2017-2018 Alaska Hunting Regulations

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

Effective July 1, 2017 - June 30, 2018

• 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
How Alaska’s hunting regulations are changed

Alaska has a very public process of setting hunting regulations. The Board of Game determines the hunting regulations and meets at least twice a year. The board deals with topics on a rotating basis. When the agenda for the next meeting is set, the board issues a “Call for Proposals,” which is sent to various agencies, groups, and individuals and is published in Alaska newspapers.

Advisory committees were created to provide a local forum to discuss and make recommendations on fish and wildlife issues before the board. There are currently 82 local fish and game advisory committees. Advisory committees meet and develop proposals relating to the committee’s concerns, and meet after all proposals are published to comment and provide reasons opposing or supporting proposals.

Any individual or group in the state can propose a change in a hunting regulation:

- You can submit a proposal online at http://www.adfg.alaska.gov/index.cfm?adfg=gameboard.main or use the printed proposal form available at local ADF&G offices or boards support section.
- Use clear, concise wording on your proposal.
- State the Alaska Administrative Code number (for example, 5 AAC 92.990) for the regulation you want to change, or provide the general heading and page number in the present regulation book.
- State the problem you are trying to correct and list the reasons why you want the regulation changed.
- Submit your proposal before the deadline.
- Questions? Call Boards Support at (907) 465-4110 or (907) 267-2354.

The following list references the species listed in this book and the Alaska Administrative Code that specifically addresses each species, 5 AAC 85.xxx, where .xxx is the species under consideration. (For example, 5 AAC 85.015 details seasons and bag limits pertinent to black bear.)

- bison ..............................................(010)
- black bear ....................................(015)
- brown/grizzly bear ......................(020)
- caribou ............................................(025)
- deer ...................................................(030)
- elk ...................................................(035)
- goat ..................................................(040)
- moose ............................................(045)
- muskoxen ........................................(050)
- Dall sheep ........................................(055)
- wolf ................................................(056)
- wolverine .........................................(057)
- fur animals .......................................(060)
- small game ......................................(065)
- unclassified game .........................(070)
- deleterious exotic wildlife ............(075)

Photo on the cover: Kyle Obremski (age 15) harvested his first caribou in the Talkeetna Mountains by drawing permit.

Photographs seen throughout this publication have been used with permission from the owners. For information on submitting photos please go to http://www.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.
Dear Fellow Hunter,

Hunting is an important part of our way of life as Alaskans. The unique nature of Alaska, the wildlife, and outdoor opportunities have sustained Alaskans for thousands of years and continue to do so. Thanks to hunting, we can put food in the freezer and on the table, spend valuable time with our families and friends outdoors, and pass on our Alaskan heritage.

Wildlife brings thousands of visitors to Alaska every year, and many come to enjoy hunting opportunities. More than 100,000 people purchase Alaska hunting licenses annually. The proceeds from license sales, as well as firearms and ammunition, support wildlife management, research, hunter education programs, and outreach. This promotes sustainable wildlife populations, hunting opportunities, and safe hunters. Wildlife viewers and photographers also benefit, as does Alaska’s economy. More than 27,000 jobs are supported by the billions of dollars spent by hunters and wildlife viewers each year in Alaska.

As you prepare for your hunting adventures this year, please take time to read hunting regulations and understand the laws that apply to the harvest of animals in the places where you plan to hunt. Be safe, know the regulations, and help your kids and fellow hunters to be safe, responsible hunters.

If you have any questions, please contact the helpful staff at the Alaska Department of Fish and Game; they are ready to assist you. Best wishes for safe, happy, and successful hunting experiences.

Sincerely,

Bill Walker
Governor

Dear Hunter,

I hope this 2017-2018 Alaska hunting season finds you well and preparing for many rewarding days afield. As you visit the range with rifle or bow, gather and organize gear, or study maps and satellite images of areas you plan to hunt, be assured the Alaska Department of Fish and Game is doing its part to make your hunts successful.

For game managers, Alaska is a place where answers don’t always come easily. And while wilderness remains the rule here, the hunting tradition endures as in few other venues, and caribou still rival the total number of resident Alaskans, even this sprawling frontier state has its limits. Paradoxical as it might seem, demand for big game often exceeds our harvestable surplus. Maintaining sustainable wildlife populations and providing reasonable hunting opportunities requires active, science-based management.

This means taking inventory of caribou, bears, moose, sheep, mountain goats, muskox, deer and more in a 663,300-square-mile mosaic of mountains, forest, tundra, and coastline. It also includes evaluating relationships among predators, prey, habitat, as well as user preferences, needs, and opportunities. With science, our Division of Wildlife Conservation biologists are able to answer questions, find solutions, and manage healthy wildlife populations for sustained yield as mandated by the Alaska Constitution. The department is committed to making sure that decision-making and management is based on the very best science we can provide.

Finally, the department is also about serving people and accommodating the public’s need for hunting opportunity, hunter education, and basic services such as licensing and providing information to those preparing to step outdoors and participate in the hunting tradition. Please know that your satisfaction is a critical part of our mission. We have several initiatives in place to improve customer service. We hope you can see the difference. Here’s to good hunting. Your successful experience is our success.

