



**2013 MINNESOTA
HUNTING &
TRAPPING
REGULATIONS HANDBOOK**



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WELCOME TO THE 2013 MINNESOTA HUNTING SEASONS.

New regulations are listed below. Have a safe and enjoyable hunt.

NEW REGULATIONS FOR 2013

Licensing

- Apprentice Hunter validations are now available to non-residents. See pages 13 and 18.
- All deer license buyers, including archery hunters, will be asked which area they hunt most often when they purchase a license. This is for information only and does not obligate the hunter to remain in the area indicated.
- Age requirement changes for a youth licenses are noted on pages 10-15 for turkey, deer, and bear.
- Small game license are no longer required for youth under age 16.
- Starting August 1 license agents will charge \$1 issuing fee for lottery, free licenses, and applications.
- Some hunting and fishing licenses can be purchased using a mobile device. An electronic copy of the license will be sent by email or text, which must be provided to an enforcement officer upon request. Not all licenses will be available, including those that require tags. Go to mndnr.gov/BuyALicense

Trapping/Furbearers

The bag limit for fisher and marten is now two combined (one fisher and one marten or two fisher or two marten).

Prairie chickens

The prairie chicken season is open Sept. 28-Oct. 6 and some permit area boundaries have changed. See <http://www.dnr.state.mn.us/hunting/prairiechicken/index.html>

Bear hunting

- Bears can now be registered online or by phone, but hunters must still submit a tooth sample. More information is available online http://files.dnr.state.mn.us/recreation/hunting/bear/bear_regs.pdf
- Bear hunters can register bait stations online at https://webapps8.dnr.state.mn.us/bear_bait_registration/authentication/login

Crow

Crow season dates have changed. See page 42.

Deer hunting

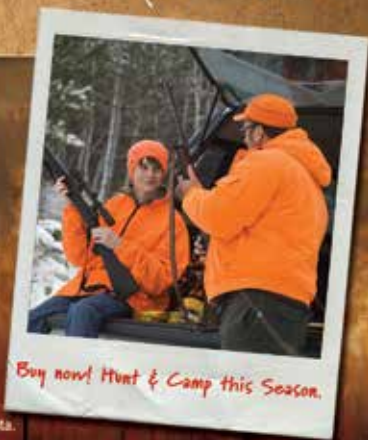
- The October Early Antlerless deer season is open in portions of two permit areas in southeast Minnesota. See pages 63 and 73.
- Deer must be registered within 48 hours of harvest.

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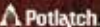
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- **Google Integrated
Website**

swmnhunting.com

Important: This is a summary of Minnesota’s hunting and trapping regulations. For complete regulations, consult the state statutes and rules. These regulations are valid from July 1, 2013 to June 30, 2014. Complete waterfowl regulations can be found in the 2013 Waterfowl Supplement, available online in mid-August and wherever licenses are sold.

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This information is available in an alternative format upon request.

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TRESPASS LAW

Trespass is the most frequent complaint landowners have against hunters. Trespassing is illegal and can ruin hunters' and the DNR's relations with private landowners. This could in turn hamper habitat programs, cut off land access, and possibly eliminate the future of hunting in many areas of Minnesota.

Always ask permission before entering private land. Any entry onto the private property of another without permission is considered trespass. Landowners may be able to pursue court action against trespassers whether the property is posted or not. If you are caught trespassing, you may be issued a citation and assessed a fine under civil penalties, and repeat violators can lose their license or registration. Or, if you are convicted of violating trespass laws under criminal procedures, you may lose your hunting privileges for up to 2 years, lose hunting equipment, and be subject to fines and possibly a jail sentence. All DNR conservation officers and all other licensed peace officers enforce trespass laws and may issue a citation to a person who trespasses in violation of the law or who removes a sign without authorization. A summary of the Minnesota Outdoor Recreation Trespass Law begins below.

RESTRICTIONS

- A person may not enter legally posted land for outdoor recreation purposes without permission.
- A person may not enter agricultural land for outdoor recreation purposes without permission.
- A person may not remain on private land for outdoor recreation purposes after being told to leave.
- On another person's private land or a public right-of-way, a person may not take a wild animal with a firearm within 500 feet of a building occupied by humans or livestock without written permission of the owner, occupant or lessee of the building. A person may hunt from the water or from public land that is within 500 feet of a building occupied by humans or livestock.
- A person may not take a wild animal with a firearm within 500 feet of a corral containing livestock without permission.
- A person may not take a wild animal on any land where the person is prohibited from lawfully entering by this law. This prohibition includes coyote hunters intentionally running their dogs on posted or agricultural land without permission of the landowner, occupant, or lessee.
- A person may not wound or kill another person's domestic animal, destroy private property, or pass through a closed gate without returning it to the original position.

Exceptions

- A person on foot may, without permission, enter land that is not posted to retrieve a wounded animal that was lawfully shot, but may not remain on the land after being told to leave.
- A person on foot may, without permission, enter private land without a firearm to retrieve a hunting dog. After retrieving the dog, the person must immediately leave the premises. This exception does not authorize the taking of the wild animal.
- A person on foot may, without permission, enter land that is posted with “Walk-In Access” signs.

Definitions and Posting Requirements

“Outdoor Recreation” means any activity including hunting, fishing, trapping, boating, hiking, camping, and engaging in winter sports which is conducted primarily for the purposes of pleasure, rest or relaxation and is dependent on or derives its principal benefit from natural surroundings.

“Agricultural land” is land that: 1) is plowed or tilled; 2) has standing crops or crop residues; 3) is within a maintained fence for enclosing domestic livestock (including horses); 4) is planted to native or introduced grassland or hay land; or 5) is planted to short-rotation woody crops (hybrid poplar and other woody plants that are harvested for their fiber within 15 years of planting).

Important:

All planted grassland and hayland and all hybrid poplar and other woody plants that are harvested for their fiber within 15 years of planting are considered agricultural land, including grasslands enrolled in the federal Conservation Reserve Program (CRP), Conservation Reserve Enhancement Program (CREP), or the state Reinvest In Minnesota (RIM) Reserve program. These lands do not need to be posted to prevent unauthorized trespass. However, land that is brush or trees, must be posted or verbal notice given to trespassers for criminal enforcement to occur.

Hunters and Trappers: Always respect private lands. Ask first before entering lands not posted as being open to hunting and trapping. You will improve relationships between landowners and recreationists, and you will have a more enjoyable time in the field.

To be legally posted, land must have signs:

- posted once each year that state “no trespassing” or similar terms either:
 - > along the boundaries every 1,000 feet or less, or in wooded areas where boundaries are less clear, at intervals of 500 feet or less; or
 - > at the primary corners of each parcel of land and at access roads and trails at points of entrance to each parcel, except corners only accessible through agricultural land need not be posted.

- with lettering at least 2 inches high and the signature or the legible name and telephone number of the owner, occupant, lessee, or authorized manager. An unauthorized person may not post land with signs prohibiting outdoor recreation or trespass.

Notification to stay off private land, authorization to remove a sign posted to prevent trespass, or legal permission to enter private land or to take wild animals near occupied buildings or corrals, may only be given by the owner, occupant, or lessee.

Penalties

Violating the Minnesota Trespass Law can make you subject to either civil or criminal penalties:

- Civil penalties are: 1) \$50 for the first violation; 2) \$200 for the second violation in a 3-year period; 3) \$500 and loss of every license and registration being used for a third or subsequent violation in a 3-year period; and 4) \$50 for unauthorized removal of a sign posted under this law.
- Criminal penalties are at least a misdemeanor for violation of this law. In addition, it becomes a gross misdemeanor to: knowingly disregard signs prohibiting trespass, trespass after being told not to do so, or to violate the trespass law twice within a 3-year period. Anyone convicted of a gross misdemeanor violation of the trespass law while hunting, fishing, trapping, or snowmobiling will have the applicable license and registration for that activity revoked and will have all hunting privileges suspended for 2 years.

Rules of Thumb for Water Access and Recreational Use

These are simple rules of thumb and are not intended to address all water access and recreational use situations. If you have doubts about whether you may be trespassing on private land, we recommend that you ask the landowner for permission.

1. What is lawful access?

A stream or lake is lawfully accessible if there is a public access, or if public land or a public road right-of-way abuts the surface of the water, or if you have permission to cross private land to reach the surface of the water.

2. What is recreational use?

Recreational use includes boating, swimming, fishing, hunting, trapping, and similar activities. It includes walking in the water in connection with such activities regardless of who owns the land beneath the surface of the water.

3. What waters are open to recreational use?

A stream or lake is open to recreational use over its entire surface if it is capable of recreational use and if it is lawfully accessible. Any water that will float a canoe is capable of recreational use, but other waters may also qualify depending upon the circumstances.

Landowner Liability (Minn. Stat. 604A.20-604.27)

An owner who gives written or oral permission for the use of the land for recreational purposes without charge does not, by that action:

- extend any assurance that the land is safe for any purpose,
- confer upon the person the legal status of an invitee or licensee to whom a duty of care is owed, or
- assume responsibility for or incur liability for any injury to the person or property caused by an act or omission of the person.

Road Right-of-Way

Some road right-of-ways are not owned by a unit of government. In these instances the landowner has granted an easement for vehicle and foot travel. The landowner generally retains authority to restrict access for hunting or trapping and may prohibit trespass by posting the land or by verbally directing hunters and trappers to leave the easement. It's always best to ask permission if in doubt about the ownership of a road ditch area. County or township offices also may be able to help determine the ownership status of a road ditch.

Helpful examples of road right-of-way ownership and public use include:

- Interstate highways are normally owned by the government, but hunting is not allowed.
- State highways are most often owned by the state, but there may be a mix of easements and state ownership.
- County roads may be owned by the county, or there may be easements. Roadways with easements tend to be gravel, while roads owned by the county tend to be paved. Road surface is a visual indicator of the ownership but is not an absolute condition.
- Township roads are generally easement and not owned by the township, but some township roads are owned by the township. As is the case with county roads, road surface can be a visual indicator of the ownership.
- The ownership or easement status can vary on any one stretch of road, and can vary from road to road.

Visually, the road right-of-way is improved and maintained, and you will normally notice a change in the property – including such things as ditches, fence lines, etc. The actual distance from the center of the road that is improved and maintained can vary under ownership or easement, and from one location to another.

FYI...

Public Hunting Land Maps

Find the exact boundaries of WMAs, WPAs, state forests, national forests, and national wildlife refuges on DNR Public Recreation Information Maps (PRIM). The maps are available at major sports retailers and the DNR Gift Shop in St. Paul.

LICENSE REQUIREMENTS

A license to take wild animals that was lawfully obtained continues to be valid for the balance of the license period if the licensee's age, residency, or student qualification status changes.

Prices do not include additional issuing fees.



A youth's age on opening day of a particular season determines eligibility.

Resident Hunting				
	Code			Fee
APPRENTICE Validation	199	Born after 12/31/79 age 12 or over	Validation to allow an individual to hunt small game, bear, and deer without having completed hunter education firearms safety, must purchase additional required licenses, good for two license years in a lifetime	\$3.50
SPORTS	216	Individual Sports	Individual Angling and Small Game (\$31.50 plus \$6.50 surcharge "paid by hunters for the acquisition and development of wildlife lands")	\$38
NEW	142	Individual Super Sports	Individual Angling including Trout/Salmon Stamp, Small Game including pheasant and waterfowl, a deer tag (archery, firearms or muzzleloader) (\$86.50 plus \$6.50 surcharge "paid by hunters for the acquisition and development of wildlife lands")	\$93*
	217	Married Combination Sports	Two Angling and One Small Game (\$45.50 plus \$6.50 surcharge "paid by hunters for the acquisition and development of wildlife lands")	\$52
NEW	143	Married Combination Super Sports	Combination Angling including Trout/Salmon Stamp, Individual Small Game including Pheasant and Waterfowl, Individual Deer tag (archery, firearms or muzzleloader) (\$110.50 plus \$6.50 surcharge "paid by hunters for the acquisition and development of wildlife lands")	\$117*
SMALL GAME & TRAPPING	LICENSE CHANGE NA	Youth under age 16 Annual	Small Game License	Not Required
LOWER PRICE	208	Youth age 16-17 Annual	Small Game License	\$5
	211	Adult age 18 or over and under age 65 Annual	Small Game License (\$15.50 plus \$6.50 surcharge "paid by hunters for the acquisition and development of wildlife lands")	\$22
	100	Senior Age 65 and over Annual	Small Game License (\$7 plus \$6.50 surcharge "paid by hunters for the acquisition and development of wildlife lands")	\$13.50
NEW	144	Adult Age 18 and over Consecutive 72-Hour	Small Game License (72-hour state waterfowl and pheasant stamps included)	\$19**
	671 672	Furbearer site validation coupons	Fisher/Marten (671) or River Otter (672)	Free

	LOWER PRICE	218	Junior Trapping Annual age 13 to 17	Age 13 to 17 trapping license, small game license also required for 16-17	\$5	
		214	Adult Trapping Annual age 18 or over and under 65	Age 18 and over trapping license, small game license also required	\$23	
		101	Senior Trapping Annual age 65 or over	Age 65 and over trapping license, small game license also required	\$11.50	
STAMPS		229	Pheasant	Age 18 to 64 state pheasant validation, small game or sports license required	\$7.50	
		226	State Waterfowl	Age 18 to 64 state waterfowl validation, small game or sports license required, federal migratory bird hunting validation also needed	\$7.50	
TURKEY		600	Adult Lottery Application	Turkey Lottery Application Fee when needed	\$4	
	AGE CHANGE	LOWER PRICE	619	Youth under age 13	Turkey License Spring Any Weapon	Free
	AGE CHANGE	LOWER PRICE	598	Youth under age 13	Turkey License Spring Archery	Free
	AGE CHANGE	LOWER PRICE	641	Youth under age 13	Turkey License Fall Any Weapon	Free
	AGE CHANGE	LOWER PRICE	601	Youth age 13 or over and under 18	Turkey License Spring Any Weapon	\$5
	AGE CHANGE	LOWER PRICE	606	Youth age 13 or over and under 18	Turkey License Spring Archery	\$5
	AGE CHANGE	LOWER PRICE	655	Youth age 13 or over and under 18	Turkey License Fall Any Weapon	\$5
		610	Adult age 18 or over	Turkey License Spring Any Weapon	\$26	
		607	Adult age 18 or over	Turkey License Spring Archery	\$26	
		650	Adult age 18 or over	Turkey License Fall Any Weapon	\$26	
		596	Change Area Youth	Turkey Spring Change Area License Youth	\$5	
		597	Change Area Adult	Turkey Spring Change Area License Adult	\$5	
		613	Surplus Spring	Adult over 18 Spring Surplus, D-H over the counter, or extra lottery permits	\$26	
WALK-IN ACCESS	NEW	190	Access Validation ALL ages	Walk-In Access Hunter Validation	\$3	
		102	Donation	Voluntary donation on small game and deer licenses	\$5.00	
		103		"The small game license donations are being paid by hunters for administration of the Walk-In Access program"	\$3.00	
		104			\$1.00	
DEER	AGE CHANGE	246	Youth age 10 or over and under 13	Must obtain a free license to take big game (code 246 ARCHERY, 247 FIREARMS, 248 MUZZLELOADER)	Free	
	LOWER PRICE	247				
	LOWER PRICE	248				
	AGE CHANGE	LOWER PRICE	210	Youth age 13 or over and under 18	Deer by FIREARMS (\$0.50 is credited to the wolf management and monitoring account, \$2 credited to deer management)	\$5*
	AGE CHANGE	LOWER PRICE	209	Youth age 13 or over and under 18	Deer by ARCHERY (\$0.50 is credited to the wolf management and monitoring account)	\$5*

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AGE CHANGE	LOWER PRICE	204	Youth age 13 or over and under 18	Deer by MUZZLELOADER (\$0.50 is credited to the wolf management and monitoring account)	\$5*
		212	Adult age 18 and over	Deer by FIREARMS (\$0.50 is credited to the wolf management and monitoring account)	\$30*
		213	Adult age 18 and over	Deer by ARCHERY (\$0.50 is credited to the wolf management and monitoring account)	\$30*
		203	Adult age 18 and over	Deer by MUZZLELOADER (\$0.50 is credited to the wolf management and monitoring account)	\$30*
		312	Zone Change	Deer Firearms Zone Change	\$5
		422	Early Season Antlerless	Deer Early Season Antlerless	\$7.50
		201	Disease Management	Deer Disease Management License	\$2.50
		430	Bonus	Bonus Permit (of which \$1.00 goes to the venison donation program)	\$15*
WOLF		680	Application	Wolf Application	\$4
		681	License	Wolf Early Firearm	\$30
		683	License	Wolf Late Firearm	\$30
		685	Trapping	Wolf Trapping License	\$30
		686	License	Wolf Surplus Early Firearm	\$30
		688	License	Wolf Surplus Late Firearm	\$30
		690	Trapping	Wolf Surplus Trapping	\$30
		691	License	Military On Leave Wolf Early Firearm	Free
		692	License	Military On Leave Wolf Late Firearm	Free
		693	Trapping	Military On Leave Trapping	Free
		694	License	Military Discharge Wolf Early Firearm	Free
		695	License	Military Discharge Wolf Late Firearm	Free
		696	Trapping	Military Discharge Wolf Trapping	Free
ELK	LOWER PRICE	625	Application	Elk Application	\$4
BEAR		662	Application	Bear Application	\$4
	AGE CHANGE	659	Youth age 10 or over and under 13	Bear License	\$44
	AGE CHANGE	674	Youth age 10 or over and under 13	Surplus Bear License	\$44
	AGE CHANGE	676	Youth age 10 or over and under 13	No Quota Bear License	\$44
	AGE CHANGE	660	License Over age 13	Bear License (of which \$1.00 goes to the deer/bear management accounts)	\$44
	AGE CHANGE	664	License Over age 13	Surplus Bear License (of which \$1.00 goes to the deer/bear management accounts)	\$44
	AGE CHANGE	224	License Over age 13	No Quota Bear License (of which \$1.00 goes to the deer/bear management accounts)	\$44

PRAIRIE CHICKEN	616	Application	Prairie Chickens Application	\$4
	617	License	Prairie Chickens License	\$23
SANDHILL CRANE	250	Permit	Sand hill Crane Permit	\$3
GOOSE	520	License	Canada Goose during a special season	\$4
	521	License	Light Goose during a special season spring	\$4
WILD RICE	331	Season Permit	Wild Rice Season Harvest for age 18 and older	\$25
	332	One-Day Permit	Wild Rice One-Day Harvest for age 18 and older	\$15

* Of this price, credits go to; \$0.50 wolf management, \$1.00 deer/bear management account, \$0.50 emergency feeding and wild cervidae-deer family, and \$2.00 deer management.

** Of this price, credits go to; \$3.75 Pheasant stamp account, \$3.75 waterfowl stamp account, and \$3.25 small game surcharge.

Nonresident Hunting				
	Code			Fee
APPRENTICE Validation	199	Born after 12/31/79 age 12 or over	Validation to allow an individual to hunt small game, bear, and deer without having completed hunter education firearms safety, must purchase additional required licenses, good for two license years in a lifetime	\$3.50
WALK-IN ACCESS	190	Access Validation ALL ages	Walk-In Access Hunter Validation	\$3
SMALL GAME & TRAPPING Nonresident	LICENSE CHANGE 146	Youth under age 16 Annual	Small Game License	Not Required
	LOWER PRICE 206	Youth age 16 or over and under 18 Annual	Small Game License	\$5
	221	Adult age 18 or over Annual	Small Game License (\$90.50 plus \$6.50 surcharge "paid by hunters for the acquisition and development of wildlife lands" plus \$5 surcharge for Walk-In Access program)	\$102
	NEW 145	Adult age 18 or over Consecutive 72-Hour	Small Game License (72-hour state waterfowl and pheasant stamps included)	\$75**
	207	Trapping	Trapping (landowner only)	\$84
TURKEY Nonresident	600	Adult Lottery Application	Turkey Lottery Application Fee when needed	\$4
	AGE CHANGE LOWER PRICE 594	Youth under age 13	Turkey Spring Any Weapon License	Free
	AGE CHANGE LOWER PRICE 595	Youth under age 13	Turkey Spring Archery License	Free
	AGE CHANGE LOWER PRICE 593	Youth under age 13	Turkey Fall Any Weapon	Free
	AGE CHANGE LOWER PRICE 602	Youth age 13 or over and under 18	Turkey Spring Any Weapon License	\$5

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AGE CHANGE	LOWER PRICE	599	Youth age 13 or over and under 18	Turkey Spring Archery License	\$5
AGE CHANGE	LOWER PRICE	656	Youth age 13 or over and under 18	Turkey Fall Any Weapon	\$5
		611	Adult age 18 or over	Turkey Spring Any Weapon License (\$91 plus \$5 surcharge for Walk-In Access program)	\$96
		608	Adult age 18 or over	Turkey Spring Archery License (\$91 plus \$5 surcharge for Walk-In Access program)	\$96
		651	Adult age 18 or over	Turkey License Fall (\$91 plus \$5 surcharge for Walk-In Access program)	\$96
		596	Change Area Youth	Turkey Spring Change Area/Season License Youth	\$5
		597	Change Area Adult	Turkey Spring Change Area/Season License Adult	\$5
		614	Turkey Surplus Spring	Adult over 18 Spring Surplus, D-H over the counter, or extra lottery permits (\$91 plus \$5 surcharge for Walk-In Access program)	\$96
DEER Non-resident	AGE CHANGE LOWER PRICE	247	Youth age 10 and over and under 13	Must obtain a license to take big game	Free
AGE CHANGE	LOWER PRICE	231	Youth age 13 or over and under 18	Deer Firearms	\$5*
AGE CHANGE	LOWER PRICE	230	Youth age 13 or over and under 18	Deer Archery	\$5*
AGE CHANGE	LOWER PRICE	236	Youth age 13 or over and under 18	Deer Muzzleloader	\$5*
		222	Adult age 18 or over	Deer Firearms (\$160 plus \$5 surcharge for Walk-In-Access program)	\$165*
		223	Adult age 18 or over	Deer Archery (\$160 plus \$5 surcharge for Walk-In Access program)	\$165*
		237	Adult age 18 or over	Deer Muzzleloader (\$160 plus \$5 surcharge for Walk-In Access program)	\$165*
		322	Zone Change	Deer Firearms Zone Change	\$5
		423	Early Season Antlerless	Deer Early Season Antlerless	\$40
		202	Disease Management	Deer Disease Management License	\$1.50
		431	Bonus	Bonus Permit (\$80 of which \$1.00 goes to the venison donation program)	\$80*
WOLF Nonresident		680	Application	Wolf Application	\$4
		682	License	Wolf Early Firearm	\$250
		684	License	Wolf Late Firearm	\$250
		687	License	Wolf Surplus Early Firearm	\$250
		689	License	Wolf Surplus Late Firearm	\$250

BEAR Nonresident	662	Application	Bear Application	\$4
	661	Youth age 10 and over License	Must obtain a license to take big game (\$225 of which \$1.00 goes to deer and bear management accounts plus \$5 surcharge for Walk-In Access program)	\$230
	664	Youth age 10 and over License	Surplus Bear License (\$225 of which \$1.00 goes to deer and bear management accounts plus \$5 surcharge for Walk-In Access program)	\$230
	225	Youth age 10 and over License	No Quota Bear License (\$225 of which \$1.00 goes to deer and bear management accounts plus \$5 surcharge for Walk-In Access program)	\$230
RACCOON or BOBCAT Nonresident	228	License	Raccoon or Bobcat (\$178 of which \$1.00 goes to deer and bear management accounts plus \$5 surcharge for Walk-In Access program)	\$183
SPECIAL GOOSE Nonresident	520	License	Canada Goose during a special season	\$4
	521	License	Light Goose during a special season spring	\$4
WILD RICE Nonresident	333	One-Day Permit	Wild Rice One-Day Harvest for age 18 and older	\$30

* Of this price, credits go to; \$0.50 wolf management, \$1.00 deer/bear management account, \$0.50 emergency feeding and wild cervidae-deer family, and \$2.00 deer management.

** Of this price, credits go to; \$3.75 Pheasant stamp account, \$3.75 waterfowl stamp account, and \$3.25 small game surcharge.

LIFETIME HUNTING Resident Individual

413	Lifetime Sports RENEWAL	One Angling, One Small Game (excluding wolf)	No Charge
	Lifetime Sports Purchase	age 3 and under	\$528
	Lifetime Sports Purchase	age 4 to age 15	\$728
	Lifetime Sports Purchase	age 16 to age 50	\$861
	Lifetime Sports Purchase	age 51 and over	\$602
412	Lifetime Small Game RENEWAL	One Small Game (excluding wolf)	No Charge
	Lifetime Small Game Purchase	age 3 and under	\$223
	Lifetime Small Game Purchase	age 4 to age 15	\$301
	Lifetime Small Game Purchase	age 16 to age 50	\$430
	Lifetime Small Game Purchase	age 51 and over	\$274
414 Firearm 410 Archery 409 Muzzle	Lifetime Deer Hunting RENEWAL	Deer (\$0.50 is credited to the wolf management and monitoring account)	No Charge
	Lifetime Deer Hunting Purchase	age 3 and under	\$406
	Lifetime Deer Hunting Purchase	age 4 to age 15	\$538
	Lifetime Deer Hunting Purchase	age 16 to age 50	\$656
	Lifetime Deer Hunting Purchase	age 51 and over	\$468

Lifetime license application forms are available online or by calling the DNR Information Center at 888-646-6367.

