor - any motor located within the confines of the boat.
Definitions (continued)

meat-on-bone - meat remains naturally attached to the bone. Requirements vary by area or type of hunt. Check specific hunt requirements.

moose antler - see illustrations on pages 30-31.

motorized land vehicle - any motorized vehicle operated on land; includes hovercraft and airboats.

muzzleloader - see page 20.

naturally shed antler - any portion of an antler which has the base (burr) intact and has not been physically removed by cutting, sawing, or breaking from the skull.

nonresident - a person who is not a resident of the state.

nonresident alien - a person who is neither a citizen nor a permanent resident of the United States.

peace officer - a police officer of the state or a person authorized by the Commissioner of Fish and Game.

permit hunt - a hunt for which permits are issued on a drawing, registration, targeted, or Tier II hunt basis.

processed for human consumption - prepared for immediate consumption or prepared in such a manner, and in an existing state of preservation, as to be fit for human consumption after a 15-day period.

Registration permit - a hunting permit issued to a person who agrees to the conditions specified for each hunt; permits are issued in the order applications are received, and are issued:
(A) beginning on a date announced by the department and continuing throughout the season, or until the season is closed by emergency order when a harvest quota is reached;
(B) beginning on a date announced by the department and continuing until a predetermined number of permits have been issued.

regulatory year - July 1 through June 30 of the following calendar year.

resident -
• a person (including an alien) who is physically present in Alaska with the intent to remain indefinitely and make a home here, has maintained that person’s domicile in Alaska for the 12 consecutive months immediately preceding application for a license, and is not claiming residency or obtaining benefits under a claim of residency in another state, territory, or country; or
• a member of the military service or U.S. Coast Guard who has been stationed in Alaska for the 12 consecutive months immediately preceding this application for a license; or
• a dependent of a resident member of the military service or U.S. Coast Guard who has lived in Alaska for the 12 consecutive months immediately preceding this application for a license.
• A person who does not otherwise qualify may not qualify by virtue of an interest in an Alaska business.

salvage - to transport the edible meat, heart, liver, kidneys, head, skull or hide, as required by statute or regulation, of a game animal or small game bird to the location where the edible meat, heart, liver, or kidneys will be consumed by humans or processed for human consumption in a manner which saves or prevents the edible meat from waste, and preserves the head, skull or hide for human use.

sealing - the placement of an official marker or locking tag (seal) by an authorized representative of the ADF&G on an animal hide and/or skull, and may include:
(A) collecting and recording biological information concerning the conditions under which the animal was taken;
(B) measuring the specimen submitted for sealing;
(C) retaining specific portions of the animal for biological information, such as a pre-molar tooth from a bear.

second-degree of kindred - a father, mother, brother, sister, son, daughter, spouse, grandparent, grandchild, brother- or sister-in-law, son- or daughter-in-law, father- or mother-in-law, stepfather, stepmother, stepsister, stepbrother, stepson, or stepdaughter.

skin, hide, and pelt - are all the same, and mean any untanned external covering of any game animal’s body; but do not include a handicraft or other finished product; skin, hide, or pelt of a bear means the entire external covering with claws attached.

small game - all species of grouse, hares, rabbits, ptarmigan, waterfowl, cranes, and snipe.

snowmachine - a motor vehicle of 850 pounds or less gross vehicle weight, primarily designed to travel over snow, and supported, in part by skies, belts, or tracks; snowmachine and snowmobile are equivalent terms.

take - taking, pursuing, hunting, fishing, trapping, or in any manner disturbing, capturing, or killing or attempting to take, pursue, hunt, fish, trap, or in any manner capture or kill fish or game.

Targeted permit - a permit issued on short notice and a lottery basis to an applicant who has previously registered and is willing to participate in a hunt under short notice.

Tier I - when the board has identified a game population that is customarily and traditionally used for subsistence and where it is anticipated that a reasonable opportunity can be provided to all residents who desire to engage in that subsistence use.

Tier II - when the board has identified a game population that is customarily and traditionally used for subsistence and where, even after non-subsistence uses are eliminated, it is anticipated that a reasonable opportunity to engage in the subsistence use cannot be provided to all eligible residents.

tine or point - see page 30.

transport - shipping, carrying, importing, exporting, or receiving or delivering for shipment, carriage, or export.

trophy - a mount of a big game animal, including the skin of the head (cape) or the entire skin, in a lifelike representation of the animal; trophy also includes a “European mount” in which the horns or antlers and the skull or a portion of the skull is mounted for display.

unclassified game - all species of game not otherwise classified in these definitions.

unit - one of the 26 geographical areas listed under Game Management Units in the codified hunting and trapping regulations and the Game Unit Maps of Alaska.

year - calendar year unless another year is specified.

youth hunt - a hunt limited to a child aged 10 - 17 years of age and accompanying adult.

Note: Some of these definitions appear elsewhere in this book, where they are most needed for reference. The form shown in other parts of the book may be slightly different if the editors felt a word change would help the reader better understand the intent of the language.