Sincerely,

Bruce Dale, Director
Division of Wildlife Conservation
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:**

<table>
<thead>
<tr>
<th>Location</th>
<th>Phone 3</th>
<th>Location</th>
<th>Phone 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Anchorage</td>
<td>(907) 267-2257</td>
<td>Ketchikan</td>
<td>(907) 225-2475</td>
</tr>
<tr>
<td>Barrow</td>
<td>(907) 852-3464</td>
<td>King Salmon</td>
<td>(907) 246-3340</td>
</tr>
<tr>
<td>Bethel</td>
<td>(907) 543-2979</td>
<td>Kodiak</td>
<td>(907) 486-1880</td>
</tr>
<tr>
<td>Cordova</td>
<td>(907) 424-3215</td>
<td>Kotzebue</td>
<td>(907) 442-3420</td>
</tr>
<tr>
<td>Craig</td>
<td>(907) 826-2561</td>
<td>McGrath</td>
<td>(907) 524-3323</td>
</tr>
<tr>
<td>Delta Junction</td>
<td>(907) 895-4484</td>
<td>Nome</td>
<td>(907) 443-2271</td>
</tr>
<tr>
<td>Dillingham</td>
<td>(907) 842-2334</td>
<td>Palmer</td>
<td>(907) 746-6300</td>
</tr>
<tr>
<td>Douglas</td>
<td>(907) 465-4265</td>
<td>Petersburg</td>
<td>(907) 772-3801</td>
</tr>
<tr>
<td>Fairbanks</td>
<td>(907) 459-7206</td>
<td>Sitka</td>
<td>(907) 747-5449</td>
</tr>
<tr>
<td>Galena</td>
<td>(907) 656-1345</td>
<td>Soldotna</td>
<td>(907) 262-9368</td>
</tr>
<tr>
<td>Glennallen</td>
<td>(907) 822-3461</td>
<td>Tok</td>
<td>(907) 883-2971</td>
</tr>
<tr>
<td>Homer</td>
<td>(907) 235-8191</td>
<td>Wrangell</td>
<td>(907) 874-3822</td>
</tr>
</tbody>
</table>

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:**

<table>
<thead>
<tr>
<th>Location</th>
<th>Phone 3</th>
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<th>Phone 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Anchor Point</td>
<td>(907) 235-8239</td>
<td>Ketchikan</td>
<td>(907) 225-5111</td>
</tr>
<tr>
<td>Anchorage</td>
<td>(907) 352-5401</td>
<td>King Salmon</td>
<td>(907) 246-3307</td>
</tr>
<tr>
<td>Aniak</td>
<td>(907) 675-4352</td>
<td>Kodiak</td>
<td>(907) 486-4762</td>
</tr>
<tr>
<td>Bethel</td>
<td>(907) 543-5918</td>
<td>Kotzebue</td>
<td>(907) 442-3241</td>
</tr>
<tr>
<td>Cantwell</td>
<td>(907) 768-4050</td>
<td>Mat-Su West</td>
<td>(907) 373-8318</td>
</tr>
<tr>
<td>Coldfoot</td>
<td>(907) 678-5211</td>
<td>McGrath</td>
<td>(907) 524-3222</td>
</tr>
<tr>
<td>Cordova</td>
<td>(907) 424-3184</td>
<td>Nome</td>
<td>(907) 443-2429</td>
</tr>
<tr>
<td>Craig (POW)</td>
<td>(907) 826-2291</td>
<td>Palmer</td>
<td>(907) 761-7136</td>
</tr>
<tr>
<td>Delta Junction</td>
<td>(907) 895-4681</td>
<td>Petersburg</td>
<td>(907) 772-3983</td>
</tr>
<tr>
<td>Dillingham</td>
<td>(907) 842-5351</td>
<td>Seward</td>
<td>(907) 224-3935</td>
</tr>
<tr>
<td>Dutch Harbor</td>
<td>(907) 581-1432</td>
<td>Sitka</td>
<td>(907) 747-3254</td>
</tr>
<tr>
<td>Fairbanks</td>
<td>(907) 451-5350</td>
<td>Soldotna</td>
<td>(907) 262-4573</td>
</tr>
<tr>
<td>Girdwood</td>
<td>(907) 783-0970</td>
<td>St. Marys</td>
<td>(907) 438-2119</td>
</tr>
<tr>
<td>Glennallen</td>
<td>(907) 822-3263</td>
<td>Tok</td>
<td>(907) 883-4471</td>
</tr>
<tr>
<td>Haines</td>
<td>(907) 766-2533</td>
<td>Valdez</td>
<td>(907) 835-4307</td>
</tr>
<tr>
<td>Hoonah</td>
<td>(907) 945-3620</td>
<td>Wrangell</td>
<td>(907) 874-3215</td>
</tr>
<tr>
<td>Juneau</td>
<td>(907) 465-4000</td>
<td>Yakutat</td>
<td>(907) 784-3220</td>
</tr>
</tbody>
</table>
**HUNTING CHANGES**

This is a summary of changes adopted by the Alaska Board of Game for regulatory year 2017-2018. 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 throughout this regulation book.