LICENSE PURCHASE AND POSSESSION

- A person may not take, buy, sell, transport, or possess protected wild animals without a license, except as provided in this booklet.
- All persons including youth under age 16 must have a license (including stamp validations) in their possession while hunting or trapping and while traveling from an area where they hunted or trapped.
- Any person ticketed for failure to possess a license will not be convicted if they provide to the court or arresting officer a license that was valid at the time of arrest.

Changing Regular Firearms Deer Licenses

A person who has purchased a regular firearm deer license and wishes to change their season option (A or 3B) must submit their original license and all tags issued with the original license (must be unused) to obtain a replacement license. There is a fee of \$5 (plus a \$1 issuing fee) for the replacement license. Replacement licenses are available from any ELS license agent. Any replacement license must be issued before the season for the original license opens.

- Hunters may also change from a regular firearms deer license to a youth deer license, if the qualifying youth purchased the incorrect license.
- Archery licenses cannot be changed to firearm or muzzleloader licenses.
- Regular firearm licenses cannot be changed to a muzzleloader or archery license.

Electronic Licensing

The Department's Electronic Licensing System (ELS) issues licenses through 1,500 license agent locations throughout Minnesota or via the DNR website at mndnr.gov or via a toll free telephone number (888-665-4236). Additional fees apply.

License Requirements

To purchase noncommercial game licenses, nonresidents and residents must have their social security number on file with DNR or must provide it.

Residents

- To qualify as a resident, a person must maintain a legal residence in Minnesota for at least 60 consecutive days before purchasing a license. In addition, residents 21 or older must provide a current Minnesota Driver's License or ID card, unless exempt under the Religious Freedom Act.
- A nonresident under age 21 whose parent is a Minnesota resident is considered a resident.
- Stamp validations for waterfowl and pheasant are valid for hunting without a pictorial stamp (purchasers can request the optional pictorial stamp for an additional \$0.75, but it is not needed for hunting).

- **HIP Certification** for legally taking migratory game birds, including mourning doves, must be printed on your license (see page 37).
- **Buy early:** Customers are advised to avoid delays by buying early and far ahead of license or application deadlines.

License Year

Hunting licenses and resident fishing licenses, and the angling portion of a sporting license, are valid during legal seasons between March 1 and the end of February. Nonresident fish and dark house and nonresident fish house licenses are valid from March 1 through April 1.

Border Waters

On all border waters with adjacent states or provinces, persons acting under a Minnesota hunting or trapping license may only take wild animals on the Minnesota side of the border.

Revocation of Hunting Privileges

- A person convicted of two or more violations under a small game or trapping license within a 3-year period will have their small game hunting or trapping privileges revoked for 1 year.
- Big game hunting privileges are revoked for 3 years for any of the following violations:
 1. Two or more convictions of any violation relating to big game animals within a 3-year period.
 2. One conviction of any of the following: shining while in possession of a firearm or bow; knowingly transporting an illegally taken big game animal; hunting, taking, transporting or possessing big game without the required license; over limit of big game; hunting, taking or possessing big game in closed season; buying or selling big game animals (revocation of all privileges if sale is over \$300).
- Hunting deer with the aid of bait results in a 1-year revocation
- The revocation period doubles in convictions involving a trophy deer scoring higher than 170.
- Under gross overlimits penalty provisions, license privileges can be revoked for 3 or 5 years, depending on the violation.
- Big game and small game hunting privileges are revoked for 5 years for hunting while under the influence of alcohol or a controlled substance.
- Failure to pay game and fish fines or failure to appear in court can result in suspension of licenses privileges until fines are paid.
- Certain trespass convictions (see page 8).
- Violations of hunting laws in other states may affect your hunting privileges in Minnesota.
- Violators of wildlife feeding bans may not obtain any hunting license for 2 years after the date of conviction.

Lost License

You may obtain a duplicate license at any ELS license agent or from the DNR License Center in St. Paul. The fee is \$5.75 for a duplicate Big Game License and \$2.50 for all others.

Apprentice Hunter Validation

- The Apprentice Hunter Validation is a short-term exclusion to the requirement for completing hunter firearms safety training. The validation may be purchased in two license years in a lifetime. The apprentice hunter must also obtain all applicable licenses and stamps.
- An individual utilizing an Apprentice Hunter Validation must be accompanied (within unaided verbal and visual contact) by an adult who has a valid license to hunt the same species of game, the accompanying adult cannot be utilizing an Apprentice Hunter Validation.
- When hunting turkey or prairie chicken, the accompanying adult must be licensed for the same season, but may be licensed for another permit area or time period. If the accompanying adult is not licensed for the same permit area or time period, the accompanying adult may not shoot or possess a firearm or bow.

Refunds

Please check your license and/or receipt for accuracy before leaving the license agent location. License sales are final. A refund can only be issued if the licensee is unable to participate due to active military duty, cancelled military leave, death prior to opening of the season, if the licensee buys two licenses for the same season or if the licensee was not legally required to purchase the license to participate in the activity. The request for a refund must be received within 90 days of the original license purchase.

Firearms Safety Certificates

- A person born after 12-31-1979 must have completed firearm safety training to obtain a license to hunt with a firearm.
- See table on page 34 for youth requirements and exceptions.
- A person on active duty who has successfully completed basic training in the U.S. Armed Forces, Reserves, or National Guard may purchase a license or obtain approval that authorizes hunting without possessing a Firearms Safety Certificate. Once discharged, they must obtain a Firearms Safety Certificate.
- A replacement for a lost or destroyed Minnesota Firearms Safety Certificate can be obtained at any ELS license agent for a \$3.50 fee.

RESIDENTS

A Minnesota resident is defined as follows:

- A United States citizen or resident alien who has maintained a legal residence in the state for at least 60 consecutive days before purchasing a license, or
- A person in the U.S. Armed Forces who is stationed in the state, or

- A nonresident under age 21 whose parent is a Minnesota resident. See page 16 for more information.

Military Personnel

NEW

- There is a \$1 issuing fee for military/veterans licenses.
- Residents who have maintained legal residency in Minnesota and who are serving in the U.S. Military and stationed outside the state may hunt small game without a license while on leave. They do not need a Minnesota Waterfowl Stamp or Pheasant Stamp but must have a Federal Duck Stamp to hunt waterfowl. They may hunt deer, bear, and wild turkeys without charge after obtaining the appropriate licenses and tags from an ELS license agent by presenting official leave papers, except they may not obtain moose and elk licenses. Deer bonus permits may be purchased. Such service personnel must carry proof of residency and official leave papers on their person while hunting. Residents must possess a current Minnesota driver license or public safety identification.
- Nonresident spouses of residents on active military duty may purchase resident hunting and fishing licenses. Nonresidents must provide proof of spouse's residency and active military duty.
- A resident who has served at any time during the preceding 24 months in federal active service outside the United States and has been discharged from active service may take small game and fish without a license. Discharged residents must carry proof of residency and official military discharge papers. All tags required of a licensee must be obtained at no fee.
- A free deer license, valid for a deer of either sex, will be issued to residents who have served at any time during the preceding 24 months in federal active service outside the United States and have been discharged from active military service. Eligibility is limited to one deer license per person. Discharged residents must provide proof of residency and a copy of their official military discharge papers.
- Resident veterans with proof of a 100 percent service-related disability may obtain a free Small Game License and one free Firearms, Muzzleloader, or Archery Deer License from an ELS license agent (state stamps not required).

NONRESIDENTS

General

- All nonresidents, regardless of age, must have an appropriate hunting license to hunt in Minnesota. A nonresident under age 18 may obtain a small game license at the resident fee if the nonresident possesses a firearms safety certificate. Non-residents under age 16 are not required to possess a small game license. A nonresident under age 14 must be accompanied by a parent or guardian to take small game.

- Youth firearm, archery, and muzzleloader deer licenses (\$13) are available to nonresidents. Half-price youth turkey licenses for residents and nonresidents are available.
- Purchase hunting licenses by telephone or internet: Call 888-MNLICENSE (888-665-4236) or go to mndnr.gov.
- Nonresidents may trap in Minnesota only on their own land and with a nonresident trapping license.
- Nonresidents may not take raccoon or bobcat without a nonresident Furbearer Hunting License *and* a nonresident Small Game License.

Note to deer hunters: A Deer License issued after the opening day of the respective season (archery, regular firearms, or muzzleloader) is not valid until the second day **AFTER** it is issued. See page 65 for additional information.

Students

- Nonresident, full-time students at a Minnesota educational institution who live in the state during the school year may purchase a resident Small Game, Deer, or Bear License with proof of full-time student status.
- A full-time foreign exchange student who resides with Minnesota residents may buy a resident license to take deer or bear. Students must provide a letter from their school confirming their attendance.

STAMPS

STATE PHEASANT AND MIGRATORY WATERFOWL STAMPS

Residents age 18-64, and all non-resident hunters, must have a Minnesota Pheasant Stamp validation or Minnesota Migratory Waterfowl Stamp validation (State Duck Stamp) in possession while hunting or taking pheasants or migratory waterfowl respectively, except: a) residents hunting pheasants on land occupied as their principal residence, b) Persons hunting waterfowl on their own property, c) persons hunting on a licensed commercial shooting preserve, d) persons taking only marked waterfowl released on a commercial shooting preserve, or e) residents on military leave.

Federal Migratory Waterfowl Stamp

Waterfowl hunters age 16 and over must have a valid Federal Duck Stamp in possession while hunting or taking migratory waterfowl. Federal Duck Stamps can be purchased at post offices or license agents. Electronically issued Federal Duck Stamps are available at all of Minnesota's 1,500 electronic license vendors, beginning July 1.

GENERAL HUNTING INFORMATION

The following are general hunting regulations. Specific regulations for various game species are in the Big Game, Small Game, Trapping, Waterfowl, and Wild Turkey sections of this booklet.

FIREARMS TRANSPORTATION

Unless transporting under the exceptions listed below, a person may not transport a firearm, including a handgun, in or on a motor vehicle unless the firearm is:

- unloaded* and in a case made expressly for that purpose;
- unloaded* and in the closed trunk of a motor vehicle; or
- carried under a valid permit to carry a pistol or handgun.

Under the following circumstances, a person may transport unloaded, uncased firearms (excluding pistols) in a motor vehicle, including ATVs:

- while at a shooting range with permission
- while lawfully hunting on private or public land or while travelling to or from a site the person intends to hunt or trap or has lawfully hunted that day.

Firearms must be transported unloaded and cased:

- within Anoka, Hennepin, or Ramsey counties.
- within the boundaries of a home rule, charter, or statutory city with a population of 2,500 or more.
- on school grounds
- as otherwise restricted in game refuges, shining or night vision laws.

TRANSPORTATION OF BOWS

Archery bows and crossbows may be transported uncased in a motor vehicle but the bow cannot be armed with a bolt or arrow.

HANDGUNS

Persons age 18 or older may carry a handgun in the woods and fields or upon waters to hunt or target shoot. Persons under age 18 may carry handguns for hunting if in the actual presence or under the direct supervision of the person's parent or guardian, and if they meet firearms safety requirements (see page 34). Except those licensed to carry a concealed weapon, a person may not possess a firearm while bowhunting for deer. A person

* An "unloaded" firearm is defined as a firearm without ammunition in the barrels and magazine, if the magazine is in the firearm. A muzzle-loading firearm with a flintlock ignition is unloaded if it does not have priming powder in a pan. A muzzle-loading firearm with percussion ignition is unloaded if it does not have a percussion cap on a nipple.

may take bear, elk and moose by archery while in possession of a firearm. Questions regarding handguns should be directed to local law enforcement authorities.

The “Concealed carry or permit to carry” provisions apply to certain hunting activities. Persons with a permit under this law generally may carry their handguns uncased and loaded while hunting, and while traveling to or from hunting locations by motor vehicle under the hunting firearms transportation laws. However, possession of the handgun while “shining” would still subject the possessor to the provisions of these laws (see page 29, artificial lights, for more information).



CROSSBOWS

A person may hunt with a crossbow during the regular firearms deer, turkey and bear seasons and with a firearm license. At other times, a person may not hunt with a crossbow, or possess a crossbow in a motor vehicle when any hunting season is open unless the crossbow is not armed with a bolt or arrow. Disabled persons with a valid permit and archery license may also hunt with crossbows or use a bow with a mechanical device that draws, releases, or holds the bow at full draw (pages 60 and 83).

POSSESSION OF FIREARMS BEFORE, DURING, AND AFTER THE FIREARMS DEER SEASON

(Note: This section does not apply to the Muzzleloader Season, see page 89, except that muzzleloaders legal for deer may be possessed only by persons with a muzzleloader or firearms deer license during that season.)

No person may possess a firearm or ammunition outdoors during the period beginning the fifth day before the open firearms season and ending the second day after the close of the season within an area where deer may be legally taken by firearms, except:

- A person who has a valid firearms big game license in possession may hunt big game during the open season with a firearm and ammunition authorized for big game.
- Possession is also legal under these conditions:
 - > An unloaded firearm that is cased or in a closed trunk of a motor vehicle.
 - > A shotgun and shells containing No. 4 buckshot or smaller diameter lead shot or nontoxic shot.
 - > A .22 caliber rimfire handgun or rifle with .22 caliber short, long, or long rifle cartridges, .22 magnum or .17 caliber rimfire.
 - > Handguns possessed by a person with a carry permit.
 - > On a target range or under a target range permit issued by a conservation officer.

PARENT/GUARDIAN RESPONSIBILITY

A parent or legal guardian may not knowingly direct, allow, or permit the minor to hunt without the required license, permit, training or certification or in violation of game and fish laws.

“TAKING” DEFINED

“Taking” means pursuing, shooting, killing, capturing, trapping, snaring, angling, spearing, or netting wild animals; or placing, setting, drawing, or using a net, trap, or other device to take wild animals. Taking also includes attempting to take wild animals or assisting another person in taking wild animals.

“POSSESSION” DEFINED

Game animals are in a person’s possession whether on hand, in cold storage, in transport, or elsewhere.

PROTECTED ANIMALS

The following birds and mammals are protected in Minnesota by state or federal laws:

Protected Birds

- All birds for which seasons are established in these regulations are protected birds but may be taken as authorized.
- There is no open season on bobwhite quail, swans, hawks, owls, eagles, herons, bitterns, cormorants, loons, grebes, or any other species of birds except unprotected birds.

Crows

- Crows may be taken without a license in season or at any time when they are doing or are about to do damage.
- Electronic calls or sounds may be used for crow hunting.
- Crows may be taken with a legal firearm (shotgun not larger than 10 gauge, rifle, or handgun), bow and arrow, or by falconry.

Mammals

- All mammals for which seasons are established in these regulations are protected mammals, but may be taken as authorized.
- There is no open season on caribou, antelope, lynx, wolverine, cougar, or spotted skunk (“civet cat”).
- A person may not export or import a live coyote into the state unless authorized by the Commissioner.

Taking Protected Species

- No protected species may be taken in any manner in any area of the state except in accordance with these regulations.
- All protected species must be killed before being removed from the site where taken.

UNPROTECTED ANIMALS

Residents and nonresidents are not required to have a license to hunt unprotected species including coyote. Nonresidents do not need a furbearer hunting license in addition to their small game license to hunt fox.

Unprotected Mammals

Weasels, coyotes, gophers, porcupines, striped skunks, and all other mammals for which there are no closed seasons or other protection are unprotected animals. They may be taken in any manner, except with the aid of artificial lights or by using a motor vehicle to drive, chase, run over, or kill the animal. Poisons may be used only when the safety of humans and domestic livestock can be ensured and in accordance with all label regulations of the state Dept. of Agriculture and federal Environmental Protection Agency.

Unprotected Birds

House sparrows, starlings, common pigeons, Eurasian collared dove, chukar partridge, quail, other than northern bobwhite, and monk parakeets are unprotected and may be taken at any time.

HUNTING WITH DISABILITIES

Persons with disabilities may be granted special permits or exceptions to some hunting regulations:


- Crossbows: See pages 58 and 60.
- Motor Vehicles: See page 25.
- Special Seasons: See page 69.
- Blinds at some major WMAs: See page 103.
- Deer Stands, Agassiz, Rydell, Minnesota Valley and Big Stone NWR: See pages 117-120.
- Muzzleloader scope permit, page 89.

MOTORIZED VEHICLES

MOTOR VEHICLES

- No person may take a wild animal with a firearm or by archery from a motor vehicle except a disabled person with an appropriate permit. A disabled person with a permit to shoot from a stationary motor vehicle may take a deer of either sex without an antlerless permit. Other members of the hunting party may not shoot antlerless deer for the disabled person.



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 • Permits to shoot from a stationary motor vehicle may be issued by DNR Enforcement to a person who obtains the required licenses and who has a permanent physical disability that is more substantial than discomfort from walking. The permit recipient must: be unable to step from a vehicle without aid of a wheelchair, crutches, braces, or other mechanical support or prosthetic device; or be unable to walk any distance because of a permanent lung, heart, or other internal disease that requires the person to use supplemental oxygen to assist breathing. The permanent disability must be verified in writing by a licensed physician, certified nurse practitioner or certified physician's assistant acting under the direction of a licensed physician or chiropractor. In addition to providing the medical evidence of permanent disability, the applicant must possess a valid disability parking certificate or license plates issued by the Department of Public Safety. Permit applications are available from any DNR regional office or by calling the information numbers on page 124.
- No person may use a motor vehicle to intentionally drive, chase, run over, or kill any wild animal.
- Road-killed animals may not be legally possessed, except by special permit from a DNR conservation officer, state patrol, county sheriff or other law enforcement officer.
- Shooting from a motorized vehicle is unlawful.

OFF-HIGHWAY VEHICLES (OHVS), INCLUDING ALL-TERRAIN VEHICLES (ATVS)*

A person may not intentionally operate an off-highway vehicle:

- in most wildlife management areas, a state park, or a scientific and natural area, except as specifically authorized by law or rule;
- in unfrozen public waters (lakes, rivers, streams and certain wetlands), or in calcareous fens as identified by the commissioner;
- on a trail on public land that is designated or signed for non-motorized use only;
- on restricted areas within public lands that are posted or where gates or other clearly visible structures are placed to prevent unauthorized motorized vehicle access; or
- shoot at a wild animal from an OHV.

USING MOTOR VEHICLES DURING DEER SEASON

To reduce disturbance during the prime deer hunting times, operation of off-highway vehicles and snowmobiles is restricted during the regular firearms deer season:

* ATVs are defined for the purposes of these regulations as all vehicles not requiring Minnesota Department of Public Safety licensing, including trail bikes, 3-wheelers, 4-wheelers, 6-wheelers, tracked vehicles, and other similarly manufactured or home-made vehicles.

Licensed Deer Hunters

A person licensed to take deer must not operate an off-highway vehicle or snowmobile on public or private property in an area open for the taking of deer by firearms on a day that they are licensed to take deer in that area except:

- Before legal shooting hours (½ hour before sunrise)
- From 11am until 2pm.
- After legal shooting hours (½ hour after sunset).
- On property that they own.
- On someone else's private property with the landowner's permission.
- Under a permit issued by a conservation officer to operate these vehicles in an emergency, medical, or other unusual situation during the restricted hours.

Motor vehicles licensed for and being operated on public highways, or farm tractors being used for agricultural purposes, are exempt from this restriction.

Recreational OHV Riders

OHV trails and routes on state forest lands are closed to ALL recreational off-highway vehicle riding (ATV, OHM, and ORV) during the firearms deer season where deer may be taken by rifle (see all legal firearms area versus shotgun area descriptions on page 79 and on the large deer zone map available separately), during the A Season only:

- Series 100 permit areas—November 9–24,
- Portions of Series 200 permit areas—November 9–17,

Forest roads remain open to OHV use.

OHV Operation in Parks, Refuges, and Other Managed Areas

ATVs and snowmobiles are not allowed in State Parks, National Wildlife Refuges (see page 117), Scientific and Natural Areas, or most Wildlife Management Areas (see page 98). ATV use is regulated in state and national forests. (See rules on using public lands, pages 110–112.)

OHVS AND WETLAND DISTURBANCE

A person may not operate an OHV in a manner to:

- indicate a willful, wanton, or reckless disregard for the safety of persons or property;
- carelessly upset the natural and ecological balance of a wetland or public waters wetland; or
- impact a wetland or public waters wetland in excess of minimum amounts established under law (These vary by area of the state and other criteria. More information is available online at mndnr.gov.)

See the Following Additional Regulations:

- OHV operation on WMAs, pages 102–103
- OHV operation on state forests, pages 110–112

26 Motor vehicles on federal lands, page 117–122

DOG TRAINING

Except as authorized by permit, a person may not train hunting dogs afield on DNR administered lands from April 16 to July 14. A person may train hunting dogs afield on other lands.

A person training a dog afield and carrying a firearm may only have blank cartridges and shells in possession when the season is not open for any game bird, except by permit. An organization or individual may obtain permits to use firearms and live ammunition on domesticated birds or banded game birds from game farms for holding field trials and training hunting dogs.

DOGS PURSUING BIG GAME

No persons may allow their dog to chase or kill big game.

Between January 1 and July 14, a dog that is observed wounding, killing, or pursuing in a way that endangers big game may be killed by any person. A peace officer or conservation officer may kill a dog that endangers big game at any time of the year. The officer or person is not liable for damages for killing the dog.

Important:

Other hunting seasons are open before, during, and after the deer season. Many hunters use dogs to hunt upland game, waterfowl, rabbits, raccoons, foxes, and coyotes. Dogs may not be shot if seen pursuing big game during the fall hunting seasons, except by a conservation or peace officer.

HUNTING WHILE UNDER THE INFLUENCE

A person may not take protected wild animals with a firearm or by archery or be afield with a loaded or uncased firearm or an uncased bow while under the influence of a controlled substance or with a blood-alcohol level of .08 or higher.

WANTON WASTE

A person may not wantonly waste or destroy a usable part of a protected wild animal unless authorized.

RADIOS AND OTHER WIRELESS DEVICES

- Using walkie talkies, cell phones, remote control or other radio equipment to take big game or small game is unlawful.
- A DNR permit is required to take unprotected animals with the aid of radio equipment, see page 24.
- Dog training collars are allowed without a permit.
- Motorized decoys controlled by remote may be used for taking migratory waterfowl or mourning doves where and when they are otherwise legal.

DATES AND TIMES INCLUSIVE

All dates, times and ages specified in these regulations are inclusive unless specified otherwise.

GAME FOR CONSUMPTION AT FUND RAISING EVENTS

Nonprofit organizations may charge a fee for admission to fundraising events when lawfully taken and possessed big game and small game (excluding migratory game birds that cannot be sold under federal law), is donated to the organization and is served for consumption on the premises where the fundraising event is held. Records of donations must be kept for 2 years.

GIFTS

Lawfully taken wild animals may be transferred as a gift if accompanied by a receipt containing: name and address of the owner; name and address of the recipient, date of transfer, description of the gift (for example: "Three 1-pound venison steaks") and the license number under which the animal was taken. The receipt must remain with the gift.

STORAGE

A person who stores protected wild animals for others must plainly mark the package, in ink, with the name and address of the owner, the license number of the person taking the animal, and the number and species in the package.

ROADKILL

A person must have a permit to possess wild animals, including deer, that have been killed by a vehicle. Permits are available from conservation officers and many local law enforcement agencies.

HUNTER/TRAPPER HARASSMENT PROHIBITED

A person may not prevent or disrupt another person from taking or preparing to take a wild animal. A person may not disturb wild animals with the intent to prevent or disrupt another person from hunting. Placing bait for the purpose of preventing or disrupting another person from lawfully hunting deer would be considered unlawful under the hunter harassment laws.

SALE OF ANIMAL PARTS

Except as otherwise provided in these regulations, a person may possess, transport, buy, or sell the following inedible portions of lawfully taken or acquired big game, furbearers, and game birds (other than migratory birds): bones (including skulls), sinews, hides, hooves, teeth, claws, and antlers. A person may not sell meat or organs, including bear gall bladders, and may

not sell bear paws unless attached to the hide. The flesh of legally-taken beaver, muskrat, raccoon, rabbits, and hares may be bought, sold, and transported at any time.

A hunter or trapper may sell the pelts of lawfully taken furbearers only to a licensed fur buyer. A person may not buy raw furs without a fur buyer's license, except a fur manufacturer or licensed taxidermist may buy raw furs from a licensed fur buyer.

INDIAN BAND HUNTING SEASONS

Indian bands may be hunting big game by firearms before and after state firearms seasons. The Fond du Lac band may be hunting big game from late September until mid-December in the 1854 ceded territory (Cook, Lake, eastern and southern St. Louis, most of Carlton, and extreme northern Pine counties). Bands signatory to the 1837 Treaty (east-central Minnesota from Pine and Chisago counties west to the Mississippi River) may be hunting deer from the day after Labor Day through the end of December.

DUTY TO RENDER AID

A person who shoots and injures another person with a firearm, or has reason to believe that another person might have been injured, and any witnesses to such a shooting, must immediately investigate the extent of the person's injuries and give reasonable assistance, including calling law enforcement or medical personnel to the scene. Failure to do so can result in imprisonment and a fine for the shooter and witnesses.

ARTIFICIAL LIGHTS

With a Firearm or Bow

A person may not cast the rays of a spotlight, headlight or other artificial light onto a highway or into a field, woodland, or forest to spot, locate or take a wild animal while possessing either individually or as one of a group, a firearm, bow or other implement that could be used to take big game, small game or unprotected species.

Shining Lights Generally

Without implements to take wild animals, from 2 hours after sunset until sunrise, no person may cast the rays of a spotlight, headlight or other artificial light on a highway or into a field, woodland or forest to spot or locate a wild animal.