Predator Control Supplements are available online at: [http://regulations.adfg.alaska.gov](http://regulations.adfg.alaska.gov)

### BEAR BAITING

<table>
<thead>
<tr>
<th>Unit 18, 19A, 19D, 20D north of the Tanana River, 20F, 21C, and 23, allow the take of brown bears at bait stations during the open black bear baiting season.</th>
<th>Unit 18 Kuskokwim Area, lengthened the resident season to Sept 1 - Sept 20.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unit 23, allow the take of black bears over bait stations.</td>
<td>Unit 18 south of an including the Goodnews River drainage, created a winter resident registration hunt with bag limit of one moose during the month of January, season of up to 21 days to be announced.</td>
</tr>
<tr>
<td>Units 18 and 23, black and brown bears may be taken the same day the hunter has flown provided the bear is at the bait station and the hunter is at least 300 feet from the airplane.</td>
<td>Unit 18 remainder, created a nonresident winter antlerless moose hunt, season dates Dec 1 - Mar 15.</td>
</tr>
<tr>
<td><strong>BLACK BEAR</strong></td>
<td><strong>MOOSE continued</strong></td>
</tr>
<tr>
<td>Unit 25B, increased bag limit to 5 black bears for all hunters.</td>
<td>Unit 19D Upper Kuskokwim Controlled Use Area, clarified the airports allowed to be used. Also changed the restrictions to be in effect Sept 1 - Sept 25 only.</td>
</tr>
</tbody>
</table>

### BROWN/GRIZZLY BEAR

<table>
<thead>
<tr>
<th>Units 21E, 22B, and 23, increased the resident bag limit to two brown bears per regulatory year.</th>
<th>Unit 20A, lengthened the muzzleloader only hunt to Nov 1 - Dec 15.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unit 22C, lengthened the spring brown bear season to Apr 1 - May 31.</td>
<td>Unit 21E, lengthened the resident season to Sept 1 - Sept 25.</td>
</tr>
<tr>
<td>Unit 23, lengthened nonresident drawing and registration permit season to Aug 1 - Oct 31.</td>
<td>Unit 22A Central, lengthened the resident season to Sept 1 - Sept 20.</td>
</tr>
<tr>
<td>Unit 25A, 25B, and 26C, lengthened the season to July 25 - June 30.</td>
<td>Unit 22A north of and including the Tagoomenik and Shaktoolik river drainages, lengthened the nonresident season to Sept 1 - Sept 20.</td>
</tr>
<tr>
<td>Unit 26B, lengthened the fall resident archery-only season within the Dalton Highway Corridor Management Area to Aug 10 - Dec 31.</td>
<td>Unit 22D remainder, eliminated the nonresident moose hunt.</td>
</tr>
</tbody>
</table>

### CARIBOU

| Unit 23 and 26A, created a resident registration hunt for the Western Arctic/Teshekpuk caribou herd. | Unit 23, eliminated the antlerless portion of the resident moose hunt. |
| Central Arctic caribou herd, aligned seasons and bag limits throughout the range of the herd. See changes in remainder of Unit 24A, remainder of Unit 24B, and remainder of 25A. | Unit 24B, expanded winter registration hunt for one antlered bull to include all of Unit 24B. |
| **MOOSE continued** | **SHEEP** |
| Unit 26B northwest, changed the nonresident bag limit to 1 bull and changed season to Aug 1 - Sept 15. | Unit 24B, changed the resident bag limit so only one of the three sheep may be a ewe. |
| Unit 26B remainder, changed resident bag limit to 2 bulls and shortened the season to Aug 1 - Apr 30. | **WOLVERINE** |
| Nonresident bag limit changed to 1 bull and season changed to Aug 1 - Sept 15. | Unit 26B and 26C, lengthened the hunting season to Aug 20 - Mar 31. |

### SHEEP

| Unit 7 and 15, require all moose hunters to successfully complete an orientation course specific to identifying legal moose. | **COYOTE** |
| Unit 12, clarified the boundary of the antler-restricted moose hunting area within the Tok River drainage. | Unit 20D, allow the use of dogs to hunt coyote, hunters are required to register with the department prior to hunting. |

### WOLVERINE

| Unit 20E Glacier Mountain Controlled Use Area, lengthened the time during which motorized access is restricted to July 26 - Sept 20. | **MISCELLANEOUS** |
| Unit 23 Noatak Controlled Use Area, shifted the entire controlled use area upriver and retained the 10 mile corridor. | **COYOTE** |

Licenses can be printed from home!

Visit our online store for more information at [http://www.alaska.adfg.gov/](http://www.alaska.adfg.gov/)
Table of contents