A person may not cast rays of a spotlight, headlight or other artificial light on land that is marked with signs prohibiting the shining of lights. The signs must: 1) display letters that are at least 2 inches in height and state "no shining" or similar terms; and 2) be placed at intervals of 500 feet or less along the boundary of an area.

A person may not cast an artificial light onto fenced agricultural land or a residential property or building sites from a motor vehicle.

Exceptions

Without a firearm or a bow, a person who is on foot may use a handheld artificial light to retrieve wounded or dead big game animals.

A person taking raccoons or tending traps in accordance with all other regulations in this booklet. (See page 44.)

A person hunting for coyote or fox from January 1 to March 15 may use an artificial handheld light under all of the following conditions:

- While on foot and not within a public right of way
- Using a shotgun
- Using a calling device
- Not within 200 feet of a vehicle

It is not a violation of this law to shine lights without a firearm while doing any agricultural, safety, emergency response, normal vehicle operation or occupational-related activities or recreational activity, including snowmobiling, not related to spotting, locating or taking a wild animal.

NIGHT VISION EQUIPMENT

A person may not possess any kind of night vision equipment while taking wild animals or while possessing a firearm, bow, or other implement that could be used to take wild animals.

This regulation does not apply to 1) a firearm that is unloaded, cased, and in the closed trunk of a motor vehicle; or 2) a bow that is cased or unstrung, and in the closed trunk of a motor vehicle. If the motor vehicle does not have a trunk, the firearm or bow must be placed in the rearmost location of the vehicle.

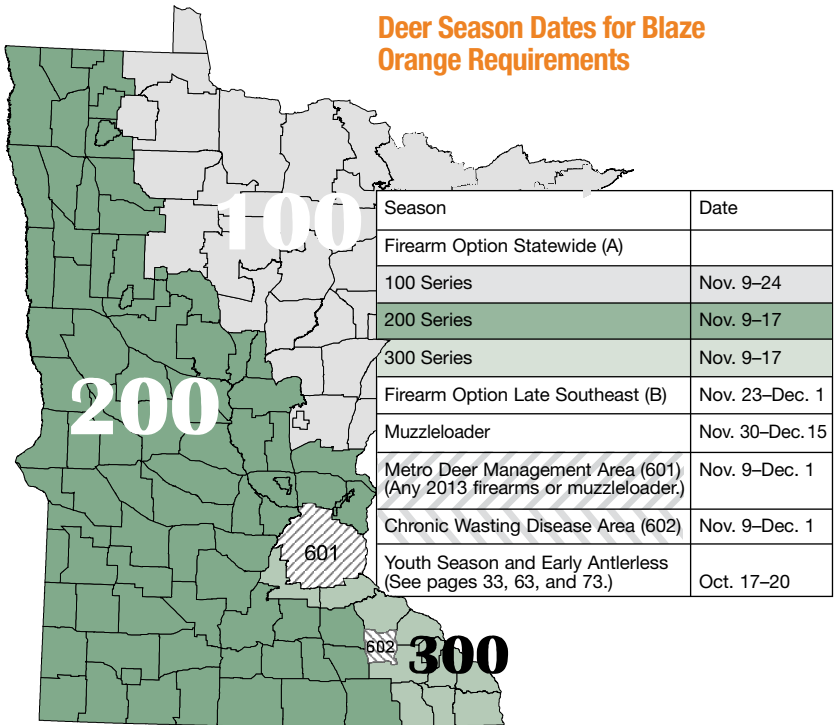
ENFORCEMENT

- DNR conservation officers and other peace officers may arrest, without a warrant, any person detected in the actual violation of wildlife, fish, or water laws and may enter any lands to carry out these duties.
- No person may hinder, resist, or obstruct an enforcement officer or authorized DNR agent in the performance of official duties.
- A person must allow inspection in the field of firearms, licenses, wild animals, motor vehicles, boats, or other conveyances used while taking or transporting wild animals.
- Wild animals that are unlawfully taken, bought, sold or possessed may be seized and confiscated. The person may be liable for wildlife restitution in addition to criminal fines. Personal property such as firearms, traps and archery equipment that were unlawfully used may be seized and confiscated.

BLAZE ORANGE REQUIREMENTS

Small Game Seasons: At least one visible article of clothing above the waist must be blaze orange when taking small game, except when hunting wild turkeys, migratory birds, raccoons, predators, when hunting by falconry, trapping or while hunting deer by archery while stationary.

Deer Season: One visible portion of a cap and outer clothing above the waist, excluding sleeves and gloves, must be blaze orange when hunting or trapping during any open season where deer may be taken by firearms (including special hunts, early antlerless, youth seasons and muzzleloader). Red is not a legal color, except for those who qualify under the Religious Freedom Restoration Act of 1993. Blaze orange includes a camouflage pattern of at least 50 percent blaze orange within each square foot. This restriction does not apply to migratory bird hunters on waters or in stationary shooting locations or to trappers on waters. See the map below for times and zones. Muzzleloader season is open statewide, except for closed area (see page 88).



Note: Consult the deer regulations section for restrictions within the dates in the box or see the large fold-out Deer Zone/Area Map (available anywhere hunting licenses are sold) for additional details.

YOUTH HUNTING INFORMATION

YOUTH SMALL GAME HUNTS

Take-a-Kid Hunting Weekend (September 21-22)—During Take-a-Kid Hunting Weekend adult residents accompanied by a youth under age 16 may hunt small game without a license, but must comply with open seasons, limits and other regulations.

Youth Waterfowl Day—Waterfowl information will be announced through news releases and in the Waterfowl Hunting Synopsis, available in mid August.

Mentored Youth Upland Bird Hunt (October 19)—Partnering with Pheasants Forever, Woodcock Minnesota, and Ruffed Grouse Society, the DNR is offering mentored upland bird hunts designed to introduce youth to upland bird hunting. All hunting regulations apply. Applications will be available through September 16 online at: mndnr.gov/discover

Other Special Youth Hunts 2014—Youth turkey hunts are tentatively scheduled for April 2014. Applications will be accepted from January through mid-February. Visit mndnr.gov/discover for information.

SPECIAL YOUTH DEER HUNTS

See page 35 for a list of hunts.

YOUTH DEER HUNT REGULATIONS

All participating youth must attend a mandatory orientation prior to the hunt (details will be included in notices to successful applicants). An adult mentor, who may not hunt, must accompany participants during the orientation and the hunt. Each person must apply at an ELS agent or the DNR License Center at 500 Lafayette Road in St. Paul. Group applications and party hunting are not allowed. A drawing will be held if applications exceed available permits for each hunt. Unsuccessful applicants will receive preference for future youth hunt lotteries of the same type. Applicants may only apply for one youth archery hunt and one youth firearms hunt. Participation in a youth hunt does not affect one's eligibility to participate in the regular deer seasons, but harvested deer count against a youth's annual bag limit. The application deadline is August 16.

YOUTH FIREARMS DEER HUNTS

Applicants for youth firearms special deer hunts must be 12–15 years old at the time of the hunt. Participants must have a firearms safety certificate and must obtain a license for taking deer by firearms, valid for any zone or season option, by the beginning date of the respective hunt. Blaze orange

requirements are in effect in areas open during firearms youth deer hunts. The rifle-shotgun boundary is in effect (see back of large deer zone map, available separately).

YOUTH ARCHERY HUNTS

Applicants for special youth archery hunts must be at least 12–17 years old at the time of the hunt. Persons participating in youth archery deer hunts must obtain a valid license for taking deer by archery at least 2 days prior to the start of the hunt.

NEW

Sand Prairie WMA (Stearns County)—Open during the regular archery season for youths 10 through 17. Regular archery deer rules apply.

SPECIAL YOUTH DEER SEASON

Youth age 10–15 may take either-sex deer by firearms Oct. 17–20 in the following areas: 101, 105, 111, 114, 201, 203, 208, 209, 256, 257, 260, 263, 264, 267, 268, 338, 339, 341, 342, 343, 344, 345, 346, 347, 348, 349, 601, and 602. Participant numbers are not limited and there is no special permit.

The following regulations apply to this hunt:

- An adult parent/guardian/mentor aged 18 or older must accompany the youth hunter at all times during the hunt. The adult does not need to be licensed.
- The blaze orange requirements apply to all hunters and trappers and all adult mentors of youth hunters in areas open to youth firearm deer hunting during this season.
- The accompanying adult cannot hunt and party hunting is not allowed (youth must tag their own deer), except in early antlerless zones with the correct license.
- Participating youth 12 years of age and older must have a firearm safety certificate or apprentice hunter validation. Participating youth must possess a valid firearm deer license. Youth age 10, 11, and 12 must possess a free license.
- The bag limit is one deer. In lottery areas and hunter choice, youth hunters must use their regular license. In managed or intensive areas, they may use their regular license or 1 bonus permit if they take an antlerless deer.
- If the youth harvests a buck, the deer must be tagged with their regular license.
- Participation in the youth season does not affect eligibility to participate in the regular deer season; however, the harvested deer counts against the annual bag limit for that area.

YOUTH HUNTING LICENSES

Free or reduced price individual youth licenses are available for residents and nonresidents under age 18 for firearms deer, archery deer, muzzleloader

Resident and Non-Resident Youth Firearms Safety Certificate and License Requirements							
Age	9 years old and younger	10 years old	11 years old	12 years old	13 years old	14 & 15 years old	16 & 17 years old
Firearms Safety or Apprentice Hunter Validation (4)							
Firearms Safety or Apprentice Hunter (4)	Not Required	Not Required	Not Required	Required: big game, turkey, wolf Not required: small game	Required	Required	Required
Licenses Free or reduced price hunting and trapping licenses may be available for youth 17 and younger (see pages 10–14)							
Big Game	May Not Hunt	Required (1;2)	Required (1;2)	Required (1)	Required (1)	Required	Required
Small Game	May hunt Not Required (1)	Not Required (1)	Not Required (1)	Not Required (1)	Not Required (1)	Not Required	Required Stamps (8)
Wild Turkey	May hunt Required (3,6)	Required (3,6)	Required (3,6)	Required (3,6)	Required (1)	Required	Required
Wolf Hunting Trapping	May not hunt May trap Required (7)	May not hunt May trap Required (7)	May not hunt May trap Required (7)	Required (1) Required (7)	Required (1) Required (7)	Required (7)	Required Required (7)
Trapping License	May trap Not required	Not required	Not required	Not required	Required (7)	Required (7)	Required (5,7)

- (1) Must be accompanied by parent or guardian, the accompanying parent or guardian must be licensed if assisting the youth hunter
- (2) Must be under direct supervision and within immediate reach of parent or guardian and possess free license
- (3) If the youth hunter doesn't have firearms safety the accompanying parent or guardian must have firearm safety
- (4) See Apprentice Hunter information on page 18.
- (5) Small game license also required for trapping
- (6) Must be accompanied by parent or guardian, parent or guardian does not need to be licensed if they do not possess or shoot a firearm or bow
- (7) Trapping training required, see page 46 for more information
- (8) Federal duck stamp required for hunting waterfowl, no state duck stamp required, no pheasant stamp required

2013 Special Youth Deer Hunt Schedule

Area Name	Type	County	Area No.	Dates	No. of Permits	Bag Limit*	Orientation
Afton State Park	Firearms	Washington	951	11/9 to 11/10	20	2	Oct. 19
Banning State Park	Firearms	Pine	965	11/2 to 11/3	6	1	Nov. 1
Blue Mounds State Park	Firearms	Rock	966	12/7 to 12/8	5	2	Dec. 6
Buffalo River State Park	Firearms	Clay	959	11/9 to 11/10	14	2	Nov. 8
Camden State Park	Firearms	Lyon	967	11/2 to 11/3	10	1	Nov. 1
Camp Ripley Youth Archery	Archery	Morrison	950	10/11 to 10/13	175	2	Oct. 11 or 12
Great River Bluffs State Park	Firearms	Winona	962	10/26 to 10/27	30	2	Oct. 12
Itasca State Park	Firearms	Clearwater	961	10/12 to 10/13	75	2	Oct. 5 or 11
Lake Alexander Preserve	Archery	Morrison	955	10/11 to 10/13	20	2	Oct. 11
Lake Bemidji State Park	Firearms	Beltrami	954	10/19 to 10/20	20	2	Oct. 18
Lake Shetek State Park	Firearms	Murray	968	10/26 to 10/27	10	1	Oct. 25
Rydell National Wildlife Refuge	Firearms	Polk	957	10/19 to 10/20	20	1	Sept. 21
St. Croix State Park	Firearms	Pine	956	11/2 to 11/3	100	2	Nov. 1
Savanna Portage State Park	Firearms	Aitkin	958	10/26 to 10/27	20	1	Oct. 25
Sibley State Park	Firearms	Kandiyohi	952	10/26 to 10/27	10	1	Oct. 25
Tettegouche State Park	Firearms	Lake	960	10/19 to 10/20	10	1	Oct. 18
Twin Lakes SNA	Archery	Isanti	969	10/19 to 10/20	3	1	Oct. 18
Zippel Bay State Park	Firearms	Lake of the Woods	953	10/12 to 10/13	20	2	TBA

Bonus permits may be used to tag antlerless deer at all hunts. Application deadline is Aug. 17. * Either sex.

deer, and small game (see page 10–14). The individual youth firearms license is valid during the Statewide (A) and Late Southeast (B) season but not the Muzzleloader Season.

YOUTH ANTLERLESS PRIVILEGE IN LOTTERY DEER AREAS

Residents and nonresidents under the age of 18 may take a deer of either sex in lottery deer areas without having to apply for or obtain an either-sex permit. Youth age 10 to 17 should not apply for an either sex permit. **Only the youth licensee may take and tag an antlerless deer in a lottery deer area** without an either-sex permit. Other members of the hunting party cannot take antlerless deer for the youth. **Youth may not tag antlerless deer taken by another individual. Youth hunters must take and tag their own antlerless deer.**

FIREARMS SAFETY TRAINING

Demand for Firearms Safety Training Classes is high, and many classes fill very rapidly or have waiting lists. Finding a class well in advance of the hunting season is highly recommended. Youth may attend a class at age 11. Information on classes can be found online at mndnr.gov



FEDERAL AID IN WILDLIFE RESTORATION

Minnesota's rich outdoor heritage is enjoyed by all.

When you purchase a rifle, ammunition, archery equipment, and other sporting gear, you pay a federal excise tax and import duties. Since 1937, this money has been collected by the federal government and redistributed to the states using a formula based on hunting license sales and the state's land area. These funds support projects, habitat management, Wildlife Management Areas, technical guidance, population management, wildlife inventory and surveys, wildlife land acquisition, and hunter education, recruitment and retention.

FYI...

Youth and Small Game Hunting

Did you know that resident youth under age 13 are allowed to hunt small game without a firearms safety certificate? The only requirements are that they be accompanied by a parent or guardian. You as a responsible parent are the best judge of when your child is mature enough to safely handle firearms and go hunting.

SMALL GAME

Important Dates:

See hunting and trapping season chart, pages 42-43.

A license year runs from March 1 through the end of February.

MIGRATORY WATERFOWL

See page 97.

LICENSE REQUIREMENTS

Small Game Hunting

- All residents and nonresidents, 16 and older, must have a valid Small Game License in their possession to take small game, except residents may hunt small game without a license on their own land if they occupy it as their principal residence. There are also exemptions for military personnel, see page 19.
- All residents age 18 or over and under age 65, and all nonresident hunters, must have a Minnesota Pheasant Stamp validation in their possession to take pheasants. For exceptions, see page 20.

Important: Migratory Bird Harvest Information Program (HIP)

All hunters of migratory game birds (mourning doves, ducks, geese, mergansers, woodcock, snipe, rails, coots, or gallinules) must identify themselves as migratory bird hunters when they purchase a small game or sports license. If you are exempt from needing a small game license, you are not required to complete HIP certification.

Evidence of compliance, which will be noted on your small game license as “HIP Certified,” must be carried while hunting migratory game birds.

Anyone who has hunted or intends to hunt migratory game birds must answer “yes” to the question on the license. If the license agent does not ask you this question at the time of license purchase, please remind them to do so. If you did not answer “yes” at the time you purchased your license, you may do so later at no cost and get a receipt showing you are HIP certified at any ELS agent.

The answers to the screening questions about migratory bird hunting on the license will be used to survey hunters to more accurately estimate actual harvests. Better harvest information improves migratory bird management and preserves hunting opportunities.

HOW TO RELEASE A DOMESTIC ANIMAL FROM A BODY GRIPPING (RACCOON) TRAP

Although an uncommon occurrence domestic animals have at times been accidentally caught in body gripping traps set for raccoons and other similar sized fur animals. Sadly in most cases, the reason that animals were ultimately lost was due primarily to a lack of familiarity with these devices by the person attempting to free the animal. This handout is an attempt to educate the outdoor enthusiast in the proper method of releasing an accidentally caught animal.

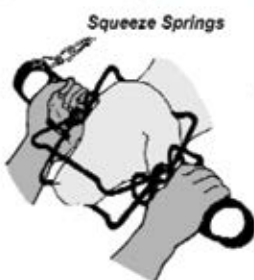
Do not attempt to pry the jaws apart as the springs will prevent the trap from being forcefully opened in this manner in most cases.

If a domestic animal is accidentally captured in a body gripping trap- don't panic. The animal can be simply and safely released in a very short period of time if you follow these simple steps and make a mental commitment to think and act rationally.

Step One: Remain Calm and speak soothingly to the animal.

This will help reassure the animal and make your job easier.

Step Two: Taking a spring in each hand squeeze the springs and twist the trap so the trap jaws are not placing pressure on the animal's windpipe.



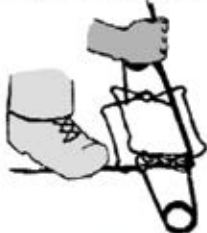
This virtually eliminates the chances of the animal being lost and allows a considerable amount of time to completely release the animal. The animal can now breathe freely which helps to calm both the animal and the aide.



Step Three: Squeeze together one of the springs using both hands if necessary until you're able to fasten the safety lock over the arms of the spring.

Step Four: Repeat the same process for the other spring. Slide the animal's head out of the trap

Rope Method Alternative



If you cannot squeeze the springs of the trap by hand; a piece of rope, your belt or a dog leash can help gain the necessary leverage.

Step One: Thread the rope through the large rings of one spring where the spring meets the rotating jaws of the trap

Step Two: Bring rope around and thread it back through the initial ring far enough to provide a "handle" to grip

Step Three: Put your foot on one end and pull on the free end with steady pressure. This will compress the spring enough to attach the safety locks to the spring relieving considerable pressure.

Step Four: Repeat on remaining spring and release animal.

Lock Springs by Hand

Minnesota Trappers Association

www.mntrappers.org

PAID ADVERTISEMENT

- A nonresident must have a nonresident Furbearer Hunting License and a nonresident Small Game License to take raccoon and bobcat. A nonresident Furbearer Hunting License is not required to take fox and coyote. However, a Small Game License is still required to take fox and other small game.

SMALL GAME HUNTING

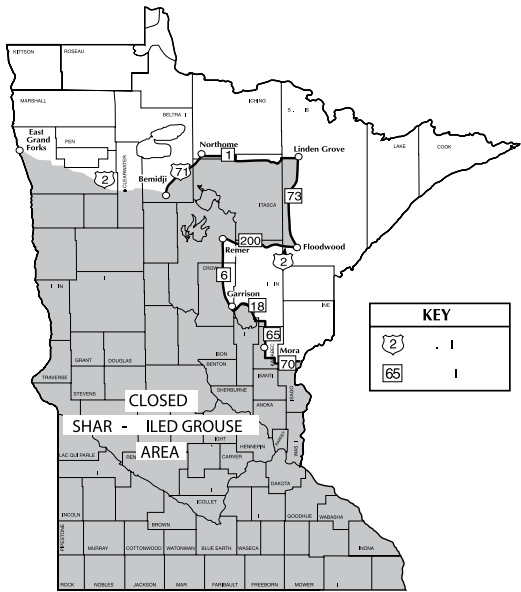
GENERAL RESTRICTIONS

Blaze Orange

Blaze orange is required for most small game hunting. See page 31 for specifics.

Closed Sharp-tailed Grouse Area

The shaded area on the map at right is closed to sharp-tailed grouse hunting, except for licensed prairie chicken hunters within their selected zone. Few sharptails live in the area, and the closure protects remnant populations of sharptails and prairie chickens (a similar-looking species).



Party Hunting for Small Game

A “party” is defined as a group of two or more persons maintaining unaided visual and vocal contact with each other while taking non-migratory small game. “Party hunting” means that members of a party may take animals for other members’ limits. A party may lawfully take small game in accordance with the following regulations:

- A member of the party may take more than an individual limit, but the total number of small game taken and possessed by the party may not exceed the combined limits of members of the party.
- Each party member may transport only an individual limit of small game.
- Party hunting is not allowed for migratory game birds (doves, ducks, geese, mergansers, coots, woodcock, rail, sandhill cranes, snipe, and gallinules).

Use of Lead Shot

- No person may take ducks, geese, mergansers, coots, sandhill cranes or gallinules with lead shot or while having lead shot in possession.
- Lead shot may be used statewide for hunting other small game in accordance with firearms restrictions in this booklet, except in federal Wildlife Refuges and Waterfowl Production Areas.

Prairie Chickens

Prairie chicken licenses are allocated to Minnesota residents only by drawing for the hunting season (September 28–October 6). Hunters must have a prairie chicken hunting license; no small game license is required. Applications (\$4) are due Friday, August 16 and may be made online or anywhere hunting and fishing licenses are sold.

Persons who do not have a prairie chicken license may not aid or assist prairie chicken hunters in any way. For example it is illegal for someone without a prairie chicken license to work dogs for someone with a prairie chicken license even if that person is licensed to take other small game. However, party hunting for prairie chickens is legal. That means that licensed prairie chicken hunters can shoot birds for other licensed prairie chicken hunters as long as they are together and they have not exceeded the total number of birds allowed for the party.

Woodcock, Rails, Snipe, and Doves

- Duck Stamps (state or federal Migratory Waterfowl Stamps) are not required to hunt woodcock, rails, snipe, sandhill cranes, or mourning doves.
- Compliance with the migratory bird harvest information program is required by indicating “yes” in response to the migratory bird hunting question on the license (see page 37).
- Shotguns used to hunt these birds must not be capable of holding more than three shells, unless plugged with a one-piece filler that cannot be removed without disassembling the gun, so its total capacity does not exceed three shells.

Partridge and Pheasant

A person may not shoot pheasants or Hungarian partridge with a rifle or handgun other than a .22 caliber rimfire using short, long, or long rifle ammunition.

Furbearers

- A person may not disturb the burrow or den of any wild animal between November 1 and April 1, without a permit.
- A person may not take pine marten, fisher, mink, muskrat, beaver, or otter by firearms or archery hunting. However, a firearm may be used to dispatch an animal already taken in a trap.

COYOTE HUNTERS—KNOW YOUR TARGET!

Wolf and Coyote Identification

Wolves have been mistakenly shot outside Minnesota's primary wolf range because hunters thought they were coyotes. Wolves were once restricted to the northern part of Minnesota, but they have expanded their range and could show up in any part of the state. Do not assume that because you are outside Minnesota's primary wolf range that the animal in your sights is a coyote. Wolves and coyotes are closely related, but are well distinguished by their difference in size and physical characteristics. Shooting a wolf because you think it is a coyote is illegal and punishable by Minnesota Game and Fish laws.

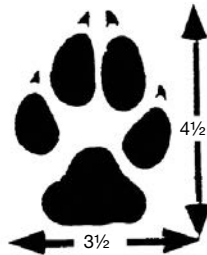


Always Know Your Target!

GRAY WOLF (*Canis lupus*) AKA—Timber wolf
 Height: 30 inches average. Length: 5½ feet. Weight: 50–110 lbs.
 Color—shades of gray or tan, sometimes black, rarely white.



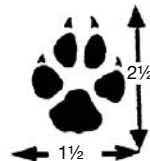
Photo: Jenni Bidner/Wildlife Science Center



COYOTE (*Canis latrans*) AKA—Brush wolf.
 Height: 18 inches maximum. Length: 3 feet. Average weight: 25–35 lbs.
 Color—all shades of gray, tan, buff, rarely black or white.



Photo: USFWS



2013 Small Game Hunting Seasons

Small Game	Open Season	Daily Limit	Possession Limit	Shooting/Hunting Hours
Cottontail Rabbit, Jack-rabbit, and Snowshoe Hare	Sept. 14–Feb. 28	10 combined	20 combined	½ hr. before sunrise to sunset
Gray and Fox Squirrel	Sept. 14–Feb. 28	7 combined	14 combined	
Ruffed and Spruce Grouse	Sept. 14–Jan. 1	5 combined	10 combined	½ hr. before sunrise to sunset
Sharp-tailed Grouse (in open zone)	Sept. 14–Nov. 30	3	6	
Hungarian Partridge	Sept. 14–Jan. 1	5	10	
Pheasant	Oct. 12–Jan. 1	2 roosters (3 roosters Dec. 1–Jan. 1)	6 roosters (9 roosters Dec. 1–Jan. 1)	9am to sunset
Prairie Chicken (by special permit only)	Sept. 28– Oct. 6	2 (season limit)	2 (season limit)	½ hr. before sunrise to sunset
Non-Migratory Small Game by Falconry	Sept. 1–Feb. 28	10 rabbits, 7 squirrel, other small game: 3 combined, not to include more than 1 hen pheasant	20 rabbits, 14 squirrel, other small game: 6 combined, not to include more than 2 hen pheasants	½ hr. before sunrise to sunset except pheasants may not be taken before 9am
Mourning Doves***	Sept. 1–Nov. 9	15	45	
Sandhill Cranes (NW zone)***	Sept. 14–Oct. 20	2	6	
Woodcock***	Sept. 21–Nov. 4	3	9	
Sora and Virginia Rail***	Sept. 1–Nov. 4	25 in aggregate	75 in aggregate	½ hr. before sunrise to sunset
Common Snipe***	Sept. 1–Nov. 4	8	24	
Crow**	March 1–31, Aug. 1–Sept. 20, and Dec. 15–Jan. 15	No limit	No limit	

*Rabbits, hares, and squirrels may also be taken by trapping. **Crows may also be taken at any time whenever committing, or about to commit, damage.

***HIP certification required to hunt, see page 37.



2013 Furbearer Hunting and Trapping Seasons

Trapping	Open Season	Daily, Season, and Possession Limit	Shooting/Trapping Hours
Raccoon, Red Fox, Gray Fox, Badger, Opossum	Oct. 19–Mar. 15 (north and south)	No limit	Trap setting and tending hours on all wild animals are 5am to 10pm except traps may not be set or tended for fox, badger, opossum, mink, muskrat, beaver, otter, or raccoon before 9am on opening day within the zone of the respective seasons.
Bobcat (open north of I-94 and US 10 only)*	Nov. 30–Jan. 5	5 (includes hunting limit)	
Fisher and Pine Marten (open north of I-94 and US 10 only)*	Nov. 30–Dec. 5	2 combined (1 fisher and 1 pine marten, or 2 fishers or 2 pine martens)	
Mink and Muskrat (North Zone)*	Oct. 26–Feb. 28	No limit	
Mink and Muskrat (South Zone)*	Nov. 2–Feb. 28	No limit	
Beaver (North Zone)*	Oct. 26–April 30	No limit	
Beaver (South Zone)*	Nov. 2–April 30	No limit	
Otter (North Zone)*	Oct. 26–Jan. 5	4 statewide	
Otter (South Zone)*	Nov. 2–Jan. 5	4 statewide	
Hunting			
Raccoon† and Red / Gray Fox***	Oct. 19–Mar. 15 (north and south)	No limit	Day or night except not before 9am on opening day
Badger, Opossum	Oct. 19–Mar. 15 (north and south)	No limit	½ hr. before sunrise to sunset except 9am to sunset opening day
Bobcat (open north of I-94 and US 10 only)*	Nov. 30–Jan. 5	5 (includes trapping limit)	½ hr. before sunrise to sunset
Coyote, Striped Skunk & Other Unprotected	Continuous	No limit	See page 24.

* Furbearer Zone maps are on page 48.

** Between ½ hr. after sunset and ½ hr. before sunrise raccoon hunters must be on foot and may use an artificial light to locate, attempt to locate, or shoot a raccoon only if the raccoon has been treed or put at bay by dogs.

*** Foxes may be run by use of dogs during the closed season without being taken, except from March 16 to July 14.

† Raccoons may be run by the use of dogs during the closed season, without being taken, and without a license.

Raccoons

Night Hunting

A person may take raccoons between ½ hr. after sunset and ½ hour before sunrise only in accordance with the following regulations:

- Hunters must be on foot.
- Artificial lights may be used to locate, attempt to locate, or shoot a raccoon only if the raccoon has been treed or put at bay by dogs.
- Rifles and handguns used must be .17 or .22 caliber rimfire (including .22 magnum).
- Shotgun shells may not contain shot larger than No. 4 bird shot.

Other Restrictions

- A person may pursue and tree raccoons with dogs, during the closed season and without a license.
- A person may not take a raccoon in a den or hollow tree, or by cutting down a tree occupied by a raccoon.

Fox and Coyote Night Hunting

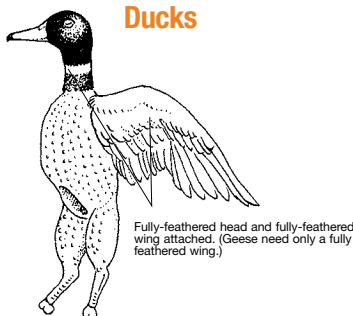
A person hunting for coyote or fox from January 1 to March 15 may use an artificial handheld light if they meet ALL of the following conditions—you are:

- on foot and not within a public right-of-way,
- using a shotgun,
- using a calling device, and
- more than 200 feet from a vehicle.

TRANSPORTATION OF GAME BIRDS

Game birds possessed in the field must be transported as follows:

- Except for ducks, all game birds must have a fully-feathered wing attached.
- Ducks must have a fully-feathered wing and the fully-feathered head attached.
- Turkey, pheasant, and Hungarian Partridge may have one leg attached or a fully-feathered wing attached.
- Doves may be transported fully dressed.



All Other Game Birds
(Doves may be transported fully dressed.)



WALK-IN ACCESS PROGRAM 2013–2014

Walk-In Access (WIA) provides public hunting on private land and compensates landowners for providing that access. Through WIA, 20,500 acres of private land at 195 sites in western and west/south-central Minnesota will be open for public hunting from Sept. 1 to May 31 where boundary signs are present. Most WIA land is also enrolled in a conservation program (e.g., CRP, RIM Reserve, CREP) or has natural cover. Small inclusions of cropland or hay land may be present.

NEW FOR 2013/14 - Hunters must have a Walk-In Access Validation (\$3.00) to legally access WIA land. WIA Access Validations are available at ELS license vendors. The purpose of this validation is to create a database of hunters who use the WIA areas to help us further develop a long-term program. Currently, modest revenue to support the program comes from a surcharge on nonresident hunting license and all purchasers can donate \$1, \$3 or \$5.

Visit the WIA website at www.mndnr.gov/walkin for a printable atlas of the sites by county, aerial photos of each site and interactive maps such as Google Earth, Google Maps and DNR Recreational Compass. GPS and GIS downloads are also available. Printed copies of the 2013 WIA Atlas are available at area DNR Wildlife offices, SWCD offices and local commerce and tourism information outlets in the 35-county WIA area.

WIA land is for public hunting only. Individuals can hunt during legal hunting hours, during any open hunting season (including spring turkey), with no landowner contacts necessary. No target practice, trapping, dog training, camping, horseback riding or fires are allowed. No vehicles or OVHs are allowed. Parking is along roads or in designated parking areas – check twice to make sure vehicles don't block field entrances. DNR conservation officers will address trespass and hunting violations.



The ongoing success of this program depends on landowners' interest in opening up their property to public hunting. Please be respectful and follow the Code of Conduct while using WIA land (the Code can be found on the WIA website. www.mndnr.gov/walkin)



Scan this code with your smart phone for more on WIA.

TRAPPING

Best Management Practices for trapping in the United States are available online at: fishwildlife.org

LICENSE REQUIREMENTS

- All residents and non-residents, 16 and over must have a Small Game License in possession to take small game (including furbearers) with traps, except that persons may trap without a Small Game License on their own land if they occupy it as their principal residence. That person may still need a Trapping License.
- Residents age 13 through 17 must have a Jr. Trapping License and residents age 18 through 64 must have a regular trapping license to trap. Residents age 65 and over must have a regular or reduced-fee trapping license. Residents under age 13 do not need a trapping license.
- Any fisher, otter, bobcat, or pine marten taken by a resident under age 5 must be included in the limit of the accompanying parent or guardian.
- Nonresidents may trap only on land they own in Minnesota with nonresident trapping and small game licenses.

Persons born after December 31, 1989, who have not been issued a trapping license in a previous license year may not obtain a trapping license without a trapper education certificate. The Minnesota Trappers Association will conduct trapper education courses statewide, free of charge to the participants, and issue certificates that satisfy this trapping license requirement.

Contact the MTA at www.mntrappers.org for class information. These courses include a mandatory field training portion that must be completed before certification. Please plan to take certification courses well in advance of the fur trapping season.

SEASONS

See page 43.

Important:

Other outdoor enthusiasts are afield with dogs during trapping seasons. Although accidental captures of dogs by trappers are rare, the occasional accidents that occur lead to calls for increased regulation of trapping activities. Trappers must be aware of their responsibility to set and tend traps in strict adherence to all trapping and trespass regulations, and take great care to avoid areas and sets that may accidentally capture dogs.

TRAP AND SNARE IDENTIFICATION

A person may not set or place a trap or snare, other than on property owned or occupied by the person, unless the following information is affixed to the trap or snare in a way that ensures the information remains legible while the trap or snare is on the land or in the water: 1) The number and state of the person's driver's license; or 2) The person's Minnesota identification card number; or 3) The person's name and mailing address; or 4) The person's MNDNR number as printed on their license.

Note: A person may use their previously issued drivers license number until March 1, 2013.

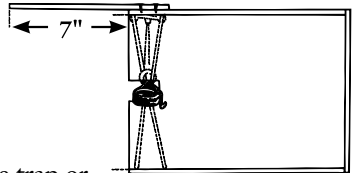
Note: From April 1 to August 31, the trap identification provisions listed above do not apply to traps set for the taking of unprotected wild animals.

TRAPS

Modified trapping regulations are in place in the lynx management zone. See pages 52 and 53.

A person may not set, place, or operate:

- any foot or leghold trap with a jaw opening greater than $8\frac{3}{4}$ inches;
- any body-gripping or conibear-type trap with a jaw opening greater than $7\frac{1}{2}$ inches, except as a waterset*;
- any body-gripping or conibear-type trap with a jaw opening greater than $6\frac{1}{2}$ inches and less than $7\frac{1}{2}$ inches on public lands and waters unless the trap meets one of the following:
 - > recessed 7 inches or more from the top and front of an enclosure (see diagram at right)
 - > no attractants are within 20 feet of the trap or
 - > the trap is elevated at least 3 feet from the ground or surface of the snow.
- any body-gripping or conibear-type trap with a jaw opening greater than $6\frac{1}{2}$ inches in or within 3 feet of the opening of a 6-foot wide or smaller culvert, except as a completely submerged waterset**;
- any body-gripping trap with a jaw larger than $6\frac{1}{2}$ inches in the road right-of-way within 500 feet of a building occupied by human or livestock without written permission of the landowner, except as a completely submerged waterset.**

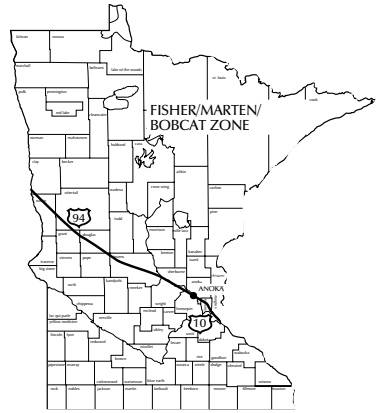
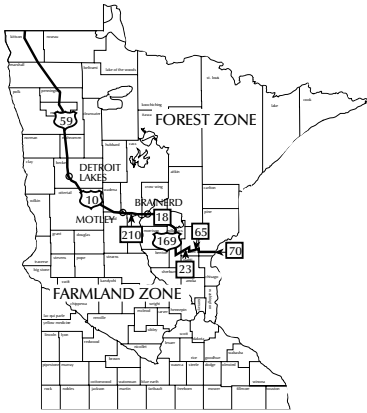


Note: The diagram above is for illustration only. Cubbies constructed so the trap is recessed at least 7 inches from all sides of the opening may also be used. Cubbies made from natural materials that comply with regulations may also be used.

* A waterset is defined as any body-gripping trap or snare set so that the trap jaws or the snare loop are at least half-submerged in water.

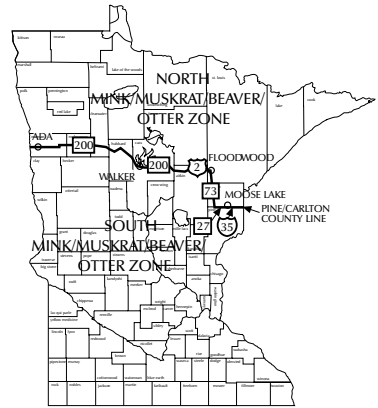
** A completely submerged waterset is any set in which the body-gripping portion of the jaws is completely submerged in water.

Furbearer Zones



TRAP SETTING AND TENDING

- A person may set or tend traps only from 5am to 10pm, except opening day for some species. See page 43.
- A person on foot may use an artificial light to set or tend traps during the legal hours. However, that person may not possess or use a bow and arrow or a firearm other than a handgun or rifle of .17 or .22 caliber with short, long, or long rifle rim fire ammunition (including .22 magnum) while using the light in the field.
- A person may not set a trap within 50 feet of any water other than temporary surface water within 30 days before the open season for mink and muskrat in that area, except by permit.
- Any trap capable of capturing a protected animal and not capable of drowning the animal must be tended at least once each calendar day, except for body-gripping or conibear-type traps. Any trap capable of drowning the captured animal and any body-gripping or conibear-type trap must be tended at least once each third calendar day, except for traps set under the ice. A trap may not be left untended for more than 3 consecutive days (for example, a trap set or tended on Saturday would have to be tended again by 10pm Tuesday). When a trap is tended, any animal captured must be removed.
- Foothold traps with a jaw spread of $4\frac{3}{4}$ inches or less or a rat trap type snap trap that are entirely contained in a container with an opening of



no more than 2 inches in height and/or width that are designed to kill an animal need not be tended more frequently than once every third calendar day (these are often referred to as weasel boxes).

TRAP TAMPERING

- No person may remove or tamper with a trap or snare legally set to take fur-bearing or unprotected wild animals without authorization by the trapper, a DNR agent, or the owner or lessee of the land where the trap is located.
- A trapper may authorize, in writing, an agent who possesses all necessary licenses to tend traps set by the trapper, including resetting the trap at the same set. The agent may remove animals from a trap.

GENERAL TRAPPING RESTRICTIONS

Modified trapping regulations are in place in the lynx management zone. See pages 52-53.

- No trap, either set or unset, may be placed or staked, and no flag, stake, or other device may be placed to mark or pre-empt a trapping site before the opening of any trapping season.
- During the muskrat trapping season, no flag, stake or other device may be placed in or on a muskrat house for the purpose of marking or pre-empting a trap site unless an operational trap is set at the site at the time it is first staked or marked.
- No person may leave any trap for a protected wild animal in place, either set or unset, after the close of the applicable trapping season.
- No person may disturb, injure, or destroy any muskrat house or den, except that traps may be set at natural entrances to muskrat burrows and openings may be made in muskrat houses for trapping if all material removed is wetted and used to plug the opening.
- Animals must be killed before being removed from a site.
- No person may disturb, injure, or destroy any beaver house, dam, burrow, or den.
- No person may set a trap inside any beaver house or upon the outside of any beaver house above the waterline.
- Mink may not be taken by digging or with the aid of dogs.
- Unattended electronic devices may not be used for taking wild animals.
- No person may set or maintain any leghold trap within 20 feet of bait located in such a way that it may be seen by soaring birds. "Bait" is any animal or animal parts, including live or dead fish, except that small pieces of fur and feathers may be used for flagging.
- No person may take a bird with a foot or leghold trap, except by special permit.
- No person may trap beaver or otter on a state Wildlife Management Area without a permit from the wildlife manager.

SNARING REGULATIONS

Snares may be used by licensed trappers for taking all species of protected wild mammals that may be taken by the use of traps. The use of snares is subject to the following regulations and all trapping regulations not inconsistent with these snaring restrictions.

General Restrictions for Snares

- Bears cannot be taken with snares.
- In the farmland Furbearer Zone no person may set, place, or operate any snare except as a waterset, other than from October 26–March 31 (north mink/muskrat/beaver/otter zone) and November 2–March 31 (south mink/muskrat/beaver/otter zone), when snares are allowed on land except on public lands, road rights-of-way, or in fence lines along road rights-of-way. A waterset is any snare set so that the snare loop is at least half submerged.

Use of Snares

- The diameter of the snare loop may not exceed 10 inches.
- Snare cable or wire may not have a diameter exceeding $\frac{1}{8}$ inch.
- No person may set, place, or operate a snare in a culvert, except as a completely submerged waterset.
- Snares may not be set in deer trails.
- Snares may not be used with spring poles or other devices that wholly or partly lift from the ground an animal caught in the snare.
- Snares that operate with springs but do not lift the animal wholly or partially off the ground are allowable.
- No snare may be set in such a way that the top of the loop is more than 20 inches above the first surface beneath the bottom of the set snare loop.
- All snares not capable of drowning the captured animal must be tended at least once each calendar day.
- No snare set for a protected animal may be left in place after the applicable trapping season has closed.

SITE VALIDATION COUPONS FOR FISHER, PINE MARTEN AND RIVER OTTER

- Site validation coupons for fisher, pine marten and river otter are available for free upon request at license vendors. Trappers will receive one site validation coupon for each animal they could potentially harvest. For example, a trapper who intended to target fisher, pine marten, and river otter would receive a total of six coupons (two fisher/marten and four river otter).
- Each person age 5 or older who takes a river otter, fisher, or pine marten must validate their site validation coupon at the site of the kill by cutting out the appropriate notches with a sharp knife or similar sharp

NEW

object. The notches indicate the month, date, time (am/pm) and species (fisher/marten).

- Site validation coupons do not need to be attached to the animal, but trappers must have their coupons in possession while taking or transporting fisher, pine marten or river otter.
- Fisher, river otter, bobcat or pine marten taken by a resident under age 5 must be included in the limit of the accompanying parent or guardian. Fisher, pine marten and river otter must be validated on one of the parent or guardian's site validation coupons.
- Fisher, pine marten and river otter must not be removed from the kill site without the trapper's validated site coupon in possession. Authorized agents* may remove trapped fisher, pine marten, and otter from the trap and the agent must validate their own site validation coupon at and prior to removing the animal from the site of the kill.
- Site validation coupons are not transferrable. Trappers may acquire site validation coupons at any time before or during the trapping season. Replacements for site validation coupons that are lost or destroyed are available upon request from any license vendor. Replacement site validation coupons are clearly marked as replacements.
- Trappers must present completed site validation coupons for each fisher, pine marten and river otter when they present the pelts for furbearer registration.

* An authorized agent is an individual that a trapper has authorized in writing and who possesses all necessary licenses to tend traps set by the trapper, including resetting the trap at the same set.

FURBEARER REGISTRATION

- The pelt of each bobcat, fisher, pine marten, and otter, must be removed from the carcass and presented for registration by the person taking it. The entire carcass of each bobcat and the head of each pine marten and fisher must also be presented.
- Pelts, carcasses, and heads must be presented for registration at a DNR registration station (complete list on page 55) or area wildlife office (by appointment) before the pelt is sold or removed from the state and no more than 24 hours after the close of the season for fisher and marten and 48 hours after the season closes for otter and bobcat.
- To speed up registration, please bring the following written information for each animal to be registered: species, sex, method of take, date taken and county, township and range where taken. Include your MDNR number, as shown on your license. Forms are available at wildlife offices and online.
- Plastic registration tags must remain affixed to the raw pelt until the pelt is tanned or mounted. Site validation coupons need not be attached to the animal.

- Tanning a pelt does not eliminate the need for registration of otter, martin, fisher or bobcat.

RELEASING PROTECTED SPECIES

Every effort should be made to avoid catching fully protected species. If possible, a trapper should release accidentally captured protected species back into the wild. If a fully protected species is caught out of season or a daily or possession limit has been reached and the animal is dead in the trap or otherwise cannot be released, you must notify a DNR conservation officer. Without authorization from a conservation officer, a person may not possess or transport a lynx that was accidentally killed or lawfully killed.

FURBEARER PELTING AND TRANSPORTATION

- A person who performs a service by recovering and preserving the pelt of a protected furbearer (except muskrat) that was accidentally killed or lawfully killed while doing damage, may be entitled to a pelting fee of up to 50 percent of the proceeds from the sale of the pelt not to exceed \$25 per pelt. Contact a local DNR conservation officer or regional DNR Enforcement office within 24 hours for authorization to pelt the animal.
- Pelts or unpelted furbearers that were lawfully taken may be sold only to a licensed fur buyer.

LYNX MANAGEMENT ZONE REGULATIONS

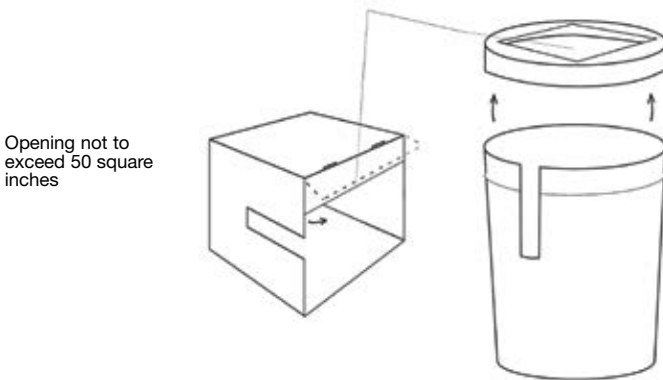
As a result of a federal court order, trapping regulations in northeast Minnesota have been modified to restrict, modify or eliminate the incidental take of Canada Lynx. The following regulations apply only to that part of Minnesota lying east and north of U.S. Highway 53, as shown on the map:

1. All snare cable or wire must be at least 5/64 inch in diameter when set on land.
2. Snare loops must be at least 8 inches in diameter and may not exceed 10 inches in diameter when set on land.
3. All foothold traps, except those set as water sets, must be staked or otherwise secured by tethering chains or cables not more than 18 inches long with at least two swivel points.
4. All traps and snares must be secured in a manner that prevents captured animals from removing the trap from the trap site (no drags allowed).



5. Fresh meat, hare or rabbit or parts of hare or rabbit may not be used as bait. Other meat may be used as bait if it has been unfrozen and exposed to air for at least 24 hours.
6. No suspended flagging or other sight attractant may be used within 20 feet of the trap or snare.
7. Any incidentally caught lynx should be immediately released, if possible. Any trapper who accidentally takes a lynx is required to notify their local conservation officer as soon as possible or within 24 hours. Persons who know about the take of a lynx can report it by calling 800-652-9093.
8. Body-gripping traps that have a maximum jaw opening, when set, of greater than 5 inches and less than 7½ inches measured from the inside edges of the jaws (generally 160 and 220 conibears), except those set as water sets, must be set in one of two ways:
 - a. In a tree of any diameter or on a pole no larger than 6 inches in diameter at least 3 feet off the ground or surface of the snow.
 - b. If used on the ground, they must be set in a cubby with the trap inserted a minimum of 7 inches from the front, with the cubby opening no more than 50 square inches in area as illustrated.

This diagram is for illustration purposes only. Cubby boxes may be



constructed of any material and openings may be restricted with wire mesh, wood strips or other material.

For general questions about trapping in the lynx management zone, call the DNR Information Center at 888-646-6367 (MINNDNR).

Furbearer Registration Stations

Furbearers may be registered between noon and 7pm on December 6 (all species), and between 3pm and 6pm on January 7 (bobcat and otter only) at the locations listed on the next page or with any DNR area wildlife office throughout the season **by appointment only**. A complete list of wildlife office locations is available online at mndnr.gov

REPORTING INCIDENTALLY TAKEN FURBEARERS:

The following regulations apply for reporting incidentally trapped furbearers:

- A person may not possess or transport a lynx that was accidentally killed or was lawfully killed until the person notifies the local conservation officer, other authorized department employee, or regional enforcement office of the killing and receives authorization to possess, transport, or skin the animal.
- A person may possess and transport mink, muskrat, beaver, badger, opossum, fox or raccoon accidentally killed or lawfully killed while causing damage or threatening injury or damage only if the local conservation officer or other authorized employee of the department is notified within 24 hours of such killing and before any skinning has begun.
- A person may possess and transport fisher, otter or pine marten that were accidentally killed, or bobcat or wolf that were accidentally killed or lawfully killed while causing or threatening injury or damage, only after the species is reported to a local conservation officer or by calling 888-646-6367 (option 9) and providing the required information. After making the required notification and taking possession of the animal, the person may not skin, transfer possession or otherwise dispose of the animal without authorization from a conservation officer.

Trappers should be prepared with the following information when calling 888-646-6367 (option 9):

- The trapper's name and DNR number as it appears on the trapping license.
- Date and time that the catch was discovered.
- The number and species taken (example: one otter).
- General location of the catch (example: 5 miles south of Ely off County Road 21).
- Complete address of the location where the carcass is being kept.
- A telephone number where you can easily be reached.

See page 125 for information on how to locate your local conservation officer.