How regulations are changed ...............................................2
Major changes in 2017–2018 regulations ..............................5
Hunting seasons, types of hunts, and other resources .............7
Know who owns the land where you plan to hunt ...............8
Licenses and tags:
  Alaska resident licenses and big game locking-tags .........9
  Nonresident/nonresident alien licenses and locking-tags .10
  Military licenses and locking-tags ................................11
Proxy hunting......................................................................12
Hunter Education in Alaska ...............................................13
Youth Hunting Opportunities ..........................................13
Harvest tickets and reports:
  General season hunts, harvest tickets and reports .........14
  Permit hunts, permit tickets and reports ......................15
Bag limit ............................................................................16
Sealing requirements .......................................................16
Emergency taking of game ............................................16
Use of game ......................................................................17
Hunting restrictions:
  General hunting restrictions for all game .................18
  Hunting restrictions for big game .........................19
Same day airborne ..........................................................19
Weapons restricted hunts ...............................................20
Exporting meat or other wildlife parts .......................21
Transporting requirements .............................................21
Transfer of Possession .....................................................21
Firearms advisory for nonresident aliens ....................21
Canadian firearms restrictions ..................................21
Meat care and salvage:
  Salvage and possession of game ..............................22
  Proper Meat Care .....................................................23
Wildlife Diseases ............................................................23
Bears:
  Important information for all bear hunters ..........24
  Brown/grizzly bear bag limits .............................25
  Brown/grizzly bear subsistence hunting ...............25
  Other bear regulations ..............................................25
  Bear baiting seasons and requirements ............26
  Black bear salvage requirements ..........................28
Identifying legal animals:
  Caribou ........................................................................29
  Moose ..........................................................................30
  Muskox ........................................................................32
  Dall sheep rams .........................................................33
Definitions ......................................................................34
Some common violations ............................................36
Illegal take of game .......................................................36
Map of Alaska .................................................................37
How to Read the Unit Pages Correctly .............................38
Game Management Unit maps, seasons and bag limits:
  Unit 1: Southeast Mainland ......................................39
  Unit 2: Prince of Wales Island ..................................45
  Unit 3: Petersburg–Wrangell ...................................47
  Unit 4: Admiralty–Baranof–Chichagof Islands ........50
  Unit 5: Yakutat ............................................................53
  Unit 6: North Gulf Coast–Prince William Sound ....55
  Unit 7: Seward ..............................................................58
  Unit 8: Kodiak–Shelikof ..............................................61
  Unit 9: Alaska Peninsula ............................................64
  Unit 10: Aleutian Islands ............................................68
  Unit 11: Wrangell Mountains–Chitina River .......69
  Unit 12: Upper Tanana–White River .................72
  Unit 13: Nelchina–Upper Susitna .........................75
  Unit 14A, 14B: Matanuska–Susitna Valley ...........79
  Unit 14C: Anchorage–Eagle River .......................82
  Unit 15: Kenai .................................................................86
  Unit 16: Lower Susitna ...............................................91
  Unit 17: Bristol Bay .....................................................94
  Unit 18: Yukon–Kuskokwim Delta ......................97
  Unit 19: McGrath ........................................................100
  Unit 20: Fairbanks–Central Tanana ..................104
  Unit 21: Middle Yukon .............................................115
  Unit 22: Seward Peninsula–Southern Norton Sound , 118
  Unit 23: Kotzebue Sound–Chukchi Sea–Arctic Ocean 125
  Unit 24: Koyukuk ..........................................................128
  Unit 25: Upper Yukon ..............................................132
  Unit 26: Arctic Slope ..................................................136
Seasons and bag limits for:
  Fur Animals ...............................................................140
  Small Game ................................................................141
  Unclassified Game .....................................................142
  Deleterious Exotic Wildlife ......................................142
  Transfer of Possession Form .................................143
  Alaska Fish and Wildlife Safeguard ........................144

Plan ahead now - what’s happening and when?

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

August & September
  · Most fall hunting seasons begin

November
  · Board of Game meeting Statewide Regulations, November 10–17, 2017 in Anchorage
  · Drawing and Subsistence supplements are available

December
  · Online permit applications (Drawing and Subsistence) due by 5 p.m. (AKST) on December 15

January
  · New hunting licenses and big game locking-tags are available

February
  · Board of Game meeting Central/Southwest Region, February 16–23, 2018 in Dillingham
  · Drawing and Subsistence permits awarded

March
  · Plan your hunting trip, call for information
  · Undersubscribed draw permits announced

April
  · Proposals for winter 2018–2019 Board of Game meetings due by end of the month
Hunting seasons, types of hunts, and other resources

Hunting seasons and bag limits for big game are listed by unit on pages 39-139 of this book. Other game seasons and bag limits are listed in the back of the book (pages 140-142). 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

Not familiar with this book?
First, read the statewide general information on pages 7-38. This information applies statewide.

Game Management Unit (unit) descriptions for each area of the state are listed beginning on page 39. 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?)

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 38 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.

Types of hunts
There are six types of hunts. More information on each type of hunt can be found on the following pages:
- General Season page 14
- Drawing page 15
- Registration page 15
- Tier I/II page 15
- Community Harvest page 15
- Targeted page 15

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 certain species.

ADF&G 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 (Tier I/II and Community Harvest) hunts in separate supplements which can be found online, 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 18 years of age or older, you must have a hunting license, state and federal duck stamps (some exceptions apply, see the current waterfowl regulations for duck stamp requirements), 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.

http://hunt.alaska.gov
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 and 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-mailing them at subsistence@fws.gov, or visiting 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.

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:

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<tr>
<th>Native corporation lands contact information</th>
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<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 (907) 451-5100 to report potential UXO. More information is available at http://www.wainwright.army.mil/env/Restoration.html

Military contact information

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<tr>
<th>Unit</th>
<th>Corporation</th>
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<tr>
<td>Ft. Greely</td>
<td>(907) 873-4664</td>
<td></td>
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<tr>
<td>Ft. Wainwright</td>
<td>(907) 361-9868</td>
<td></td>
</tr>
<tr>
<td>Eielson AFB</td>
<td>(907) 377-5182</td>
<td></td>
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<tr>
<td>Donnelly Training Area</td>
<td>(907) 873-4664</td>
<td></td>
</tr>
<tr>
<td>Joint Base Elmendorf Richardson (JBER)</td>
<td>(907) 552-9453</td>
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It is illegal to destroy, deface, collect, transport, sell/trade, or assist others with these activities associated with archaeological, cultural, and historic resources.
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, if 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 the 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 the 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 17 years or younger are not required to possess a license to hunt. Alaska residents ages 18 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.)

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 the 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 the 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 the 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 resident licenses and big game locking-tags
Big game locking-tags, not to be confused with harvest tickets (shown on page 14), are numbered metal locking objects that must be purchased prior to hunting and placed on the animal prior to leaving the kill site. Resident locking-tags are not required for most species. In areas where a locking-tag is required, it must be affixed, attached, or locked on the part of the animal required to be salvaged (skull, hide, or meat) prior to leaving the kill site and must remain there until the animal is prepared for storage, consumed, or exported.

Resident license requirements:
If you are...
you will need...
17 or under...   no license required
18-59...         license required
60 or over...   free permanent ID

Resident locking-tags
Residents hunting for most species do not require a locking-tag, but may require a harvest ticket or permit. 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.

A locking-tag is not required for residents hunting muskoxen in subsistence hunts in Units 22 and 23.

High-income licenses
You can buy a high-income license for $65 if your family or household income is equal to or less than the most recent poverty guidelines for the state set by the United States Department of Health and Human Services for the year proceeding the application. 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 required. The application for this card may be completed online at http://hunt.alaska.gov.

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 AS 18.56.101, and be certified by the U.S. Department of Veterans Affairs (VA) 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 a license application
Applications for older Alaskans, 70 percent physically disabled, disabled veteran licenses, and developmentally disabled are available online and at any Fish and Game Office. Some license applications are downloadable at 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.

For applications and information, contact:
ADF&G Licensing Section
PO Box 115525
Juneau, AK 99811-5525
(907) 465-2376 (phone)
(907) 465-2440 (fax)
dfg.das.licensehelp@alaska.gov

http://hunt.alaska.gov

2017-2018 Alaska Hunting Regulations
Nonresident/nonresident alien licenses and locking-tags

Big game locking-tags are numbered metal locking objects that must be purchased and are required for 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) prior to leaving the kill site and must remain there until the animal is prepared for storage, consumed, or exported. Harvest tickets or permits may also be required prior to hunting. (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 19 or older** 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. See guide information at right.

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.

All nonresidents, regardless of age, must have appropriate licenses and big game locking tags. Hunting licenses and big game locking-tags are valid from date of purchase through December 31 of that year (AS 16.05.350). All nonresidents 10 years or older must also have appropriate locking-tags and harvest tickets or permits. Nonresidents under the age of 10 will not be issued harvest tickets or permits. (See youth information, page 13.)

Nonresident big game locking-tags
Nonresident and nonresident alien hunters must buy the appropriate locking-tag before hunting a big game animal. Prior to leaving the kill site, the locking-tag must be locked on a portion of the animal that is required to be salvaged. The locking-tag must remain on the animal until the animal is prepared for storage, exported, or consumed.

A big game locking-tag may be used for a species of equal or lesser value. You must have obtained a harvest ticket or a permit for the other species prior to hunting. For example, if you purchase a $1,000 brown bear locking-tag, but do not take a brown bear, and take a moose instead, you may use the bear locking-tag on the moose, because the moose has a lesser locking-tag value. However you must have obtained a harvest ticket or permit for the other species prior to hunting.

You may not use a locking-tag for an animal of a species you have already taken, unless the bag limit for that species is greater than one.

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 of the nonresident when they attempt 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 non-permanent 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 transporter except as necessary to perform transportation services. Unlicensed individuals may not 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, stepsisn, or stepdaughter.
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 may also be required prior to hunting.

Resident military personnel

Active members of the Alaska National Guard, U.S. Army Reserve, U.S. Air Force Reserve, U.S. Navy Reserve, U.S. Marine Corps Reserve, or U.S. Coast Guard Reserve may qualify for a free hunting and fishing license.

Applications for a free license are available at http://hunt.alaska.gov and 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 military personnel on all lands

Active duty members of the U.S. military or the U.S. 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. Locking-tags are not required for the other big game species, however guides are still required for brown/grizzly bear, Dall sheep, and mountain goat. See page 10 for more guide information.

Nonresident military licenses

<table>
<thead>
<tr>
<th>Hunting</th>
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<tbody>
<tr>
<td>Hunting/sport fishing</td>
<td>$69</td>
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Nonresident military locking-tags

(Prices are for one locking-tag each)

- *Brown/grizzly bear*............................ $25
- *Dall sheep* 1........................................... free
- *Mountain goat*.................................. free
- Muskox bull........................................... $500
- Muskox cow........................................... $25

*guide required

1 harvest ticket required

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 1800 Glenn Highway, Suite 4 Palmer, AK 99645

Additional information is available by contacting the Permit Hunt Administrator by phone (907) 861-2106

Successful moose hunt in Unit 20E. Photo taken by Ellie Mason.

A current list of licensed guides, transporters, and general information on guiding is available online at:

https://www.commerce.alaska.gov/web/cbpl/ProfessionalLicensing/BigGameCommercialServicesBoard.aspx

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
Proxy hunting provisions for disabled and elderly Alaskans

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, 65 years of age or older, or are developmentally disabled. 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 20D moose (DM795), Unit 20E moose (RM865), and Units 20B, 20D, 20E, 20F, and 25C caribou registration hunts (RC860 and RC867).
- Units 21B, 21C, 21D, and 24 moose hunts if either the proxy hunter or the beneficiary holds a drawing permit for the Units 21B, 21C, 21D, and 24 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. Antler destruction 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 10–17 may proxy hunt, but must obtain a current hunting license.