Furbearer Registration Stations

Aitkin	DNR Wildlife Office	218-927-3751
Backus	DNR Forestry Office	218-947-3232
Baudette	DNR Wildlife Office	218-634-1705
Bemidji	DNR Area Fish & Wildlife Office	218-308-2348
Big Falls	DNR Forestry Office	218-276-2237
Brainerd	DNR Area Wildlife Office (1601 Minnesota Dr)	218-828-2550
Cambridge	DNR Wildlife Office	763-689-7100
Cloquet	DNR Wildlife Office	218-879-0880 x225
Deer River	DNR Forestry Office	218-246-8343
Duluth	DNR Forestry Office (4805 Rice Lake Rd)	218-723-4791
Effie	DNR Forestry Office	218-743-3694
Eveleth	DNR Wildlife Office	218-744-7449 x221
Finland	DNR Forestry Office (Dec. 6 only)	218-353-7397
Forest Lake	DNR Carlos Avery Game Farm Office	651-296-5200
Grand Marais	DNR Wildlife Office (Dec. 6 only)	218-387-3034
Grand Rapids	DNR Regional Headquarters	218-327-4455
Hibbing	DNR Forestry Office	218-262-6760
International Falls	DNR Wildlife Office	218-286-5434
Shakopee	7050 East Hwy 101	952-496-4141 x257
Middle River	DNR Thief Lake Wildlife Office	218-222-3747
New London	DNR Wildlife Office (398 Sibley Park Rd NE)	320-354-2154
Nicollet	DNR Wildlife Office	507-225-3572
Northome	DNR Forestry Office	218-897-5254
Onamia	DNR Mille Lacs Wildlife Area Office	320-532-3537
Orr	DNR Forestry Office	218-757-3274
Park Rapids	DNR Wildlife Office	218-732-8452
Roseau	DNR Roseau City Center Library	218-463-1130
Roosevelt	DNR Red Lake WMA Office	218-783-6861
Rochester	DNR Area Wildlife Office	507-206-2859
Sauk Rapids	DNR Office (940 Industrial Dr, Suite 103)	320-223-7840
Tower	DNR Wildlife Office	218-753-2580 x 221
Two Harbors	DNR Wildlife Office (Dec. 6 only)	218-834-1452/1453
Wadena	National Guard Armory (517 Jefferson St W)	218-732-8452
Willow River	DNR Forestry Office 85894 County Hwy 61	218-372-3183

MOURNING DOVE

SEASON DATES, LIMITS AND HOURS

September 1 to November 9, from ½ hour before sunrise to sunset. Daily bag limit is 15; possession limit 45.

LICENSE REQUIREMENTS

All residents and nonresidents age 16 and over must have a valid small game license in their possession. Residents may hunt doves without a license on property they occupy as their principal residence. All licensed dove hunters must be HIP certified (see page 37).

PARTY HUNTING

Party hunting for mourning doves is prohibited. Individual hunters may not shoot migratory game birds for other hunters.

FIREARM RESTRICTIONS

Only shotguns not capable of holding more than three shells may be used to take doves.

AGRICULTURAL LANDS AND BAITING

Bait, seeds, or grain may not be placed or brought into a field. Doves may be hunted on, over, or from:

- Lands or areas where seeds or grains have been scattered solely as the result of normal agricultural operations, which include normal agricultural harvestings, normal agricultural post-harvest manipulations, or normal agricultural practices.
- Lands planted by top-sowing or aerial seeding where seeds have been scattered solely as the result of a normal agricultural planting, a planting for agricultural soil erosion control, or a planting for post-mining land reclamation.
- Standing crops, and standing or manipulated natural vegetation
- Lands planted as wildlife food plots, provided the seed is planted in a manner consistent with Cooperative State Research, Education, and Extension Service recommendations for the planting of wildlife food plots.
- Lands planted as pasture improvements or for the purpose of grazing livestock.
- A blind or other place of concealment camouflaged with natural vegetation.
- Lands or areas where grain or feed has been distributed or scattered solely by manipulation of an agricultural crop or other feed on the land where grown. Manipulation means the alteration of natural vegetation

or agricultural crops by activities such as mowing, shredding, discing, rolling, chopping, trampling, flattening, burning, or herbicide treatments. Manipulation does not include the distributing or scattering of seeds, grains, or other feed after removal from or storage on the field where grown.

Note: Although doves may be hunted over manipulated agricultural crops, waterfowl may not, except after the field has been subject to a normal harvest and at least 10 days has elapsed since the complete removal of all manipulated grain.

SANDHILL CRANE

Look for details about the 2013 sandhill crane hunt (September 14–October 20) in northwest Minnesota in the waterfowl supplement, available in mid August.

FYI...

Dove Hunting

This information is provided to help you avoid common mistakes.

- Pre-season scouting is best in the morning and late afternoon, when doves are most active.
- Doves are most abundant in agricultural areas of western and southern Minnesota.
- Hunt in areas between food, water, grit and roosting locations.
- Doves often feed in wheat, oat and sunflower fields. Landowner permission is required to hunt private agricultural fields.
- Doves fly 30 to 40 mph and can reach 60 mph. Practice estimating extra wingshooting lead distance.
- Downed doves blend well with vegetation. Mark and retrieve birds immediately. Dogs can be very useful in retrieving doves.
- Hunters who disrupt or damage utility lines taking resting doves could face legal action.
- Motorized decoys controlled by remote may be used to take doves.

WILD TURKEY

Important Dates:

Fall Season

September 28–October 27: Fall turkey licenses may be purchased online, by telephone and wherever hunting and fishing licenses are sold.

Spring (2014)

December, 2013: Applications available.

January 10, 2014: Application deadline.

April 16, 2014: First Spring Season opens.

LICENSE AVAILABILITY

Licenses for early-season spring wild turkey hunts are awarded in a preference drawing. Application materials and full regulations are available online at www.mndnr.gov/hunting/turkey

Spring turkey permits that are valid for the final five seasons (D–H) may be purchased over-the-counter, without participating in the lottery or drawing. Firearms hunters who purchase an over-the-counter permit must select and hunt in one permit area. Archery hunters may hunt throughout the combined time periods and in any permit area.

Crossbows are not legal for archery turkey license holders except disabled hunters with a permit. Crossbows may be used with any turkey firearm license. Hunters may not purchase both a firearm and an archery license.

PRIVATE LANDS ASSISTANCE

Want to improve habitat on your land? The DNR Private Lands Program assists private landowners in developing and maintaining wildlife habitat. More information is available online at mndnr.gov/privatelandsprogram



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BIG GAME

LEGAL FIREARMS (INCLUDES HANDGUNS) FOR BIG GAME

- It is at least .220 caliber and has center fire ignition;
- It is loaded only with single projectile ammunition;
- The projectile used has a soft point or is an expanding bullet type*;
- The muzzleloader (long gun or handgun) used cannot be loaded at the breech (muzzleloading revolvers are not legal for taking big game);
- The smooth-bore muzzleloader used is at least .45 caliber and
- The rifled muzzleloader used is at least .40 caliber;
- Muzzleloaders with scopes are legal during the regular firearms deer seasons, but are not allowed during the muzzleloader season except by special permit for hunters with a medically certified visual impairment. Applications are available from the DNR Information Center, see page 124.


Other Restrictions

- No person may discharge a firearm or an arrow from a bow on, over, across, or within the right-of-way of an improved public highway (including but not limited to federal, state, county, and township roadways) at a big game animal or a decoy of a big game animal that has been set out by a licensed peace officer.
- A person may not use a dog or horse to take big game.

LEGAL BOWS AND ARROWS FOR BIG GAME

- Bows must have a pull no less than 30 pounds at or before full draw.
- Arrowheads used for taking big game must be sharp, have a minimum of two metal cutting edges, be of barbless broadhead design, and have a diameter of at least $\frac{7}{8}$ inch.
- “Expandable” broadheads may be used to take big game if they meet the requirements above and: 1) are at least $\frac{7}{8}$ inch in width and no more than 2 inches in width at or after impact; and 2) are of a barbless design and function in a barbless manner.
- No person may hunt with a bow drawn, held, or released by a mechanical device, except disabled hunters who have a crossbow permit.
- A hand-held mechanical release attached to the bowstring may be used if the person's own strength draws and holds the bowstring.

* Hunters are reminded to select bullets that are suitable for taking big game. Most major manufacturers offer either bonded or all-copper bullets that are appropriate for taking big game. Hunters are advised to select a proper bullet design and weight that is suitable for humanely taking big game.

- A person may hunt with a crossbow under the following conditions,
 - ›  Big game and small game by special permit issued to hunters unable to hunt by archery because of a temporary or permanent disability. The disability must be verified in writing by a licensed physician or chiropractor. The permit application is available from any DNR regional office or by calling the DNR Information Center (See page 124), or online at www.mndnr.gov/permits/enforcement.
 - › A licensed hunter may use a crossbow as a choice of arms for bear or deer with a regular firearms license or a crossbow disability permit and an archery license.

SHOOTING HOURS

Shooting hours for big game are ½ hour before sunrise to ½ hour after sunset.

POSSESSION OF BIG GAME

Any person who takes a big game animal must retain the license, site tag, permit, and possession (registration) tag for as long as any part of the meat is in possession.

FYI...

Deer Carcass Disposal

Hunters who process their own deer may not dispose of carcasses on public land, including wildlife management areas, state forests, road rights of way, or in any water body. Deer carcasses may be disposed of in the following ways:

- On private land with the permission of the landowner.
- Through your refuse hauler after checking on how to properly bag the carcass.
- At a local landfill.

The use of bait for trapping (carcasses or parts of carcasses) remains legal within applicable laws, however, the unlawful deposit of carcasses not associated with legal baiting or field dressing constitutes litter.

FYI...

Chronic Wasting Disease

Chronic Wasting Disease occurs in deer, elk, and moose. It belongs to a group of infectious diseases known as “transmissible spongiform encephalopathies” (TSEs). It is caused by an abnormal protein, called a prion, that affects the animal’s brain and is invariably fatal. Usually, months to years pass from the time an animal is infected to when it shows signs of the disease.

Typical signs of the disease include drooping head or ears, poor body condition, tremors, stumbling, increased salivation, difficulty swallowing, or excessive thirst or urination.

A good source for national CWD information can be found at www.cwd-info.org. Minnesota-specific CWD information begins on page 63.

Carcass Import Restrictions

To help prevent the spread of CWD, hunters cannot bring whole cervid (deer, elk, moose, caribou) carcasses into Minnesota from areas of other states or provinces where CWD has been found. A list of known areas from which carcass import is restricted can be found at mndnr.gov/mammals/deer/cwd or by calling the DNR Information Center (see page 124). From these areas, hunters may bring only the following parts into Minnesota:

- Meat that is boned out or that is cut and wrapped (either commercially or privately)
- Quarters or other portions of meat with no part of the spinal column or head attached
- Hides and teeth
- Antlers or clean (no brain tissue attached) skull plates with antlers attached
- Finished taxidermy mounts
- Nonresidents transporting whole carcasses on a direct route through Minnesota are exempt from this regulation.

FYI...

Lead in Venison

What hunters should know:

- Lead particles found in hunter-harvested venison have not been linked to any illnesses.
- Lead is a neurotoxin but toxicity depends on the level and frequency of exposure. It is particularly harmful to children 6 and younger and pregnant women.
- Lead can have physiological effects on human bodies and brains at levels below that which would cause any noticeable signs of sickness.

The following guidelines and suggestions can eliminate or reduce and minimize the potential risk of consuming lead fragments, depending on the risk tolerance of the hunter.

- Consider alternative expanding non-lead ammunition such as copper or other high weight-retention bullets, such as bonded bullets. These are available in a wide range of calibers as well as in shotgun slugs and muzzleloader bullets.
- Lead particles in venison will likely be too small to detect by sight, feel, or when chewing the meat.
- If you process your own meat, do not use deer with excessive shot damage. Trim a generous distance away from the wound channel and discard any meat that is bruised, discolored or contains hair, dirt, bone fragments or grass.
- Avoid consuming internal organs.
- Practice marksmanship and outdoors skills to get cleaner, closer shots and better shots.

Ultimately, individual hunters need to make the decisions. The DNR and the Minnesota Department of Agriculture fully support deer hunting and the venison donation program. Venison is a healthy, high quality source of protein. Lead contamination can be avoided by using non-toxic ammunition or reduced by using ammunition with high weight retention, such as bonded bullets, and placing shots in vital areas away from major muscle groups and liberally trimming meat around the wound channels.

DEER

Important Dates:

- September 5 (Thursday): Either sex Deer and Special Area Permit application deadline.
- September 14: Archery opening date.
- October 17–20: Early Antlerless Season.
- November 9: Statewide (A) Firearms opening date.
- November 23: Late Southeast (B) Firearms opening date.
- November 30: Muzzleloader opening date.
- November 8: Firearms Deer opening date for 2014.

NEW 2013 DEER SEASON INFORMATION

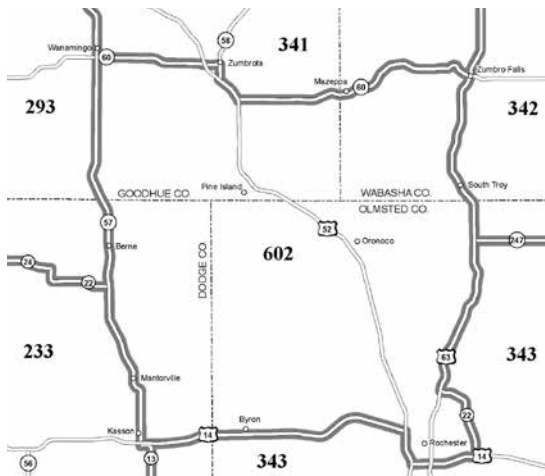
- Deer permit area 101 is no longer considered a disease management area.
- Telephone and internet registration will be available in series 300 permit areas. Deer taken in 602 must still be presented for registration.
- The bag limit in permit area 602 (CWD management area) will be five deer.
- An early antlerless season will be held in sub-permit area zones within permit areas 345 and 346 (consult large fold-out Deer Season Map).
- All deer license buyers, including archery hunters, will be asked to indicate the deer area they hunt most often. This is for information only. Hunters are not obligated to stay in the indicated area.
- Deer must be registered within 48 hours after harvest and before processing.

CHRONIC WASTING DISEASE MANAGEMENT AREA

- The chronic wasting disease (CWD) management area is comprised of deer permit area 602. This permit area was created as a result of the discovery of a CWD-positive wild deer near Pine Island.
- The intent of the CWD management area (deer area 602) is to maximize hunting opportunities and liberalize bag limits such that deer densities can be reduced and additional disease surveillance can be conducted in this area.
- The area is almost entirely private land and access is limited. Hunters interested in pursuing deer in this area are advised to acquire landowner permission first.
- The season dates are:
 - > Archery: September 14 to December 31
 - > Youth: October 17 to October 20
 - > Firearm: November 9 to December 1
 - > Muzzleloader: November 30 to December 15

- During the 23-day regular firearm season (November 9 to December 1), a license valid for either season option (A or B) can be used in deer area 602.
- **Salt and mineral blocks and mineral attractants are prohibited in the CWD-related feeding ban described on page 81.**
- A person may take up to five deer, one of which may be a buck.
- The antler point restriction and cross-tagging restrictions that were enacted in 2010 are not in effect for deer area 602. A person may take any legal buck.
- Disease management permits, which are available for \$2.50 from any ELS agent, may be used in deer area 602. Disease management permits are for antlerless deer only and should be used instead of bonus permits. They are not valid in adjacent deer permit areas; they are only valid in deer permit area 602.
- Deer taken in the CWD area must be registered at one of the stations listed on pages 65-66.
- Submission of a sample for CWD testing is mandatory for all deer harvested in the CWD area. This includes deer taken during archery, youth, firearm, and the muzzleloader season.
- The only exception is that fawns (deer less than 1 year old) will not be tested. At the time of registration, a DNR representative will make the determination as to whether or not a sample will be taken. If the deer is a fawn, it will be tagged and can then be transported outside the area. If there is any question as to the age of the deer, it will be tested.
- Deer that are tested for CWD must remain in the area until a negative test result is reported.
- Internet and phone registration does not work in deer area 602. Deer must be presented at an official CWD registration station.

CWD Management Zone (Deer Area 602)



Deer Registration and Carcass Restrictions

Within the CWD area, the goal is to maximize the number of hunter-harvested samples but remain flexible enough such that deer registration and carcass restrictions are not overly burdensome. Achieving these goals will mean registration stations will have to be consolidated and hunters may need to travel farther to register their deer. The agency is committed to doing what it takes to obtain samples; however, logistics preclude DNR from being everywhere, all the time. This is particularly evident during the archery season because it is so long and so few deer are taken.

Registration and Surveillance in the CWD Area Only

- Deer taken in area 602 must be presented for registration at one of the stations listed below. Check station operators will not register your deer unless there is verification that the carcass is present.
- The phone and internet registration options will not work for this area.
- Submission of a CWD sample is **mandatory**.
- Hunters are encouraged to promptly register their deer so that the CWD sample can be removed and reported back in a timely manner. Removing the CWD sample takes only a few minutes and requires the extraction of one pair of lymph nodes from the head. The entire deer carcass cannot be removed from the CWD area (see map) until a negative test is reported. The carcass restriction applies to all seasons.
- CWD Registration store hours vary and hunters are encouraged to check with the station to make sure they are open when you plan on registering a deer.

Archery and Muzzleloader

- Deer taken during the archery and muzzleloader seasons can only be registered at:
 - > Neptune Bar and Grill, 468 Highway 60, Zumbro Falls
 - > Greenway Coop, 10 N Main St., Pine Island
 - > Archery Headquarters, 3440 Northern Valley Place, Rochester
 - > Kasson Hardware Hank, 11 4th St. SE, Kasson
 - > Gander Mountain, 3470 55th St. NW, Rochester
- During the warmer months, archery hunters are strongly encouraged to plan ahead and have a place to store their deer if they plan on eventually transporting it outside the area.
- Due to the low numbers of deer that are taken, DNR will not be staffing these stations during the archery and muzzleloader seasons. Rather, a head box will be located at each site with specific instructions regarding how to submit the sample. Even though you are submitting a head for testing, whole carcasses cannot leave the CWD area until a negative result is obtained.
- Deer can be registered and sampled at the Rochester DNR office by appointment only. Staff is limited and may not be present if you show up without an appointment.

Firearm

- Deer taken during the firearm season can only be registered at:
 - > Neptune Bar and Grill, 468 Highway 60, Zumbro Falls, MN
 - > Greenway Coop, 10 N. Main St., Pine Island
 - > Archery Headquarters, 3440 Northern Valley Place, Rochester
 - > Gander Mountain, 3470 55th St NW, Rochester
 - > Kasson Hardware Hank, 11 4th St. SE, Kasson
- DNR staff will be present at each of these stations from 9am–7pm for the entire 23-day firearm season. Please register your deer during this time.

Carcass Restrictions

- Deer less than 1 year old (fawns) will not be tested for CWD; however, if you plan on moving the carcass outside of the CWD area, it must be tagged by a DNR representative. Contact the Rochester DNR office at 507-206-2859 or a conservation officer (mndnr/officerpatrolareas) to make those arrangements.
- Whole carcasses of adult deer taken within deer permit area 602 **MUST** remain in the area until a negative CWD test is reported.
- The following deer parts can be moved outside the area without a CWD test result:
 - > Meat that is boned out or that is cut and wrapped (either commercially or privately).
 - > Quarters or other portions of meat with no part of the spinal column or head attached.
 - > Antlers or clean (no brain tissue attached) skull plates with antlers attached.
 - > Finished taxidermy mounts.
- Hunters who plan on having their deer head mounted must also comply with the restriction. DNR is working with area taxidermists to coordinate CWD sampling. Hunters are strongly encouraged to bring their deer head to a CWD registration station already caped because the sample collection will destroy the cape.
- Hunters should also be aware that venison processors may not take your deer until a CWD test is completed. It is the hunter's responsibility to work with their processor in advance to determine how they handle carcasses.

CWD Test Results Turnaround

Archery and muzzleloader deer samples will be submitted twice weekly (Monday and Thursday). Firearm samples will be submitted daily throughout the 23-day season. In all cases, testing takes three business days. Completed test results will be available on the CWD page of the DNR website, www.mndnr.gov/cwd. If you do not have internet access, please call the DNR Information Center at 888-646-6367. To obtain test results, enter either your 9-digit MDNR number, which is found

on your license or the 6-digit number on the orange possession tag that was provided when your sample was collected during the firearm season. Once you have a negative test result, the carcass can be transported out of the zone.

Individual test results will not be mailed and it is the hunter's responsibility to follow up if test results are desired.

Metro CWD surveillance

Due to the discovery of CWD in a captive European red deer farm in Ramsey County, DNR will attempt to obtain CWD samples from the immediate area. Because the area does not have a traditional firearm deer season, most collections will come from vehicle-killed deer, metro archery hunts, city deer reduction permits, and opportunistic sampling. Additional information will be available on the DNR website prior to the 2013 archery deer season.

GENERAL DEER INFORMATION

Legal Buck and Antlerless Deer

- A "buck" is a deer having at least one antler at least 3 inches long. See page 80 or 85 for a description of a "legal buck" (at least one antler with 4 points) for 300 series deer areas. Fawn bucks, sometimes called button bucks, are not legal bucks.
- "Antlerless deer" are those deer without an antler at least 3 inches long.

License Purchase and Validity

All deer licenses (archery, firearms, muzzleloader) may be purchased at any time before or during the season. However, a license purchased on or after the day the respective season opens is not valid until the second day after the day it is issued (for example, a license issued on Saturday would not be valid until Monday). A "day" means midnight to midnight. The "respective season" refers to the first season for which the license is valid. The exceptions are bonus and disease management permits, which are valid when issued if the appropriate regular license is valid.

- Residents under 18 or a disabled person who has a permit to shoot from a stationary vehicle and a valid deer license may take a deer of either sex in a lottery deer area without an either-sex permit. Only authorized youth or disabled hunters may shoot and tag the antlerless deer in a lottery deer area (no party hunting).
- A person may purchase no more than one Firearms, Muzzleloader, and Archery deer license in a calendar year.
- Bonus and disease management permits may be purchased in addition to regular licenses. They may be purchased throughout the season, but must be in possession when taking deer. The permit is valid when your regular license in that season is valid. Regular licenses and antlerless tags may be used in any order.

- A person may not take or tag deer without the appropriate license or permit. The term “take” includes attempting to take deer, and driving, spotting, or otherwise assisting another person in taking deer.

Deer Licenses and Permit Types

- Hunters may buy an archery, firearm, and muzzleloader license.
- License choices are:
 - › Statewide (A): Valid in any open area during the firearm season that begins November 9; or
 - › Late Southeast (B) Season: Valid only during the traditional zone 3B season in southeastern Minnesota that begins November 23.
- Individuals cannot buy both a Statewide (A) and Late Southeast (B) Season license; however, both may purchase a muzzleloader license.

Youth Archery License—Residents and non-residents ages 10 to 17 as of September 14 must obtain a youth archery deer hunting license that is valid for either-sex deer statewide. Residents 10 to 12 years old must obtain a free license before hunting big game.

Youth Firearm License—Residents and non-residents ages 10 to 17 as of November 9 must obtain a youth firearm license. Residents 10 to 12 years old are required to obtain a free license before hunting big game. The license is valid for either-sex deer statewide and may be used in both the Statewide (A) and Late Southeast (B) seasons but not the Muzzleloader Season.

Youth Muzzleloader License—Residents and non-residents ages 10 to 17 as of November 30 must obtain a youth muzzleloader license. The license is valid statewide. Residents 10 to 12 years old are required to obtain a free license before hunting big game.

Regular Archery License—A regular archery license is valid for an either-sex deer statewide in any open area. Closed areas and season dates are listed on page 91.

Regular Firearm License—A firearm deer hunter may purchase either a Statewide (A) or Late Southeast (B) Season license. Statewide (A) licenses are valid in all areas that open November 9 and Late Southeast (B) Season licenses are valid only during the 3B season. The season choice will be printed on the license.

- Both Statewide (A) and Late Southeast (B) Season licenses are valid in the metro (601) and the CWD (602) areas.
- The license is valid for either sex deer in any hunter choice, managed, or intensive area or in a lottery area if successful in the lottery.

Regular Muzzleloader License—Any hunter can buy a muzzleloader license, including people who have purchased a firearm license. The license is valid for either-sex deer in any hunter choice, managed, or intensive area. In lottery areas, you must have an either-sex permit to take an antlerless deer.

Landowner Deer License—This license allows the taking of one antlerless deer.

Important:

Information for Statewide (A) license holders—Your Statewide (A) season license is valid in any area that opens November 9. You are not obligated to stay in any one zone. For example, you can hunt in deer area 346 (9-day season) opening weekend, move to deer area 235 (9-day season) the second weekend, and finish up your season in 184 (16-day season) on the last weekend.

Information for Late Southeast (B) Season license holders—This is the traditional 3B license that is only valid in southeast Minnesota (November 23–December 1). 3B hunters can also buy a muzzleloader license.

HOW TO... Buy a Firearms Deer License:

1. Choose either the Statewide (A) or Late Southeast (B) Season option. The option will be printed on your license; and
2. Tell the agent which deer area you hunt most often or if applying for a lottery, which area you plan to hunt. Note: This is collected for information purposes and will not print on the license. You are not obligated to stay in the area you say you hunt most often.

Regular
Firearms License
(choose one option)

Statewide (A)—Valid in Areas:
100 Series: Nov. 9–24
200 Series: Nov. 9–17
300 Series: Nov. 9–17

OR

Late Southeast (B) Season:
300 Series: Nov. 23–Dec. 1

Special Hunt Area Permits**Important:**

The application deadline for Lottery either-sex and Special Area Permits is Thursday, September 5. The deadline for special youth hunts (except the Special Youth Season) is Friday, August 16. Applications must be made at an ELS license agent, the DNR License Center, or by telephone, by these dates. To apply, you must first purchase a deer license.

Participation in a special hunt does not preclude hunters from taking a deer in a regular deer permit area, although statewide bag limits and license requirements apply (page 72).

Special Hunt Permits

- Special hunt permits are required to hunt deer in special permit areas where the number of hunters must be limited to control the harvest or for public safety.

- Special hunt permit areas for regular firearms hunters are listed on pages 87 and 88 and on the DNR website at www.mndnr.gov/hunting/deer
- Those who receive a special hunt area permit may also hunt deer outside that special hunt area during the season indicated on the license.
- Parties of up to four hunters may apply. See instructions on page 82.

Selection and Notification of Successful Applicants

- If permit applications exceed quotas, computerized drawings will be used to determine who will be issued permits.
- Drawings for special area permits are based on a preference system. Applicants for special area permits accumulate preference by applying without getting drawn. A person's preference is the same whether applying for an either-sex permit or a special area permit.
- Preference is not affected by applying for a different area than the year before or by not applying for one or more years.
- Preference for group applications is based on the individual in the group with the lowest preference.
- Only successful applicants will be notified.
- Permits mailed in mid October. Information about the drawings and individual applications is not available until after this date. Applicants may check the DNR website (mndnr.gov) in mid October to view results.
- If you are not notified, you can assume your application was not selected, and that your preference will increase.
- All hunters must apply if they wish to participate in a special hunt.

Early Antlerless Permits

- Early Antlerless Permits are available to firearms hunters in designated areas during the early antlerless season. Up to five may be purchased.

Bonus Permits

- Bonus permits are available to archery, firearms, and muzzleloader hunters to take antlerless deer in designated areas.
- Bonus permits may be used in managed and intensive areas, the metro (601), early antlerless subpermit areas, and some special hunts.
- Bonus permits are valid for archery, muzzleloader or firearms, but hunters must have the appropriate regular license for the area, season, and method they are using.
- Bonus permits are not valid in lottery or hunter choice deer areas.

Disease Management Antlerless Permits

- Disease Management permits are available to hunters interested in hunting in CWD (602) area.
- Disease Management permits are valid during any season but hunters must have the appropriate regular license for the season and method they are using.

TAGGING

HOW TO... Tag Your Deer and Validate Your Site Tag

Your Deer License and Site Tag comes as a 2-part form. The upper half is the Site Tag for tagging the deer in the field. The lower half is the Deer License and Registration Slip.

1. At the kill site you must:

a. Detach the Site Tag from the Deer License/Registration Slip.

b. Before moving the deer, validate the tag by using a knife or similar sharp object to cut out the appropriate notches indicating:

- Month the deer was killed,
- Date it was killed, and
- Time of day it was killed (am or pm). Mark carefully—if more than one month, date, or time is cut out or marked, the tag becomes invalid.

2. A person may move a lawfully taken deer from the site of the kill without attaching the validated tag to the animal **only** while in the act of manually or mechanically dragging, carrying, or carting the animal across the ground **and** while possessing the validated tag on their person.

3. The validated tag must be attached to the deer when the deer is placed on a motor vehicle or an ATV, a vehicle or a trailer being towed by an ATV or brought into a camp, yard or other place of habitation.

4. To apply the tag to the deer:

- Tie or attach a 10- to 12-inch twine, zip tie or wire securely to the deer around the base of an antler, through a slit cut in either ear, or between the tendon and bone of a hind leg, leaving the two long ends of the string or wire free. Note that this will require you to bring a cable tie, piece of wire or string into the field with you.
- Pull one end of the twine or wire through one of the pre-cut holes on the Site Tag and tie it together. Note that tags no longer fold and are not adhesive.
- The tag must remain attached to the deer until processed for storage.



Landowner Free Deer License in Selected Areas

Archery, firearm, and muzzleloader landowner licenses are valid during any open season; however, the landowner must use the appropriate weapon for that season and adhere to blaze orange restrictions. This license allows the taking of one antlerless deer per farm (in hunter choice, managed, and intensive deer areas). A resident owner or tenant or a non-resident owner who is actively farming at least 80 acres of agricultural or grazing land in deer areas: 114, 117, 126, 127, 152, 155, 156, 157, 159, 173, 177, 178, 179, 180, 181, 182, 201, 203, 208, 209, 210, 213, 214, 215, 218, 219, 221, 222, 223, 224, 225, 227, 229, 230, 232, 233, 235, 236, 239, 240, 241, 242, 246, 247, 248, 249, 254, 255, 256, 257, 258, 259, 264, 265, 273, 287, 292, 293, 338, 339, 341, 342, 343, 344, 345, 346, 347, 348, 349, 601, 602 (applies to both A and B seasons) may obtain a free license from any ELS license agent. A person may receive only one landowner deer license per year. For land with co-owners or co-tenants, only one co-owner or co-tenant may receive a landowner deer license per year. The license is valid only on the land owned or leased for agricultural purposes by the license holder within the deer area where the qualifying land is located. The license holder may give the license to a spouse or dependent. A license issued under this provision does not affect the license-holder's eligibility to purchase additional deer licenses or permits. A landowner deer license can be used to purchase bonus permits in managed or intensive deer areas. Landowners who obtain this license must allow public deer hunting on their land during the deer hunting season for that license, except for the first Saturday and Sunday of the season. Hunters must obtain permission, and it is up to the landowner how much public hunting is appropriate.

Statewide Bag Limits for Deer

A hunter may tag one legal buck per year, without exception. Although hunters can buy all three licenses, the bag limits may not allow all three tags to be filled in a single deer area. It is the hunter's responsibility to know the bag limit for the areas they hunt. The statewide bag limit for deer is five.

Lottery Deer Areas—The bag limit is one deer total per year, regardless of license type. If you take a deer in a lottery deer area, you cannot take another deer in another lottery or hunter choice deer area. However, you can take deer in managed or intensive deer areas, as well as some special hunt areas with a valid permit, provided you adhere to the regulations and bag limits for those areas. Bonus permits are not valid in lottery deer areas.

Hunter Choice Deer Areas—The bag limit is one either-sex deer total per year, regardless of license type. If you take a deer in a hunter choice deer area, you cannot take another deer in another hunter choice or lottery deer area. However, you can take deer in managed or intensive deer areas, as well as some special hunt areas with a valid permit, provided you adhere to the regulations and bag limits for those areas. Bonus permits are not valid in hunter choice deer areas.

Managed Deer Areas—The bag limit for managed deer areas is two deer and hunters can use any combination of licenses and bonus permits to tag both deer.

Intensive Deer Areas—Using any combination of licenses and permits, the bag limit for intensive deer areas is five deer.

Chronic Wasting Disease Area—Using any combination of licenses and permits, the bag limit is five deer. Special restrictions apply. See pages 61, 63, and 64 for information.

Exceptions to the Statewide Bag Limit:

Metro Deer Management Area—There is no limit to the number of antlerless deer that may be taken in this area.

Landowner Licensee Farms—Landowner Licenses may take one antlerless deer in addition to the statewide bag limit for hunter choice, managed, or intensive deer areas.

Subpermit Early Antlerless Areas—Hunters must possess an early antlerless permit in addition to a firearms license. The bag limit for the season is five deer. Early antlerless permit holders may take up to five antlerless deer in addition to the statewide bag limit.

Statewide Antlerless Deer Information

Deer areas are divided into four categories: 1) Lottery; 2) Hunter Choice; 3) Managed; and 4) Intensive. In lottery deer areas, hunters need to apply for either-sex permits. **The deadline is September 5, 2013.** In hunter choice, managed and intensive deer areas, applications are not necessary. In these areas, licenses are either-sex. Bonus permits for antlerless deer are available over the counter for use in managed and intensive areas.

At the time of license purchase, all firearms hunters will need to indicate which deer area they primarily hunt. This information is being collected for survey purposes only. Firearms hunters may hunt bucks throughout the season where licensed or may hunt antlerless deer on their regular license in any hunter choice, managed, or intensive deer area. For more information, see details in this section of the handbook and the color map and table on the back of the large deer season map (available separately).

Lottery Deer Areas—ALL firearm and muzzleloader hunters age 18 and older must apply for an either-sex permit if they want to harvest an antlerless deer in a lottery deer area. A hunter can apply using both a firearm and muzzleloader license. The application deadline is Thursday, Sept. 5.

Note: There is no exemption for a person who only hunts the muzzleloader season. Information regarding permit allocations is on page 82.

Leftover either-sex deer permits will be available first come, first served beginning at 5pm on Oct. 7. Any hunter who has not already been selected can pick up a permit; however, you must have a valid license or purchase one at the same time.

2013 Lottery Deer Areas—101, 103, 105, 108, 110, 111, 118, 119, 122, 169, 171, 172, 176, 183, 184, 197, 199, 234, 237, 238, 250, 251, 252, 253,

260, 261, 262, 263, 266, 267, 268, 269, 270, 271, 272, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 288, 289, 290, 291, 294, 295, 296, 297, 298, 299

Hunter Choice Deer Areas—If you hunt in a hunter choice deer area, you may take one either sex deer per year. No application for an either-sex permit is necessary and bonus permits cannot be used.

2013 Hunter Choice Deer Areas—117, 127, 152, 155, 159, 173, 177, 178, 179, 180, 181, 201, 203, 208, 213, 224, 230, 235, 239, 246, 247, 249, 256, 257, 258, 259, 264, 265, 273, 292, 344*, 345*

*Denotes both seasons

Managed Deer Areas—If you hunt a managed deer area, you may take a deer of either sex. No application for an either-sex permit is necessary.

In the following areas, firearm, archery, and muzzleloader hunters may take deer of either sex on their regular license and purchase bonus permits to take antlerless deer.

2013 Managed Deer Areas—114, 126, 156, 157, 209, 210, 214, 215, 218, 219, 223, 229, 232, 233, 240, 241, 242, 248, 254, 255, 293, 338*, 339*, 341*, 342*, 343*, 346*, 347*, 348*, 349*

*Denotes both seasons

Intensive Deer Areas—If you hunt an intensive deer area, you may take a deer of either sex. No application for an either-sex permit is necessary. In the following areas, firearm, archery, and muzzleloader hunters may take a deer of either sex on their regular license and purchase bonus permits to take antlerless deer.

2013 Intensive Deer Areas—182, 221, 222, 225, 227, 236, 287*, 602

*No archery hunting

IMPORTANT: HUNTING METHOD RESTRICTIONS— HUNTING DEER WITH BAIT IS ILLEGAL

Hunters are not allowed to take deer with the aid or use of bait. “Taking” includes attempting to take.

Definitions

- **Bait**—includes grains, fruits, vegetables, nuts, hay, or other food that is capable of attracting or enticing deer and has been placed by a person.
- **Baiting**—means placing, exposing, depositing, distributing, or scattering bait that is capable of attracting or enticing deer.

Important—Liquid scents (example: doe in heat), sprays, salt, and minerals are not bait if they do not contain liquid or solid food products. Note: read the ingredient label on all products prior to use. Many

products contain food or attractants such as grains, fruits, and sugar derivatives (glucose, dextrose, and fructose). If a salt or mineral product has anything other than salt or mineral in it, it is illegal to use for hunting.

A person otherwise in compliance with this section who is hunting on private or public property that is adjacent to the property where bait or food is present is not in violation if the person has not participated in, been involved with, or agreed to baiting or feeding wildlife on the adjacent property.

Removal of Bait—All bait must be completely removed for ten days prior to hunting.

Agricultural crops from normal or accepted farming, forest management, wildlife food plantings, orchard management, or other similar land management activities are not bait. Important—this exclusion does not apply to agricultural crops that have been reintroduced and concentrated where a person is hunting. See Example.

Example—A person has an abundance of an agricultural crop and intends to use it as “green manure” or fertilizer. A person may reintroduce the agricultural crop to the field by spreading it out over a previously planted field. If the landowner piles or concentrates the agricultural crop where they hunt deer, it would be considered bait.

New Penalties for Baiting Violations—Revocation

- A person may not obtain any deer license or take deer under a lifetime license for 1 year after the person is convicted of hunting deer with the aid or use of bait. A second conviction within 3 years would result in a 3-year revocation.
- The revocation period doubles if the conviction is for a deer that is a trophy deer scoring higher than 170 inches.

Baiting Versus Food Plots

- Baiting significantly increases the risk of disease transmission by concentrating animals and promoting nose-to-nose contact.
- Baiting attracts and holds large numbers of deer on private parcels creating a privatization of the deer herd.
- Food plots are dispersed over a much larger area than bait piles and allow animals to use them at more natural intervals. Food plots become part of an animal’s natural habitat. Bait piles can be replenished over and over in the same location and alter a deer’s natural movement. By placing bait, one hunter can effectively nullify another hunter’s attempt to harvest a deer.
- Food plots can be sustainable throughout the season—they don’t disappear after a person has harvested a deer and they provide food and shelter for a variety of other wildlife.

Elevated Stands

- In Wildlife Management Areas and State Parks open to hunting, only portable stands may be used. Portable stand use is encouraged in State Forests (see page 109).
- See pages 81 and 115 for more information on tree stands in state parks.
- In Scientific and Natural Areas open to hunting, portable stands and elevated scaffold may be used if removed each day at the close of shooting hours and no damage to trees or other vegetation is done. Nails, spikes, screws, or other devices that damage the bark of trees are prohibited.
- See pages 99, 117 and 121 for information on wildlife management areas, county lands, and federal lands.
- Any unoccupied permanent stand or blind on public land is public and not the property of the person who constructed the stand. Any use of threat or force against another person to gain possession of a stand is unlawful.

Party Hunting

- A “party” is defined as any group of two or more licensed deer hunters who are all afield; hunting together at the same time; AND all using firearms (including muzzleloaders) or all using archery.
- A mixed group of firearms and archery hunters is considered two separate parties.
- Crossbow hunters may not party hunt with firearms hunters.
- Crossbow hunters may party hunt with archery hunters if they possess an archery license with a crossbow disability permit.
- Any member of a party meeting this definition may kill a deer for any other member of the party who has an unused tag valid for that deer.
- Some restrictions apply to 300 series deer areas. See page 80.
- Party members **MAY NOT** kill an antlerless deer in a lottery deer area for: 1) a member of the party who is a resident under age 18; or 2) a disabled person authorized to take antlerless deer under a permit to shoot from a motor vehicle.

Important!

The intent of the party hunting regulation is to prevent parties from shooting more deer than the available number of tags. The party hunting regulation requires that all hunters who intend to tag deer for each other be hunting together, in the field, at the time the deer are taken. Party members who are not afield hunting with the individual who takes a deer at the time it is taken may not legally tag that deer. Hunters may not lend licenses to or borrow licenses from other hunters.

Registration and Transportation

Registration

NEW

Every deer taken must be registered and antlers must remain attached until the deer is registered. In all cases, the deer must be registered within 48 hours after the deer was taken and before the deer is processed either privately or commercially. Except for the CWD area, deer may be transported out of the area where taken without first being registered. There are three registration options:

1. **Walk-in Big Game Registration Stations**—This process is unchanged from previous years. Registration stations display large, orange “Big Game Registration” signs. The person whose tag is on the deer must personally present the deer at an official registration station and receive a big game possession tag. The tag must be attached to the hind leg, ear, or antler where the site tag was attached. You can find a complete list of all stations at any DNR wildlife office or on the DNR website.
2. **Telephone**—This is typically called Interactive Voice Response (IVR). The system will accept either key punch or voice (e.g., press or say one). You will be asked to record a confirmation number so you must have a pen to complete the registration process. To register your deer using the IVR system, following the steps below. These steps are also printed on your deer license.
 - a. Dial 888-706-6367 to get into the system
 - b. Enter the Harvest Registration Number that appears on the license. It’s a 9-digit number that links back to the person and license type. This is the large and bold number printed on your deer license and is NOT your MDNR number.
 - c. Enter the 3-digit area where the deer was killed. The system will only accept valid deer permit areas.
 - d. Enter the date the deer was killed.
 - e. Enter the type of deer—adult male, adult female, fawn male, fawn female.
 - f. The system will then give you a confirmation number that must be written on the license and site tag in the appropriate area.
3. **Internet**—Go to mndnr.gov/hunting to register your deer. The questions will be identical to phone registration. You will be given a confirmation number, which must be recorded on the license and site tag in the appropriate area.

Specific Information for Telephone and Internet Deer Registration:

- Persons who register by phone or internet do not receive a separate big game possession tag
- The site tagging regulations have not changed. Refer to page 71 for site tagging information.

- When the system asks for deer type, please use the following information:
 - > Adult male—male deer with antlers at least 3" long
 - > Fawn male—this is a 6-month-old male deer, more commonly known as a “button buck” and weigh less than 75 pounds dressed.
 - > Adult female—this is an adult doe at least 18 months old. Typically, they have a longer nose and larger body (over 75 pounds dressed weight) than younger antlerless deer.
 - > Fawn female—this is a 6-month-old female deer. They typically have a short nose and weigh less than 75 pounds dressed.
- A harvest registration number can only be used once. The system will not accept multiple registrations using the same number.
- **In the CWD area (602), you must register your deer at a walk-in registration station. In all cases, the deer must be presented for registration at a walk-in station. Telephone and internet registration system will not work in the CWD area.**
- Since the system will recognize the license type, it will only ask questions valid to that license. Here are a few examples:
 - > Regular Firearms License—Will ask all 4 deer types but will not ask season because it's only valid during the firearm season. The same applies to muzzleloader, archery, lifetime, etc.
 - > Bonus Permits—Will only ask 3 deer types (adult female, fawn male, fawn female) but will also ask season (archery, firearm, muzzleloader).
 - > Disease Management Permit—Will not work at all since you have to register this deer in deer area 602.

Transportation

- Except for the CWD area, a legally registered animal may be transported any time during and after the deer hunting season.
- The licensee must accompany the deer in transport except as follows: A deer that has been registered may be transported by another person, if the signature, address, and license number of the licensee and the origin and destination of the transport are written on the back of the possession tag, the site tag, or a separate tag the licensee provides.

FYI...

Big Game Registration Stations

Big game registration provides essential information for managing deer populations. Registration station owners in the state donate the use of their business and the time of their staff to help collect this information.

Station operators are not required to inspect deer or verify registration information. This is the hunter's responsibility.

- All deer in transport must be readily accessible for inspection by DNR conservation officers.
- The head of a deer must remain attached to the carcass until the deer is registered. Skin and entrails may be removed before registration. Deer may be quartered before being registered, but the animal's head must remain attached to one of the quarters.
- Whole deer, elk, caribou, or moose carcasses from other states or provinces may not be brought into Minnesota from areas known to have CWD in wild deer, elk, or moose (see page 61).

DEER—FIREARMS

Rifle/Shotgun Boundary

In the shotgun zone (see map on the back of the large, deer zone map, available separately), deer hunters may use only legal shotguns loaded with single-slug shotgun shells, legal muzzleloading long guns, or legal handguns.

Metro Deer Management Area (Deer Area 601)

- The metro deer area is comprised of deer area 601.
- The intent of deer area 601 is to increase hunting opportunity around the greater Minneapolis–St. Paul area. The season has been implemented to help landowners and local governments control local deer populations. The area is comprised of nearly all private land and access is limited. Hunters interested in pursuing deer in this area are cautioned to acquire permission first.
- The season dates are:
 - › Archery: September 14 to December 31
 - › Youth: October 17 to 20
 - › Firearm: November 9 to December 1
 - › Muzzleloader: November 30 to December 15
- Any firearms or muzzleloader license is valid in this area.
- At the time of license purchase, hunters should indicate the area they typically hunt during the regular deer season. The license is automatically valid in the metro deer management area.
- An unlimited number of bonus permits are available for use in this area.

Chronic Wasting Disease Area (Deer Area 602)

- The chronic wasting disease (CWD) management area is comprised of deer area 602. This is a new area created as a result of the discovery of a CWD-positive wild deer near Pine Island.
- The season dates are:
 - › Archery: September 14 to December 31
 - › Youth: October 17 to October 20
 - › Firearm: November 9 to December 1
 - › Muzzleloader: November 30 to December 15

- During the firearm season, a license valid for any season (firearms A or B) can be used in this area.
- Specific information regarding deer registration and mandatory CWD surveillance can be found starting on page 65.
- This area is almost entirely private land. Hunters are strongly encouraged to obtain landowner permission prior to hunting.

Itasca State Park

Itasca State Park (deer area 287) is open during the general firearm season and the muzzleloader season. No archery hunting is allowed.

Some state parks are open to general hunting. See pages 115-116 for details.

Special Regulations in 300-Series Deer Areas Only (338–349 and Special Hunt Areas 921, 927, 929, 977)

Antler Point Restriction

- A buck must have at least one 4-point antler in order to be legally harvested. Bucks with less than one 4-point antler are not legal to harvest. Refer to page 85 for examples of a legal buck.
- The regulation is in effect during the archery, 3A, 3B, and muzzleloader seasons.
- Adult hunters CANNOT tag a buck for a youth hunter.
- Youth hunters aged 10–17 are exempted from this regulation. They do not have to comply and can take any antlered buck.

Buck Cross-Tagging in 300-Series Deer Areas

See page 76 for party hunting regulations in other areas.

FYI...

Venison Donation Program

The venison donation program, established in 2007, will continue for this season. The program allows hunters to donate deer that they have shot for distribution to food shelves at no cost to the hunter. To participate, you can drop off a deer at any of the participating processors. A list of eligible processors is posted on the DNR website. Please refer to DNR new releases and the website as information is updated throughout the year. Processing fees are paid from a \$1 fee collected from the sale of bonus permits. The DNR is working with the Minnesota Departments of Health and Agriculture to minimize the risk of lead contamination in donated venison. Processors may reject deer carcasses with multiple wound channels. Hunters should also consider using non-lead ammunition if they are planning to donate deer to the program.

This is most commonly referred to as party hunting. The intent of this regulation is not to break up the hunting party or force hunters to leave the field once they are successful. This regulation simply requires the hunter to shoot and tag their own antlered buck. Specifically:

- A person cannot take and tag an antlered buck for another member of their party. This applies to all hunters, license types, and seasons.
- It remains legal to take and tag antlerless deer for members of the party. This is a population management strategy and may lead to slight increases in antlerless deer harvest.

Wildlife Feeding Bans

- Feeding wildlife in Dodge, Goodhue, Olmsted, and Wabasha counties, including the CWD area, is restricted to minimize the risk of spreading or maintaining chronic wasting disease. A map can be found at mndnr.gov/cwd.
- Feeding wildlife in portions of northwest Minnesota is restricted to minimize the risk of disease transmission. A map of the area is online at mndnr.gov/hunting/deer/tb. Look for the Feeding Ban Map link.

Violators of wildlife feeding restrictions may not obtain any hunting license for 2 years after the date of conviction.

Elevated Stands in State Park Areas

In state parks, state recreation areas and other lands administered by the Division of Parks & Trails, opened to hunting by special permit, or by legislation, early placement of portable stands is allowed according to the criteria below:

- Portable stands may be placed in the unit during normal business hours only and no more than 7 days prior to the hunt. Stands must be removed no more than 1 day after the hunt.
- All stands must have owner/hunter identification on them.
- Only portable stands that do no damage to trees or other vegetation are allowed. Nails, screws or other devices that damage the bark of trees are prohibited.
- Only clamp-on or strap-on devices for climbing are allowed, no screw-in steps.
- Hunters may not place multiple stands.
- Other hunters or the general public may not occupy stands legally placed by a hunter.

Lottery Deer Areas

All adult firearm and muzzleloader hunters must apply for an either-sex permit if they want to take antlerless deer in a lottery area. The change was made to curtail the antlerless deer harvest that has been occurring in lottery deer areas by individuals who don't need an either-sex permit (disabled, youth). In many cases, the number of deer taken by individuals who are

not required to have a permit had exceeded the total number of either-sex permits authorized.

Hunters can apply using both their muzzleloader and firearm license. After the application period ends, the permits will be allocated in proportion to the license types in the lottery. For example, if 100 either-sex permits are allocated and 25% of the applicants are muzzleloader hunters then 25% of the permits will go towards the muzzleloader season. This has the benefit of having muzzleloader-only hunters compete with other muzzleloader-only hunters. They will not compete with firearm hunters who likely have more preference points.

HOW TO... Apply for Permits

The drawings for all special hunt area permits are combined as part of the either-sex permit preference system.

General Instructions

- Applications for either-sex permits and special hunt area permits must be made at one of the 1,500 ELS agents at the DNR License Center, by telephone, or by internet by the September 5 deadline. Applications can be completed as part of the process of purchasing your regular deer license.
- You can apply for one firearm hunt and one muzzleloader hunt.
- Residents and nonresidents are eligible for permits.
- A permit is not transferable between persons or between areas.
- Residents and nonresidents under the age of 18 as of November 9 do not need to apply for an either-sex permit in lottery areas. They must apply for special hunts. The deadline is September 5. The deadline for youth-only hunts is August 16.
- All residents 21 or over must present their Minnesota Driver's License or Public Safety Identification Card at time of application.
- Special hunt tables are available online at mndnr.gov/hunting/deer

Antlerless and Special Area Permit Application Instructions

The ELS license agent will ask you a series of questions in order to complete the transaction. The questions will be related to the type of license you are purchasing and the deer area you are interested in hunting. You can apply individually or as a group of up to four people. Make sure you check the large map and/or the tables online to ensure you are applying for the correct area. After completing the transaction, immediately check your receipt and deer license to make sure the agent entered your information correctly. This is the only time it can be changed.

Successful applicants will receive a postcard in the mail authorizing them to take an either-sex deer using their regular license. The authorization will be valid for either the firearm or muzzleloader season; however, you must still have a valid license for that season. Specific instructions on how to apply for an either-sex permit are listed in the box on page 82.

The number of deer hunters can kill in a lottery deer area is one, regardless of license type or whether you were successful in both lotteries. All adult hunters who hunt a lottery deer area must apply for an either-sex permit by Thursday, September 5, 2013. Winners will be notified by mail and will receive an authorization to take a deer of either-sex in that lottery deer area.

Bonus permits cannot be used in lottery areas.