In addition, a physician’s affidavit signed by an Alaska-licensed physician stating a 70-percent or greater physical disability or a qualifying developmental disability is required if the beneficiary qualifies due to physical or developmental disability. Either party may obtain the proxy hunting authorization form to be completed and signed by both parties.

Physician’s affidavits and definitions of qualifying physical and developmental disabilities may be obtained online at [http://www.adfg.alaska.gov/](http://www.adfg.alaska.gov/)

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 first obtain a Permit to Hunt From a Boat. 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 take 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.

To assure the efficient and timely completion of your proxy paperwork, please verify that your physician’s affidavit clearly states a developmental disability or a 70-percent or greater physical disability.
Hunter Education in Alaska --- it’s not just for kids

ADF&G offers four types of certification courses: Basic Hunter Education, Bowhunter Education, Crossbow Education and Muzzleloader Education. 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 certification 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 (1C); hunters under 10 years of age must be accompanied by an adult or must have successfully completed a 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 bowhunter, crossbow, and muzzleloader permit hunts also require the hunter to be in possession of a Basic Hunter Education card.

Weapons certification courses do not satisfy the Basic Hunter Education certification, and Basic Hunter Education does not satisfy bowhunter, crossbow, 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 bowhunter and hunter education courses from other states.

Hunter Education contact numbers:
Southeast (907) 586-4101
Southcentral (907) 267-2241
Interior/Arctic (907) 459-7375

Big game bag limit for hunters under age 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.

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

Hunter Education volunteers
Each year, ADF&G trains volunteer instructors to provide quality training and education to thousands of Alaskans, teaching Hunter, Bowhunter, and Muzzleloader education certification courses. Common themes taught in each of these courses are hunter responsibility, ethics, wildlife conservation, management and the safe handling of firearms, muzzleloaders, and archery equipment.

During calendar year 2016, volunteer instructors around the state provided 5,445 hours of valuable instruction to 3,117 students. The 2016 Hunter Education Instructor of the Year was Rick Sterling of Fairbanks. The 2016 Bowhunter Education Instructor of the Year was Bill Tyras of Anchorage. The 2016 Muzzleloader Education Instructor of the Year was Bill Sobolesky of Anchorage. The 2016 Rural Instructor of the Year was John Crye of Kodiak. The 2016 H.I.T. Outstanding Educator of the Year was Dennis Degnan of Fairbanks. Carl Edmiston of Anchorage and Steve Latz of Kenai received Lifetime Achievement Awards. A special thanks to all volunteer instructors who give tremendous amounts of time and effort to the H.I.T. Program. Thanks to their hard work, hunters of all ages, and especially young people, have received the solid foundation that will ensure the future of Alaska’s hunting heritage.

Requirements for hunters before hunting in Units 7, 13, 14, 15, and 20:
If you were born after January 1, 1986 and are 16 years old or older, you must have successfully completed a Basic Hunter Education course before you hunt in the units listed above.

If you are under 16 years of age, you must have either successfully completed a Basic Hunter Education course or be under the direct immediate supervision of a licensed hunter who is:
(a) 16 years of age or older and has successfully completed a certified hunter education course, OR
(b) born on or before January 1, 1986.

Attention bowhunters:
If you were born on or after January 1, 1986 you must have successfully completed a department approved bowhunter certification course and the certification card must be carried in the field when hunting big game. All hunters participating in archery-only hunts must obtain bowhunter certification.

Big game general season hunts for hunters age 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.

Youth hunts only:
Hunter education is required for all youth hunters participating in “youth hunts.” See page 35 for “youth hunt” definition.

Big game permits for hunters age 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.

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.
Harvest tickets and reports

Harvest tickets

Harvest tickets are required in general season hunts for caribou, deer, moose, and sheep in all units. Harvest tickets, are also required in general season hunts for black bear in Units 1-7, 11-16, 19D, and 20. 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 your hunting license. The harvest ticket numbers issued during the previous calendar year which are still valid must be transferred to your 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 human 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/hunt #” 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.*

If you give false information when applying for or reporting on a license, permit, locking-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, locking-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, 65 or older, or developmentally disabled. (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 hunting license during the period of the revocation/suspension. (AS 16.05.330(d)).

Report your hunt online

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

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 for sealing information.

Reports of personal harvest locations are confidential.
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, targeted, Tier I, Tier II, 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 18.

Details about permit hunts and applications are included in a drawing permit hunt supplement 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, 22, and 23.

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
Targeted hunts are similar to registration hunts but require hunters to apply only during a specific time. A random lottery is then held and permits are awarded based on order drawn.

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 must validate the permit ticket 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 delivered to the location where it will be processed for human 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.

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 a regulatory year 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. If 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

http://hunt.alaska.gov
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.

Hunting bag limits are listed by unit in this book. Otherwise, see trapping regulations.

A person who has wounded game should make every legal effort to retrieve and salvage that game. Animals disturbed while hunting do not count against your bag limit; however, bears wounded in Units 1-5, and 8, and elk wounded in Unit 8 do count toward your bag limit for the regulatory year.

Bears taken under a predator control permit do not count against the statewide bag limit for bears.