- Either-sex permits allow a person to take a deer of either sex within the specified lottery deer area.
- Areas and permit quotas are shown on the large deer zone map, available separately.
- Either-sex permit holders may take antlerless deer only in the area specified on the permit, but they may hunt deer anywhere during the season indicated on the license.
- Regular firearm—can take a buck or an either-sex deer if successful in the lottery.
- Youth firearm and persons with a disability permit to shoot from a stationary motor vehicle—can take an either-sex deer without applying in the lottery.
- Muzzleloader—can take a buck or an either-sex deer if successful in the lottery.

See page 73, 74 for the list of lottery deer areas.

Hunters With Disabilities and Youth Hunters—Either-Sex Deer Hunting:



A disabled person with a permit to shoot from a motor vehicle may take a deer of either sex without an either-sex permit, except in youth-only antlerless areas.



Residents and nonresidents under the age of 18 as of November 9 and disabled persons with a permit to shoot from a stationary motor vehicle may take a deer of either sex in lottery deer areas without having to apply for or obtain an either-sex permit. Resident youth ages 10–17 who qualify under this provision may not apply for an either-sex permit or accrue additional preference for these areas.

Hunter Choice Deer Areas

All hunters are limited to taking one either-sex deer total per year in one hunter choice deer area. There is no application for permits. If you hunt in a hunter choice deer area, your license is valid for an either-sex deer. **Bonus permits are not valid in hunter choice deer areas.** Refer to page 74 for a list of hunter choice areas.

Managed Deer Areas

The number of deer you can kill in managed deer areas is two, regardless of license type, of which one may be a buck.

Regular and youth firearm—Hunters can take up to two deer total in managed deer areas using any combination of licenses and permits. Refer to page 74 for a list of managed deer areas.

Intensive Deer Areas

Intensive deer areas have a bag limit of 5 deer total, only one of which may be a buck.

Regular and youth firearm—can take a deer of either sex and use bonus permits to take up to 5 deer. Refer to page 74 for a list of intensive deer areas.

Antler Point Restriction and Earn-a-Buck Regulations

On several State Parks and in all 300-series deer areas (southeast Minnesota), special regulations are in effect this season. For State Parks, please refer mndnr.gov/deer to determine if your hunt has a special regulation. Successful applicants will be mailed additional information prior to the hunting season.

FYI...

Lead in Ammunition

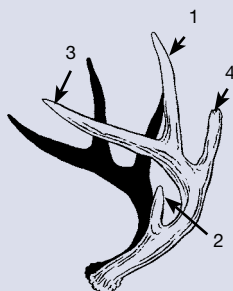
Because of its toxicity the use of lead shot for waterfowl hunting has been illegal in Minnesota since 1987 and nationally since 1991. Additionally, all types of hunting with lead fine shot on Federal Waterfowl Production Areas has been illegal in Minnesota since 1999. State Wildlife Management Areas contain abundant wetlands, and lead shot continues to be deposited in these wetlands as a result of upland game bird hunting. Lead is toxic, can affect wildlife health and reproduction, and at higher levels is fatal. Effective nontoxic loads are now widely available and cost about as much as a box of premium lead. Hunters are encouraged to consider using non-toxic alternatives for all of their hunting. Using non-toxic shot also eliminates the potential risk of ingesting lead in game consumed by hunters and their families. For more information on this issue, please visit our website at mndnr.gov/lead.

Hunting in Areas With Antler Point Restrictions

HOW TO... Count Points

A deer must have a minimum of four points on one side to be taken.

1. An antler point, if it is at least 1-inch long
2. The brow tine, if it is at least 1-inch long
3. The end of the main beam
4. Any broken tine that is at least 1-inch long



Hunting Tips and How to Field Judge a Buck

- The antler point restriction regulations are designed to protect at least half of the yearling (1½-year old) buck population. When field judging a buck, if it has a small body and thin neck, it may be a yearling.
- Bring binoculars and take the time to look at the antlers and count the points before you take a shot.
- Wait for the deer to turn broadside, it will make it easier to count points.

Legal Bucks

The following bucks meet the minimum standards for harvest. Bucks with more points than shown in the illustrations are also legal to harvest.

Registration

Antlers must remain attached to the carcass until after the deer is registered.

Hunts With a 4-point Regulation

(Including all 300 series deer areas, 338–349, and 921, 927, 929, 977).

Bucks with at least four points on one side.

Seven point buck with four points on one side.



Side view of a buck with four points on each side.

Hunting in Parks With Earn-a-Buck Regulations

General Information

- In order to tag a buck, you must tag an antlerless deer in the park first.
- You do not have to register the antlerless deer prior to taking the buck, but you do need to validate your deer license and tag and have them available for inspection by a conservation officer. If you are found with a buck and no antlerless deer, you will be in violation of the hunt rules and subject to a citation.
- There will be no special validation for buck hunting. It will be the responsibility of the hunter to observe the rules and take their deer in the proper order.
- If you have already filled your buck license, you may still hunt antlerless deer at the park.
- Deer taken at the park must be registered at the park.
- Antlers must remain attached to the carcass until after the deer is registered.

Licenses

- Hunters may want two tags in possession. One tag must be valid for taking an antlerless deer and the other for taking a buck.
- Hunters who are only interested in taking an antlerless deer need only bring one tag.

Party Hunting (Cross-Tagging)

- Party hunting is legal in Earn-a-Buck areas.
- You can shoot a deer for a member of your party; however, only the person whose tag is on the antlerless deer will be authorized to tag a buck.
- If you shoot an antlerless deer that is tagged by someone else, you cannot tag a buck with your license. An antlerless deer must be first tagged with your license before you tag a buck.
- Party hunters should tag their first antlerless deer with their own license. If they have the opportunity to harvest another antlerless deer, they should then tag it with another person's license.

Special Firearm Deer Hunts

The complete list of special firearm deer hunts including updates and corrections is available online. A list of hunts is found on pages 87-88 and on the deer hunting page of the DNR website, mndnr.gov/deer. While season dates vary depending on hunt, the application procedures have not changed and the deadline for all hunts is Thursday, September 5.

2013 Special Firearm Deer Hunts

Area Name	County	Area No.	License	Dates	No. of Permits	Special Regulation	Bonus Permit Allowed	Bag Limit
Cascade River State Park	Cook	900	A	11/9–11/24	Unlimited*	No application necessary	Yes	2
Rice Lake NWR	Aitkin	901	A	11/16–11/24	40*		No	1
Saint Croix State Park	Pine	902	A	11/15–11/18	400*		Yes	5
Savanna Portage State Park	Aitkin	903	A	11/16–11/18	20*		No	1
Gooseberry Falls State Park	Lake	904	A	11/9–11/24	40*		Yes	5
Split Rock Lighthouse State Park	Lake	905	A	11/9–11/24	30*		Yes	5
Tettegouche State Park	Lake	906	A	11/9–11/24	125*		Yes	5
Scenic State Park	Itasca	907	A	11/9–11/24	30*		No	1
Hayes Lake State Park	Roseau	908	A	11/9–11/24	75*		No	1
Lake Bemisji State Park	Beltrami	909	A	11/9–11/12	30**		Yes	2
Zippel Bay State Park	Lake of the Woods	910	A	11/9–11/24	55**		Yes	5
Judge CR Magney State Park	Cook	911	A	11/9–11/24	Unlimited*	No application necessary	Yes	2
Schoolcraft State Park	Cass	912	A	11/9–11/24	Unlimited*	No application necessary	No	1
Lake Carlos State Park	Douglas	913	A	11/9–11/10	20**		No	1
William O'Brien State Park	Washington	914	A	11/9–11/10	60*	Mandatory Orientation TBA	Yes	5
Lake Bronson State Park	Kittson	915	A	11/9–11/10 and 11/16–11/17	30*		No	1
Maplewood State Park	Otter Tail	916	A	11/9–11/12	100*		No	1
Old Mill State Park	Marshall	917	A	11/9–11/12	10*		No	1

The statewide bag limit is five deer (exceptions page 73). Hunters who hold a special hunt permit may purchase bonus tags for use in special hunts.

* Either Sex
** Antlerless Only
*** Earn-a-Buck

2013 Special Firearm Deer Hunts										
Area Name	County	Area No.	License	Dates	No. of Permits	Special Regulation	Bonus Permit Allowed	Bag Limit		
Lake Alexander SNA	Morrison	918	A	11/9–11/17	40*		Yes	5		
Glacial Lakes State Park	Pope	919	A	11/14–11/17	30**		No	1		
Zumbro Falls Woods SNA	Wabasha	920	A	11/9–11/17	12**		Yes	2		
Forestville/Mystery Cave State Park	Fillmore	921	A	11/9–11/10	130	Antler Point Restriction (4 points to 1 side)	Yes	5		
Lake Louise State Park	Mower	392	A	11/16–11/17	25***		Yes	5		
Zumbro Falls Woods SNA	Wabasha	923	B	11/23–12/1	12**		Yes	2		
Whitewater State Game Refuge	Winona	924	A	11/9–11/11	50**		No	1		
Vermillion Highlands Research, Recreation, and WMA	Dakota	925	A or B	11/9–11/22	25*	Mandatory Orientation 10/24	Yes	2		
Carver Park Reserve	Hennepin	926	A or B	11/16–11/17	110*	Mandatory Registration TBA	Yes	Unlimited		
Whitewater State Park	Winona	927	B	11/23–11/24	50*	Antler Point Restriction (4 points to 1 side)	Yes	5		
City of Grand Rapids	Itasca	931	A	11/9–11/24	Unlimited*		Yes	5		
Lake Elmo Park Reserve	Washington	932	A or B	11/9–11/10 11/16–11/17	50*	Disabled Hunters should contact park for hosting option. Mandatory Orientation 10/29.	Yes	5		
Murphy Hanrehan Park Reserve	Scott	933	A or B	11/23–11/24	80*	Mandatory Registration	Yes	Unlimited		
Whitewater State Game Refuge	Winona	934	B	11/23–12/1	75**		No	1		
Frontenac State Park	Goodhue	929	B	11/23–11/25	60	Antler Point Restriction (4 points to 1 side)	Yes	2		

The statewide bag limit is five deer (exceptions page 73). Hunters who hold a special hunt permit may purchase bonus tags for use in special hunts.

* Either Sex

**Antlerless Only

***Earn-a-Buck

DEER—MUZZLELOADER

Season Dates: November 30–December 15, statewide

Open Areas: Muzzleloader hunters may hunt statewide except for the closed areas listed below.

- Deer area 224 (Sherburne National Wildlife Refuge).
- Refuges and other areas closed to firearms hunting are also closed to muzzleloader hunting.
- Rice Lake, Sandstone, and Rydell National Wildlife Refuges.

Muzzleloader Regulations

- **In lottery deer areas (where either-sex permits are limited), muzzleloader hunters must apply for and receive an either-sex permit.** The application deadline is Thursday, September 5. If you are successful in the lottery, your permit will be valid for an either-sex deer.
- Hunters may buy both a firearm and muzzleloader license.
- Only open and “peep” type sights (including those with fiber optic material) are legal during the muzzleloader deer season. Scopes, including holographic or “red dot” scopes, are not legal for this season.
- The use of non-magnifying scopes is allowed by special permit for persons with medically verified visual impairments. A permit application is available by calling the DNR Information Center (see page 124).

Lottery Deer Areas

A list of lottery deer areas is on page 73. All hunters are limited to taking one deer total and muzzleloader hunters can only take an antlerless deer if successful in the lottery. The application deadline is Thursday, September 5, 2013. **Bonus permits are not valid in lottery deer areas.**

Hunter Choice Deer Areas

A list of hunter choice deer areas is on page 74. All hunters are limited to taking one either-sex deer total per year. There is no application for permits. If you hunt in a hunter choice deer area, your license is valid for an either-sex deer. **Bonus permits are not valid in hunter choice deer areas.**

Managed Deer Areas

Hunters who purchase a muzzleloader license and are hunting in a managed deer area may purchase and use bonus permits to take antlerless deer. The bag limit is two deer total, using any combination of licenses or permits. Refer to page 74 for a list of managed deer areas.

Intensive Deer Areas

Hunters who purchase a muzzleloader license and are hunting in an intensive deer area may purchase and use up to four bonus permits to take antlerless deer. The bag limit is 5 deer total. Refer to page 74 for a list of intensive deer areas.

Special Muzzleloader Deer Hunts

The following are special permit areas open during the muzzleloader season. Application instructions are on page 82.

2013 Special Permit Areas For Muzzleloader Hunters					
Hunt Area Name	County	Hunt	Season Dates	No. of Permits	Bag Limit
Jay Cooke State Park (Includes Hemlock Ravine SNA)	Carlton	935	12/7–12/11	120*	5
Crow Wing State Park	Crow Wing	936	12/13–12/15	40***	2
Soudan Underground Mine and Lake Vermilion State Parks	St. Louis	937	11/30–12/15	20*	2
City of Tower	St. Louis	938	11/30–12/15	20*	2
Lake Shetek State Park	Murray	939	12/7–12/8	15**	2
Nerstrand Big Woods State Park (Includes Prairie Creek SNA)	Rice	941	12/7–12/8	50***	5
Sibley State Park	Kandiyohi	942	11/30–12/1	50**	2
Myre Big Island State Park	Freeborn	943	11/30–12/1	40**	2
Vermillion Highlands Research, Recreation, and WMA	Dakota	944	11/30–12/15	25*†	2
Lake Bemidji State Park	Beltrami	947	12/6–12/8	30*	2

The statewide bag limit is five deer (exceptions page 73). Hunters who hold a special hunt permit may purchase bonus tags for use in special hunts.

*Either Sex **Antlerless Only ***Earn-a-Buck hunt †Mandatory Orientation 11/21

Other Firearms

Muzzleloading firearms lawful for the taking of deer may be possessed only by persons with a valid license to take deer by muzzleloader. While muzzleloader hunting, a person may not possess a firearm other than the following: an unloaded firearm in a case or closed trunk of a motor vehicle, a shotgun and shells containing No. 4 buckshot or smaller, a handgun or rifle capable of firing only rimfire cartridges of .17 or .22 caliber, including .22 magnum or handguns by persons authorized under a permit to carry.

DEER—ARCHERY

Season Dates: September 14–December 31

Open Areas: Archery hunters can hunt statewide except in areas designated closed and Itasca State Park (deer area 287).

October 17–20: Blaze orange is required in deer areas open for the youth deer season.

- Archery hunters in deer area 601 may take an unlimited number of antlerless deer.
- Except those licensed to carry a concealed weapon, a person may not take deer by archery while in possession of a firearm.
- In all 300-series deer areas, including special hunts, antler point restrictions are in effect for archers. Refer to page 81 for information.

Lottery Deer Areas

All archery hunters can take an either-sex deer in the lottery deer areas listed on page 73. **Bonus permits are not valid in lottery deer areas.** The bag limit is one deer total.

Hunter Choice Deer Areas

A list of hunter choice deer areas is on page 74. All hunters are limited to taking one either-sex deer total per year. There is no application for permits. If you hunt in a hunter choice deer area, your license is valid for an either-sex deer. **Bonus permits are not valid in hunter choice deer areas.**

Managed Deer Areas

Archery license holders who are hunting in a managed deer area can take a deer of either sex and may purchase and use bonus permits to take antlerless deer. The bag limit is 2 deer total, using any combination of licenses or permits. Refer to page 74 for a list of managed deer areas.

Intensive Deer Areas

Archery hunters who are hunting in an intensive deer area may purchase and use bonus permits to take antlerless deer. Refer to page 74 for a list of intensive deer areas. The bag limit is 5 deer.

HOW TO... Apply for Archery Special Area Permits

An application for an archery special area permit must be made on a form supplied separately by each special area. No other form of application will be accepted. Send your request for an application form with a stamped, self-addressed, business-sized envelope to the address listed for the special area where you wish to hunt. A person may apply for more than one special area, but not more than once for a specific hunt. There may be restrictions regarding applications. Please read material carefully before applying.

Archery Special Hunt Areas


- Application dates and methods vary by special hunt. Please refer to the table on pages 93 and 94 for basic information regarding the hunt.
- Please refer to the website (mndnr.gov/deer) for hunt administrator contact information. All questions related to archery special hunts should be directed to the municipality conducting the hunt.
- Prior to making application, please check with the location you are interested in hunting. Different municipalities have different regulations such as requiring bonus permit use, taking an antlerless deer first, written permission, and/or proficiency tests.

FYI...

Transporting Firearms

Although firearms transportation laws relating to hunting have changed, hunters are reminded the safest way to transport firearms is unloaded and cased. Not only does a case provide an extra measure of protection for your firearm but it is reminder to ensure that firearms are unloaded before transporting in or on a motor vehicle.

Special Seasons for Hunters With Physical Disabilities

 Special deer hunts for hunters with physical disabilities are tentatively scheduled at a number of sites. Additional hunts for disabled archers may be organized by Capable Partners and Midwest Outdoors Unlimited, and are not listed here. For more information call the DNR Information Center at 888-MINNDNR (646-6367).

Persons who are totally blind may use a laser sight to participate in permitted assisted special hunting opportunities.

TAX TIME IS YOUR TIME TO HELP WILDLIFE

Look for the line with the loon on your Minnesota tax form and donate to the Nongame Wildlife Checkoff. It's fast, easy, and tax deductible. Be part of the wildlife success story.

2013 Archery Special Permit Areas							
Area Name	No. of Permits	Dates	Fee	Address/Website	Phone	Deadline	
970 - Camp Ripley 1	2,500*	10/26-10/27	\$12	mndnr.gov – ELS application	888-646-6367	8/16	
971 - Camp Ripley 2	2,500*	11/2-11/3	\$12	mndnr.gov – ELS application	888-646-6367	8/16	
972 - Crow-Hassan Park Reserve	130*	11/8-11/10	\$5	Three Rivers Park District Bow Hunt, 12615 Co Rd 9, Plymouth, MN 55441	763-694-7840	9/6	
973 - Murphy-Hanrehan Park Reserve	180*	11/8-11/10	\$5	Three Rivers Park District Bow Hunt, www.threeriverspark.org	763-694-7840	9/6	
974 - Cleary Lake Regional Park	55*	11/8-11/10	\$5	Three Rivers Park District Bow Hunt, www.threeriverspark.org	763-694-7840	9/6	
975 - Vermillion Highlands Research, Recreation, and WMA	65*	9/14-11/3	None	MDNR, Vermillion Archery Hunt, 15325 Babcock Ave., Rosemount, MN 55068	651-322-4643	8/15 Orientation 8/29	
976 - City of New Ulm	50***	10/19-12/31	\$40	New Ulm City Deer Hunt, 15 S Washington St, New Ulm, MN 56073	507-233-6750	9/4	
977 - City of Red Wing	Unlimited*	9/14-12/31	\$10 + certification costs	Red Wing Public Works, 229 Tyler Rd N, Red Wing, MN 55066	651-385-3674	None	
978 - City of Sandstone	Unlimited*	9/14-12/31	None	City of Sandstone, 119 Fourth St, Sandstone, MN 55072	320-245-5241	None	
979 - City of Fergus Falls	30*	9/14-12/31	\$20	F.F.P.D., 122 W Junius Fergus Falls, MN 56537	218-332-5555	8/16	
981 - City of Mankato	40***	10/12-12/31	\$20	Mankato City Deer Hunt, PO Box 3368, Mankato, MN 56001	507-387-8649	8/26	

*Either Sex

**Antlerless Only

***Antler Point Restriction

****Eam-a-Buck

*****Deer

2013 Archery Special Permit Areas continued							
Area Name	No. of Permits	Dates	Fee	Address/Website	Phone	Deadline	
982 - City of Granite Falls	10**	9/14–12/31	\$10	Granite Falls City Deer Hunt, 930 4th St, Suite 3, Granite Falls, MN 56241	320-564-2129	9/1	
983 - City of Ortonville	30***	9/14–12/31	\$10	Ortonville City Clerk, 315 Madison Ave, Ortonville, MN 56278	320-839-3428	8/16	
984 - City of Canby	20***	9/14–12/31	\$5	110 Oscar Ave N, Canby, MN 56220	507-223-7295	8/30	
985 - City of Bemidji (Northeast)	40***	9/14–12/31	\$5	City of Bemidji, Northeast Archery Deer Hunt, 317 4th St NW, Bemidji, MN 56601	218-759-3562	8/9	
987 - Greenleaf State Recreation Area	Unlimited*	9/14–12/31	None	20596 Hwy 7, Hutchinson, MN 55350	320-234-2550	None	
988 - City of Tower	5*	11/30–12/15	None	DNR Wildlife, 650 Hwy 169, Tower, MN 55790	218-753-2580	8/30	
989 - Cedar Mountain SNA	Unlimited*	9/14–12/31	None	175 Co Rd 26, Windom, MN 56101	507-831-2900 x241	None	
991 - East Minnesota River Refuge	Unlimited*	9/14–12/31	None	DNR Wildlife, 501 9th St, Nicollet, MN 56074	507-225-3572	None	
992 - City of Hallock	30**	9/14–12/31	\$10	Hank Noel, P.O. Box 336, Hallock, MN 56728	218-843-2737	8/16	
993 - City of Cook	25*	9/14–12/31	\$10	Theresa Martinson, City of Cook, 127 S River St, P.O. Box 155, Cook, MN 55723	218-666-2200	8/30, Orientation 9/4	

*Either Sex

**Antlerless Only

***Earn-a-Buck

****Antler Point Restriction

BEAR

Important Dates:

- August 16: Start of baiting.
- September 1–October 13: 2013 Bear Season.
- Late March 2014: Applications available.
- May 3, 2014: Application deadline for the 2014 season.


LICENSING

Residents and nonresidents can participate in a drawing for licenses within bear permit areas, and they may purchase a license over the counter for the No-Quota Area.

- Bear lottery winners must purchase their license by August 1, 2013. Unsold and any surplus licenses will then become available for purchase starting August 7, 2013.
- Bear hunters who use online or telephone options to purchase licenses should use extra care to assure their selections are correct.

REGULATIONS

Bear hunting regulations booklets are available online at mndnr.gov.

- No more than **three** bait stations may be placed at one time for each licensed bear hunter.
- A private landowner or person authorized by the private landowner may use a drum to bait bear on the person's private land. The drum must be secured to a tree so that it cannot be moved from the site by a bear and may not include a mechanical device for dispensing feed.
- **The bag limit for bears is one per season in quota areas and two per season in the no-quota area hunter statewide.** Hunters may purchase both quota and no-quota licenses. 
- White bears may not be taken.
- Cub bears may not be taken.
- **Hunters are asked not to shoot radio collared bears, with brightly colored streamers or ear tags.**
- A tooth must be submitted for all bears harvested.
- See bear hunting regulations booklet for additional information and 2013 bear quotas.
- A map of bear permit areas will be available at license agents.
- Prior to the opening day of archery deer season, portable stands may be left overnight in a wildlife management area by a person with a valid bear license who is hunting within 100 yards of a bear bait site that is legally tagged and registered. The licensee's name and address or driver's

license number or MNDNR number must be affixed to the stand in such a manner that it can be read from the ground.

MOOSE

There will be no State Moose Season in 2013. More information is available online at mndnr.gov/moose.

ELK

The application deadline for the 2013 elk hunt has passed. In total, 23 licenses were issued in Kittson County.

Season dates are September 14–22, September 28–October 6, December 7–15, January 11–19.

The application deadline for next year's elk hunt is May 31, 2014. There is a \$4 application fee per hunter and a license for a party of up to two hunters costs \$287. Applications will be accepted at ELS agents statewide.

FYI...

Advanced Hunter Education Clinics and Seminars

Did you know that the DNR offers a number of clinics and seminars for adults and youth? It's a great way to learn about biology and behavior of certain game species, brush up on skills or become an instructor.

For a listing of class offerings or instructor training: go to www.mndnr.gov and click on Education/Safety.

CONSERVATION GRAZING ON WILDLIFE MANAGEMENT AREAS—GOOD FOR THE RESOURCES

Conservation grazing is an excellent grassland management tool. Planned grazing can improve plant diversity and habitat structure which benefits wildlife. Hunting is allowed when livestock are on a WMA. In most cases livestock will be removed by mid-August. For more information see: <http://www.dnr.state.mn.us/publications/wildlife/index.html>



WATERFOWL

Because waterfowl seasons and limits aren't approved until late summer, final information on waterfowl was not available when this booklet was printed. Consult the Waterfowl Hunting Regulations Supplement available online and wherever hunting and fishing licenses are sold in August.

SPECIAL GOOSE HUNTS

A special \$4 permit is required to hunt Canada geese during the special August and September seasons. All persons must have the permit to participate in the hunts, except residents under age 18 or age 65 and over, and persons hunting on their own property. The August goose hunt is open in a limited portion of west-central Minnesota Maps and further details on both are available online at mndnr.gov/regulations/hunting.

SANDHILL CRANE PERMIT

A special \$3 permit and a small game license is required to hunt sandhill cranes. All residents and non-residents must have the permit to participate in this hunt. Migratory waterfowl stamps are not required to hunt sandhill crane.

WILD RICE

Harvesting wild rice is open to Minnesota residents and nonresidents. All harvesters are required to be licensed unless they are residents under 18 years of age and accompanied by a licensed harvester. Season dates, hours and regulations on equipment are available online at mndnr.gov/regulations/hunting.

SAVE THE WETLANDS

Protecting wetlands is crucial to ensuring healthy populations of ducks, pheasants, herons, and even deer. Minnesota leads the nation in protecting wetlands. Let's not lose that honor.