A big game animal, except deer in an area where the bag limit is one, taken under a youth hunt, will count as the bag limit of both the child and the supervising hunter who accompanies the child. See page 35 for “youth hunt” definition.

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 when, 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 unable to bring in an animal for sealing within the required time, you must complete and sign a temporary sealing form so another person can have the animal sealed. This form must be presented at the time of sealing.

Where sealing is required, wolves, wolverine, lynx, sheep, brown bears, and black bears in most units must be sealed within 30 days of the kill. (See bear information, pages 24-28.)

In Units 7 and 15, moose sealing is required. The antlers must be presented for sealing and will be permanently sealed by an ADF&G representative within 10 days of the kill, or a lesser time if designated.

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, such as proper storage, scaring off the scavengers, 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.

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 untanned bear hide or skull transported or exported from Alaska.
- Black and brown 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.
- Bull 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.
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,**

--- 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;

--- brown bears taken in areas with a two brown bear bag limit per regulatory year, raw and tanned brown bear hides (with claws attached) and skulls may be sold, after sealing.

**Buying or selling of any unsealed beaver** (EXCEPT in Units 12, 16, and 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.

You **MAY NOT** buy, sell, barter, advertise, or otherwise offer for sale or barter a big game trophy, including any trophy made from any part of a big game animal.

You **MAY NOT** barter 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 if you are an Alaska resident employed by an individual or business holding a license under AS 43.70 or AS 43.75 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),
- 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. (See page 36.)

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, however, 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 text is missing in the document, but here is a possible reconstruction:

**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 (see page 19 for additional restrictions in Units 1-5 and Unit 6D), **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 page 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 bear for harvest in bear control areas and 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.

**Communication equipment may not be used in the taking of game, or to aid in the taking of game, except for ground-to-ground communication for locating bison in Unit 20D.**

- 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 hunt restricted to bow and arrow only.
  - 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, any forward looking infrared device, 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 (excluding scent lures), **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 142), or intentionally leaving human food, animal food, mineral supplements or garbage in a manner that attracts these animals, **EXCEPT:** you may hunt wolves, 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 on page 17 will be considered a violation of the feeding regulation.
- Wearing foot gear with felt soles or other absorbent fibrous material.
Hunting restrictions for big game: 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, you MAY NOT:

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

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

- Hunt big game with a crossbow, UNLESS:
  -- the crossbow is at least 100 pounds peak draw weight;
  -- the bolt is at least 16 inches in overall length, tipped with a broadhead, and at least 300 grains in total weight;
  -- the broadhead is a fixed, replaceable or mechanical/retractable blade type and not barbed;
  -- No electronic devices are attached to the crossbow, except scopes or electronic sights that do not project light externally;
  -- the crossbow is shoulder-mounted.

Attention all crossbow hunters:
Beginning July 1, 2018, all hunters using a crossbow to hunt in any hunt must have successfully completed a department-approved crossbow certification course and the certification card must be carried in the field while hunting.

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.

- From Aug 10-Sept 20, aircraft may only be used by and for sheep hunters to place and remove hunters and camps, maintain existing camps, and salvage harvested sheep. A person may not use or employ an aircraft to locate sheep or direct hunters to sheep during the open sheep hunting season.

- You may hunt deer the same day airborne (provided you are 300 feet from the airplane).

- In Units 7, 9, 11-13, 14A, 14B, 15-21, and 23-25, 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, 11, 12, 13, 14B, 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.

- Hunt big game with a slingbow.

- Take 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.

- Shoot 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.

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

- Use bait, EXCEPT for:
  -- 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.

- Hunt 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.

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

- Hunt moose with the use of electronic calls.

- Hunt sheep, mountain goat, or muskox using domestic goats or domestic sheep as pack animals.

- Hunt big game with the aid or use of a dog, EXCEPT: dogs may be used to hunt black bears under a permit issued by ADF&G. A single, leashed dog may be used in conjunction with tracking and dispatching a wounded big game animal.

Fur animal restrictions
Beaver, coyote, Arctic fox, red fox, lynx, and squirrel are fur animals; further restrictions are listed on page 140.

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 unlawful to operate a motorized or tracked vehicle without a valid Fish Habitat permit, in or across waters where salmon, trout, Dolly Varden, Arctic char, sheefish, or whitefish spawn, rear, or migrate. Contact the ADF&G Division of Habitat in Anchorage (907) 267-2342, Fairbanks (907) 459-7289, Douglas (907) 465-4105, or Palmer (907) 861-3200.

http://hunt.alaska.gov
Weapons restricted hunts

Bow and arrow, crossbow, or muzzleloaders may be used to hunt during any open season unless otherwise restricted. Hunts may be restricted to “Certified bowhunters only”, or “bow and arrow only”, or “crossbow only”, or “muzzleloader only” hunts, or other areas that specifically exclude the use of other weapons, including crossbows. ADF&G recognizes approved bowhunter and hunter education courses from other states. See page 13 for course information.

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 with expanding gas arrows.
• Hunt using poisons or substances that temporarily incapacitate wildlife.

Equipment:
You MAY NOT hunt big game with a bow, UNLESS:
• the bow is at least:
  -- 40 pounds peak draw weight when hunting black-tailed deer, wolf, Wolverine, black bear, Dall sheep, and caribou;
  -- 50 pounds peak draw weight when hunting mountain goat, moose, elk, brown/grizzly bear, muskox, and bison;
• the arrow is at least 20 inches in overall length, tipped with a broadhead, and at least 300 grains in total weight;
• 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 or a battery-powered sight light.

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, a notch or space of no more than two millimeters between the base of the blade and the shaft shall not be considered a barb;

“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 inch (7/8”);

“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 season hunt for muzzleloader only.

Cross bow
You MAY NOT use a crossbow:
• For big game UNLESS the crossbow is at least 100 pounds peak drawweight; the bolt is at least 16 inches in overall length, tipped with a broadhead, and at least 300 grains in total weight;
• the broadhead is a fixed, replaceable or mechanical/retractable blade type and not barbed.
• No electronic devices are attached to the crossbow, except scopes or electronic sights that do not project light externally;
• the crossbow is shoulder-mounted.

Attention bowhunters:
If you were born on or after January 1, 1986 you must have successfully completed a department approved bowhunter certification course and the certification card must be carried in the field when hunting big game. All hunters participating in archery-only hunts must obtain bowhunter certification.

Education requirements
Bowhunters:
An International Bowhunter Education Program (IBEP) or equivalent certification is required to hunt big game with a bow and arrow in weapons restricted hunts. The certification card must be carried in the field when hunting.

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

Education requirements
Muzzleloader Hunters:
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 weapons restricted hunt unless you have successfully completed a certified Basic Hunter Education course.

Crossbow Hunters:
Beginning July 1, 2018, you may not hunt with a crossbow in any hunt or area unless you have successfully completed an ADF&G-approved crossbow certification 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.

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://www.fws.gov/le/declaration-form-3-177.html. 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 U.S. 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://www.fws.gov/le/declaration-form-3-177.html. 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, U.S. 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 U.S. 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://www.ec.gc.ca/cites/

Transporting requirements
You must transport all meat to your departure point from the field (landing strip, trail head, road, river, etc.) before transporting antlers, horns, or bear hides and skulls (when required to be salvaged) from the kill site. Antlers, horns, bear hides and skulls (when required to be salvaged) 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. Nonresident 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 website. 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: 1-888-800-3855
Website: http://www.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://www.rcmp-grc.gc.ca or e-mail: cfp-peaf@rcmp-grc.gc.ca

http://hunt.alaska.gov

2017-2018 Alaska Hunting Regulations
Salvage of meat means to transport the edible meat to the location where it will be processed for human consumption. 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, pika, 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 chest meat (brisket);
- 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 (backstraps and tenderloins).

When the salvage of bear meat is required, you must salvage the meat of the front quarters and hindquarters and meat along the backbone (backstraps and tenderloins). 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). The meat is required to be salvaged first, and bear hides and skulls (when required to be salvaged) may be transported simultaneously with the last load of meat.

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.

**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/Horn Salvage**

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

**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.

**Legal**
- No boning of meat in field
- Meat removed by close trimming (bones left in field)
- Poor trimming, causing waste of meat

**Illegal**
- Oct 1

**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 pages 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 processed for human consumption. 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.

**Meat that Must be Left on the Bone When Salvaged Prior to Oct 1**

- FQ = Front Quarters
- HQ = Hindquarters
- R = Ribs

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<thead>
<tr>
<th>UNIT</th>
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<tr>
<td>9B</td>
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<td>FQ, HQ</td>
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<td>13</td>
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<td>18</td>
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<td>19B</td>
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<td>FQ, HQ</td>
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<td>25B, C, D</td>
<td>NONE</td>
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</tbody>
</table>

You must salvage meat unless it has been stolen, taken or destroyed by a wild animal, lost to unanticipated weather conditions or other acts of God, or transferred to someone who accepts responsibility for salvaging and removing the meat from the field.

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

- all of the neck meat;
- all of the chest meat (brisket);
- all of the meat of the ribs;
- front quarters to the knee;
- hindquarters to the hock;
- all of the meat along the backbone (backstraps and tenderloins).

![Diagram of Salvage Requirements](image-url)
Proper Meat Care

After you have harvested an animal, it is your responsibility to follow salvage requirements, see page 22. 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.

Boned 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. 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.

Diseases and Common Parasites

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 dfg.dwc.vet@alaska.gov or call the Wildlife Disease Information and Reporting Hotline at (907) 328-8354.

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.

Information on wildlife diseases and parasites by species:
http://hunt.alaska.gov/

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 pedicle 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 pounds 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 page 20.

brow tine - is a tine emerging from the front 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.

calf moose - a male moose.

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

crossbow - a shoulder-mounted 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.

drawing 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.

draw, that shoots projectiles which are generally called bolts or quarrels.

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.
ull-curl horn - see page 33.

fur animal - beaver, 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 hunting license.

furbearer - beaver, black bear, coyote, fisher, 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.

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 substantial-ly greater monetary and aesthetic value than the unaltered natural material alone.

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

hide - see skin.

highway - the drivable 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 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; or
- a person who does not otherwise qualify as a resident 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 unainted 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, 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 skiis, belts, or tracks; snowmachine and snowmobile are synonymous.

**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.

**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 and an accompanying adult that is a licensed resident hunter 21 years of age or older. If the child is a nonresident, the accompanying adult must be a resident parent, stepparent, or legal guardian of the child. The bag limit counts against both the youth and the 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 to help the reader better understand the intent of the language.