PUBLIC LANDS & WILDLIFE REFUGES

STATE LANDS

AQUATIC MANAGEMENT AREAS

The DNR Division of Fish and Wildlife acquires land along lakes and streams to provide fishing opportunities and to protect critical fish habitat. These areas, known as Aquatic Management Areas (AMAs), are posted with signs to indicate allowable uses. Each sign is marked with a letter to easily identify permitted activities. It is always unlawful to leave personal equipment, such as tree stands, unattended on AMAs.

WILDLIFE MANAGEMENT AREAS

All public land in state-owned Wildlife Management Areas (WMAs) is open to the hunting of all species of protected wild animals and trapping of mammals during the established seasons found in this booklet, except as follows:

General Restrictions

- **Trespass:** Portions of WMAs posted closed to trespassing may not be entered without DNR authorization.
- **Closed Hours:** WMAs may not be entered or used during closed hours if posted with these restrictions at major access points, except by permit.
- **Camping:** Camping is prohibited except in designated overnight-use areas or with a permit from the wildlife manager. A vehicle, trailer or tent lawfully left overnight must be occupied or attended.
- **Alcohol:** Alcoholic beverages may not be consumed, except by persons lawfully occupying an overnight-use area.
- **Firearms and Target Shooting:** Target, skeet, trap, or indiscriminate shooting is prohibited. A person may not possess an uncased or loaded firearm or an uncased or strung bow, except when lawfully taking a wild animal or by permit.
- **Destruction or Removal of Property:** Signs, posts, fences, gates, buildings, trees, shrubs, vines, plants, or other property may not be destroyed or removed (including use of metal detectors to remove property), except as follows: Wetland vegetation may be used to build blinds on the area, and edible fruits and seeds, or decorative portions of plants may be removed for personal use.
- **Garbage Disposal and Animal Abandonment:** Disposing of or abandoning live animals, carcasses, garbage, trash, spoil, sludge, rocks, vehicles, or other debris or personal property on any WMA is prohibited.


- **Hunting, Fishing, and Trapping Equipment:** Boats, decoys, and other equipment must not be left unattended overnight, with the exception of traps in areas open to trapping and fish houses or dark houses in certain designated WMAs.
- **Blinds and Structures:** A person may not construct or maintain any building, dock, fence, billboard, sign, or other structure on any WMA, except that temporary waterfowl blinds may be erected, but may not become private property or be used to preempt hunting rights. Any materials brought into a WMA for the construction of a blind must be removed each day at the close of hunting hours.
- **Elevated Stands:** A person may not construct, occupy, or use any elevated scaffold or other elevated device for the purpose of hunting, watching, or killing wild animals, except that portable stands may be used if they are removed each day at the close of hunting hours and do no permanent damage. Prior to the opening day of archery deer season, portable stands may be left overnight in a wildlife management area by a person with a valid bear license who is hunting within 100 yards of a bear bait site that is legally tagged and registered. The licensee's name and address, or drivers license number, or MNDNR number must be affixed to the stand in such a manner that it can be read from the ground.
- **Dogs:** Dogs are permitted on WMAs only when accompanied by or under the control of the owner. From April 16 through July 14, dogs must be on a leash. A person training a dog on a WMA may not use live ammunition or blank cartridges, including the use of blanks in dummy launchers or similar devices.
- **Other Domestic Animals:** Livestock, horses, and other domestic animals, are not permitted on WMAs except under cooperative agreement or permit approved by the wildlife manager.
- **Unprotected Animals:** Unprotected wild animals may be taken from September 1 through the last day of February, or by any person legally hunting a protected species, unless the area is specifically closed.
- **Beaver and Otter:** Beavers and otters may only be taken by permit issued by the wildlife manager.
- **Crows:** Crows may be taken during established seasons, unless the area is specifically closed.

WMAs with Special Restrictions

Becklin Homestead Park WMA (Isanti County)—Is only open to special disabled hunts.

Bass Brook WMA (Itasca County) **St. Michael Meadow WMA** (Wright County)—These areas are closed to firearms hunting and trapping but open to archery deer hunting.

Bayport WMA (Washington County), **Hastings WMA** (Dakota County), and **Raguet WMA** (Scott and Carver counties)—These areas are closed to the trapping of unprotected mammals except when there is an open trapping season for any protected species. Firearms may not be possessed unless they are unloaded and contained in a case, except in designated hunting areas during the season for the taking of small game when shotgun with No.4 or smaller shot only is permitted. The possession and use of bows and arrows are limited to the designated hunting areas during established hunting seasons.

Boerner WMA (Sibley County), **Buelow WMA** (Steele County), **Bryson WMA** (Freeborn County), **Chapa Kak-Say-Za WMA** (Steele County), and **Hutchinson WMA** (McCleod County)—These areas are closed to the hunting and trapping of all species. **Sand Prairie WMA** is closed to the hunting and trapping of all species except for special hunts by people with disabilities. 

Carl and Verna Schmidt WMA (LeSueur County) **Bur Oak WMA** (LeSueur County) and **Pine City WMA** (Pine County)—Closed to hunting of all species.

Carlos Avery WMA Controlled Hunt Zone—Two blinds will be available by drawing on Saturday and Tuesday mornings through the waterfowl season. Minnesota Waterfowl Association will conduct drawings for blinds 2 weeks prior to each week of hunting. For rules, application form and dates go to: www.mndnr.gov/averyhunt, www.mnwaterfowl.com, or call Carlos Avery WMA Headquarters at 651-296-5200.

Gold Portage WMA (Koochiching and St. Louis counties)—This area is open only to waterfowl hunting.

Gun Lake WMA (Aitkin County)—A 20-acre posted wildlife sanctuary in the northwest corner of the unit is closed to trespass from September–March 31.

Hearding Island WMA and **Interstate Island WMA** (St. Louis County) are closed to the hunting of all species.

Uppgaard WMA (Crow Wing County)—This area is open to hunting beginning on the opening day of waterfowl hunting.

Gordon W. Yeager WMA (in the Rochester Refuge, Olmsted County) **Eastside WMA** (Olmsted County), and **Clare Johnson–Carl Schmidt WMA** (Morrison County)—These areas are closed to waterfowl hunting. Firearms are restricted to shotgun with fine shot only for small game hunting. **Gordon W. Yeager WMA**—Open to archery deer hunting only.

Lac qui Parle, Thief Lake, Talcot Lake, and Orwell WMAs—Small game hunting is restricted in the Controlled Goose Hunting Zones.

Lake Blanche WMA (Ottertail County)—This area is closed to firearms deer hunting.

Mentel WMA (Mower County) is closed to all firearms hunting, but it is open for trapping and archery hunting.

Moose Willow WMA (Aitkin County)—The south portion of the Moose Pool has been posted as a wildlife sanctuary, closed to access, hunting or trapping from September 1–March 31.

Talcot Lake WMA—Small and big game hunting is restricted in the controlled hunting zone.

Ricehaven WMA (St. Louis County)—The posted area is closed to all trespass from September 15 through July 31. Canoeing, birdwatching, and wild rice harvest (during the wild rice season) is allowed from August 1–September 14. Hunting and trapping is prohibited in the posted area.

Sand Prairie WMA (Stearns County)—is open during the regular archery season for youth ages 10 through 17 except from November 9–17, when a special deer hunt for disabled individuals will be held.

Timber Lake WMA (Jackson County)—A portion of this area is closed to firearms deer hunting (as posted).

Pike Bay WMA (St. Louis County)—This area is closed to trapping of all species.

Schrafel WMA (Mower County)—This area is closed to trapping and firearms hunting. Open to falconry and archery hunting for deer and small game.

Dr. Johan C. Hvoslef WMA (Fillmore County)—This area is open to archery hunting only from September 1 through October 31 and during the spring turkey season. Firearms hunting (no centerfire rifles) is allowed from November 1 through December 15.

Wesley E. Olson WMA (Big Stone County), **Tom Cliff WMA** (Waseca County), **Somsen WMA** (Brown County)—Are closed to hunting.

Lac Qui Parle WMA (Lac Qui Parle County), **Moonan WMA** (Waseca County), **Two Rivers WMA** (Redwood County), and the **Perched Valley WMA** (Goodhue County), and **Walnut Lake WMA** (Faribault county)—Have buffer areas posted closed to hunting.

Roseau River WMA (Roseau County), The Pool 1 Sanctuary is open for deer hunting during the muzzleloader season (including archery hunting).

Vermillion Highlands—A Research, Recreation and Wildlife Management Area (Dakota County) is open to archery, firearms and muzzleloader deer hunting by special lottery only and is open to late season goose hunting and spring turkey hunting. Note: There are no longer designated parking stalls for pheasant hunters. Predator hunting will be allowed from the end of the muzzleloader season to March 31 by special permit only. Contact the Vermillion Complex Wildlife Office for questions at 651-322-4643.

Trapping Permits Required

All trappers must, regardless of furbearers taken, obtain a permit from the area manager on the following WMAs: **Carlos Avery** (Anoka and Chisago counties), **Hubbel Pond** (Becker County), **Red Lake** (Beltrami and Lake of the Woods counties), **Lac qui Parle** (Big Stone, Lac qui Parle, Swift, and Chippewa counties), **Mille Lacs** (Mille Lacs and Kanabec counties), **Roseau River** (Roseau County), **Talcot Lake** (Cottonwood and Murray counties), **Thief Lake** (Marshall County), **Vermillion Highlands** (Dakota County) and **Whitewater** (Olmsted, Wabasha, and Winona counties).

Wild Rice

A person may harvest wild rice in a WMA, except where specifically closed. (See page 97 for more information.)

Ginseng

A person may not harvest wild ginseng in a WMA, except by permit. The season opens September 1.

Motor Vehicles

The following regulations apply to motor vehicle use on WMAs other than on federal, state, county, or township roads:

- Motor vehicles licensed for use on a public highway may be operated on established roads on the following WMAs, but not at speeds over 20 m.p.h. unless posted otherwise. No vehicles may be driven beyond a sign prohibiting vehicular use, beyond any constructed vehicle barrier, or in a reckless or careless manner. The areas are: **Carlos Avery** (Anoka and Chisago counties), **Hubbel Pond** (Becker County), **Mille Lacs** (Kanabec and Mille Lacs counties), **Red Lake** (Beltrami and Lake of the Woods counties), **Roseau River** (Roseau County), **Spring Lake Islands** (Dakota County) for the purpose of ice fishing, and **Thief Lake** (Marshall County).
- Vehicles are prohibited on all other WMAs. The exception is that vehicles may be operated at speeds of 20 mph or less, on travel routes designated with signs for travel purposes.
- No vehicle may be parked in front of any gate or where it obstructs travel.
- No person may operate an all-terrain vehicle (ATV), all-terrain cycle (ATC), hang glider, air boat, personal watercraft (jet-ski), or hovercraft in a WMA unless specifically authorized.
- On Wildlife Management Areas north and west of the line described below an ATV may be used by a licensed firearms deer hunter who does not possess a firearm (cased or uncased) to retrieve and transport a deer that is known to be dead from the close of shooting hours to 2 hours after the close of shooting hours during the regular firearms deer season and for 1 day after the season: beginning at State Highway 1 from the

west boundary of the state to State Highway 89, then north along State Highway 89 to Fourtown, then north on County State Aid Highway 44 to County Road 704, Beltrami County, then north on County Road 704 to Dick's Parkway State Forest Road, then north on Dick's Parkway to County State Aid Highway 5, then north on County State Aid Highway 5 to Warroad, then north on State Highway 11 to State Highway 313, then north on State Highway 313 to the north boundary of the state.

- On wildlife management areas within the area described as follows, a licensed deer hunter may operate an all-terrain vehicle during the firearms deer season before and after shooting hours and from 11am to 2pm: from State Highway 1 and the west boundary of the Red Lake Indian Reservation; then west to State Highway 219; then north on State Highway 219 to State Highway 89; then north to State Highway 89 to County Highway 6; then east on County Highway 6 to County Highway 54 and County Highway 1 (Beltrami/Marshall county line); then north along the Beltrami/Marshall county line to the Roseau county line; east on the Beltrami/Roseau county line to Dick's Parkway, then south on Dick's Parkway to County Road 704, Beltrami county; then south to County State-aid Highway 44 to Fourtown; then south on State Highway 89 to the north boundary of the Red Lake Indian Reservation, then west and south following the boundary of the Red Lake Indian Reservation to the beginning.
- Without written permission from the DNR, no person may operate a snowmobile in a WMA south of a line described as follows: U.S. Highway 2 from Grand Forks east to Bemidji, then south along U.S. Highway 71 to Wadena, then east along U.S. Highway 10 to Staples and U.S. Highway 210 to the eastern boundary of the state.
- No person may use aircraft over a WMA in a manner that chases, herds, scares, or otherwise disturbs wildlife, except in emergencies or by authorization of the wildlife manager.

Blinds for Hunters With Disabilities



The Lac qui Parle, Roseau River, Talcot Lake, and Whitewater Wildlife Management Areas have a limited number of goose hunting blinds for hunters with disabilities. Talcot Lake WMA and Roseau River WMA each have a wheelchair accessible deer blind for firearms hunting. Reservations are required for the Roseau River WMA blind. For more information, write to: Lac qui Parle WMA, 14047 20th St. NW, Watson, MN 56295; Talcot Lake WMA, 40249 Co. Rd. 7, Dundee, MN 56131; Roseau River WMA, 27952 400th St., Roseau, MN 56751; or Whitewater WMA, 15035 Highway 75, Altura, MN 55910.

Motorized Watercraft

The use of outboard motors (including electric trolling motors) or motorized water vehicles (including amphibious vehicles) is prohibited on waters within the boundaries of most state WMAs, except as follows:

Motorized Watercraft Permitted	
Area	County
Gold Portage WMA	Koochiching and St. Louis
Gores (Mississippi River Pool 3) WMA	Goodhue and Dakota
Hubbel Pond (Hanson Lake) WMA	Becker
Lac qui Parle WMA (except where posted)	Big Stone, Lac qui Parle, Chippewa, and Swift
Mud-Goose WMA* (except during the waterfowl season)	Cass
Orwell Reservoir*	Otter Tail
Roseau River WMA**	Roseau
South Walnut Lake WMA*	Faribault
Swamp River WMA	Cook
Spring Lake Islands WMA	Dakota
Talcot Lake WMA***	Cottonwood and Murray
Thief Lake WMA*	Marshall

* Motor size is restricted to 10 horsepower or less on these units.

** There are no motor limits on the main channel and oxbows of the Roseau River. Elsewhere on the Roseau River WMA, only motors of 10 horsepower or less may be used and only on days that the waterfowl season is open.

*** On the Talcot Lake WMA, motors are permitted on the lake (except on any day that the waterfowl season is open) but are prohibited on the river and marshes at any time of year.

STATE REFUGES

Game Refuges

A state game refuge is closed to the hunting and trapping of wild animals unless listed below or in the table (pages 105-107). **Even though a refuge may be open, it could contain privately owned land on which the land-owner may prohibit hunting.**

General Restrictions

- A person may not trap beaver or otter within any state-owned game refuge without first obtaining a permit from the appropriate wildlife manager.
- Unprotected wild animals may be taken when there is an open season for any protected species, but only during the hours and by methods allowed for the protected species.

Hunting and Trapping on State Game Refuges

Refuges may be private property. Landowner permission may be required.

County	Refuge	Small Game (Except waterfowl)	Trapping	Waterfowl	Deer & Bear (Firearms)	Deer & Bear (Archery)
Anoka & Isanti	Anoka/Isanti	Closed	Closed	Closed	Closed	Open†¶
Beltrami	Bemidji	Closed Nov. 8–24	Open for Beaver, Mink, Muskrat & Otter	Closed§	Closed***	Open
Beltrami	Hagali-Rice	Open Nov. 1	Open Nov. 1	Closed	Open	Open
Blue Earth & Le Sueur	East Minnesota River	Closed†	Closed	Closed	Closed	Open (Bonus permit available)
Chisago	Linn Lake	Open	Open	Open	Open	Open
Clay	Clay County	Open	Closed	Closed**	Open	Open
Crow Wing	Cross Lake	Closed	Open	Closed	Closed	Open
Dakota	Bellwood	Closed	Open	Closed	Closed	Open
Dakota & Rice	Carleton	Closed	Closed	Closed	Closed	Open from Nov. 28 through end of season†¶
Dodge	Claremont	Open	Open	Closed*	Closed***	Open
Douglas	Evansville	Closed	Open	Closed**	Open	Closed
Douglas	Lake Winona	Closed	Open	Closed	Closed	Closed
Freeborn	Moscow	Open	Open	Closed*	Open	Open
Freeborn	Albert Lea	Open	Open	Closed	Open	Open
Hubbard	Paul Bunyan	Closed Nov. 8-17	Open	Closed	Closed***	Open
Hubbard	Park Rapids	Closed	Open	Closed	Closed	Open

Small game includes turkey.

* Except goose hunting.

** Except open to Canada Goose Hunting during early September season.

*** Except during muzzleloader deer season.

† Except turkey hunting by archery only.

‡ Landowner requires written permission.

§ Open to Canada goose during early September season, except Lake Bemidji, Mississippi River, and Stump Lake.

¶ Deer only.



County	Refuge	Small Game (Except waterfowl)	Trapping	Waterfowl	Deer & Bear (Firearms)	Deer & Bear (Archery)
Hubbard	Schoolcraft	Open through Nov. 7	Open	Closed	Closed	Open
Isanti	Elizabeth Lake	Open	Open	Closed**	Open	Open
Isanti	German Lake	Open	Open	Closed**	Open	Open
Itasca	Lower Pigeon Lake	Closed	Closed	Closed	Open	Open
Itasca	Pigeon River Flowage	Closed	Closed	Closed	Open	Open
Kanabec	Fish Lake-Ann River	Open	Open	Closed	Open	Open
Martin	Fox Lake	Open	Open	Closed*	Open	Open
McLeod	Glencoe Izaak Walton League	Closed	Open	Closed	Closed	Closed
McLeod	Gopher Campfire	Closed	Open	Closed	Closed	Closed
Meeker	Lake Ripley	Open after duck season	Open after duck season	Closed	Closed	Closed
Morrison	Camp Ripley	Closed	Closed	Closed	Closed	Open for deer only by permit
Mower	Austin	Open†	Open†	Open†	Open†	Open†
Nicollet	Swan Lake No 2 (south island only)	Open	Open	Open	Open	Open
Nobles	Ocheda Lake	Open***	Open	Closed*	Open***	Open***¶
Olmsted	Rochester	Open	Open	Closed*	Open	Open
Otter Tail	Erhard's Grove	Open	Closed	Closed	Open	Open
Otter Tail	Little Pine Lake	Closed	Open	Closed	Closed	Closed
Pine	Pine County Unit 2	Open	Open	Open	Closed	Open

Small game includes turkey
 * Except for Canada geese as announced separately.
 ** Except for early goose seasons, and youth participating in designated hunting mentoring program.
 *** Except from the first day of the duck season through December 1, excluding the Youth Waterfowl Hunt.
 † Landowner requires written permission.
 ¶ Deer Only

Pipestone	Hiawatha	Open (shotgun only)	Open	Closed	Closed	Closed	Open
Polk	Oak Lake	Closed	Open	Closed	Closed	Closed	Closed
Polk & Clearwater	Polk-Clearwater	Closed	Open	Closed	Closed	Closed	Open
Rice	Nerstrand	Open†	Open†	Closed	Closed	Open†	Open†
Roseau	Marvin Lake	Open	Open	Closed	Closed	Open	Open
Roseau	Warroad	Closed	Closed	Closed	Closed	Closed	Open¶
Sherburne	Clear Lake	Closed	Closed	Closed	Closed	Open¶	Open¶
Sherburne	Sand Dunes	Open	Open	Open	Open	Open	Open
Sherburne & Stearns	St. Cloud	Closed	Closed	Closed	Closed	Closed	Open**
Stearns	Cedar Lake	Closed	Closed	Closed	Closed	Open¶	Open¶
Stearns	Stearns County (South of Kimball)	Open	Open	Open	Open	Open	Open
Stearns	Collegeville (St. Johns)	Closed	Closed	Closed	Closed	Open†¶	Open†¶
Watowan	Madella	Open	Open	Open	Open	Open	Open
Watowan	St. James	Closed	Open	Closed*	Closed	Closed	Closed
Washington	St. Croix River	Open	Open	Open	Open	Open	Open
Washington	Stillwater	Open	Open	Open	Open	Open	Open
Wilkin	Sunnyside Twp.	Closed	Open	Closed	Closed	Closed	Closed
Winona	Whitewater	Open	Open by permit	Closed	Closed	Open by permit¶	Closed
Wright	Howard Lake	Closed	Open	Closed	Closed	Closed	Closed
Yellow Medicine	Hanley Falls	Closed	Closed	Closed	Closed	Closed	Open

Small game includes turkey

* Except for Canada geese as announced separately.

** Special permit from City of St. Cloud required in some areas.

† Landowner requires written permission.

¶ Deer Only

- Firearms must be cased and unloaded unless lawfully hunting in a refuge.

Lac qui Parle Game Refuge (Chippewa and Lac qui Parle Counties)—

Is open under the following restrictions: The portions of the refuge within the Lac qui Parle State Park, Lac qui Parle Mission Site, Rosemoen Island, or portions that are posted with “State Wildlife Sanctuary—Do Not Trespass” signs are closed to hunting except for permitted participants in disability hunts or those with specific authorization.

The remainder of the refuge is open to:

- Deer hunting.
- Waterfowl hunting at designated stations only from October 17 through the close of the Canada goose season.
- Small game other than waterfowl, except from October 12–November 30. Small game hunting is not allowed on closed Canada goose hunting days during a split goose season.

No unauthorized person may trespass during the dates posted on any part of the refuge posted with “State Wildlife Sanctuary—Do Not Trespass” signs. The exceptions are as follows:

- Ice fishing
- Open water fishing is permitted in the posted closed area except from October 12 through the close of the open Canada goose season.

Lac qui Parle Blind Reservations—Details will be announced in early August.

Rochester Refuge (Olmsted County)—Unprotected animals may be taken at any time and by any legal method.

Talcot Lake Game Refuge (Cottonwood County)—The Talcot Lake Game Refuge is open to waterfowl hunting only at designated hunting stations only during the Canada goose season. The Talcot Lake Waterfowl Refuge is closed to waterfowl hunting, except for persons with disabilities hunting geese at designated hunting stations.

Ogechie Lake (Mille Lacs County)—The majority of Ogechie Lake lies within Mille Lacs Kathio State Park, and the remainder lies within tribal land. As such, ALL of Ogechie Lake is closed to public hunting.

Duck Refuges and Duck Sanctuaries

From September 1 through the final day of the duck season, or as otherwise posted, a person may not hunt, trap, fish, or trespass on portions of state wildlife management areas or federal waterfowl production areas that are posted to prohibit trespass.

Goose or Waterfowl Refuges

State goose refuges are closed to goose or waterfowl hunting (as posted) except when specifically opened during special seasons (see the Waterfowl Hunting Regulations Supplement available in August). Other forms of hunting and trapping are permitted during the established seasons.

State Forests

State forest lands are generally open for hunting and other types of outdoor recreation. Hunting on private land within a state forest is subject to state trespass laws. A partial summary of state forest use regulations is included below. A complete listing is available from the DNR.

Elevated Stands

- The use of portable tree stands is recommended, especially those which can be secured without driving nails into trees. Nails are a safety hazard for woodcutters and harm the forest.
- Personal property must be removed from State Forest lands.
- It is illegal to destroy state property, including the cutting of trees for shooting lanes.
- Littering and erecting permanent buildings are prohibited.
- Any permanent unoccupied stand or blind on public land is public and not the property of the person who constructed the stand.

Firewood

Wood that is dead and lying on the ground may be gathered for campfire use on site. Only approved firewood is allowed to be brought onto DNR lands, see page 116.

Campfires

No permit is required for recreational campfires of less than 3 feet in diameter, in an area cleared of combustible materials for 5 feet around the fire.

Firearms

- Firearms may be discharged in compliance with the law on forest lands that are not posted closed to firearm discharge.
- Firearms must be unloaded and cased while in or within 200 feet of a forest recreation area (campground, day use area, parking area), except that during open hunting seasons a person may carry an unloaded, uncased firearm or a strung, uncased bow to hunt outside the recreation area.

Camping

Camping on forest lands outside of developed campgrounds is permitted, with some conditions.

Personal Property

Personal property may not be left or positioned so as to obstruct use of a road or trail. Personal property left unattended for 14 days shall be deemed abandoned.

Motor Vehicle and Off-Road Rules

State forest lands are classified by the commissioner for purposes of motor vehicle use. Motor vehicle use is regulated as follows:

State Forest Lands Classified as “Managed”

Motor vehicles may use forest roads and routes unless they are posted or designated closed.

Unmarked/Unsigned Access Routes

In a MANAGED forest, motor vehicles may operate on all pre-existing, unsigned access routes on state forest lands. In a LIMITED forest, motor vehicles may not operate on pre-existing unsigned routes except persons with a valid hunting, trapping or commercial trapping license may use routes not specifically designated for other uses per the hunting and trapping exceptions below.

However, when operating on unsigned routes in Minnesota’s state forests, it is illegal to cause erosion, rutting, or damage to trees.

State Forest Hunting/Trapping Exceptions

Traveling off roads and trails (cross-country travel) in a LIMITED state forest or off roads, trails and access routes in a MANAGED state forest is prohibited except persons with a valid hunting, trapping, or commercial trapping license in possession may use Class I ATVs to travel cross country to:

- Retrieve big game (September through December).
- Hunt for big game and construct stands (October through December).
- Trap during the open season for protected furbearers.
- Trap for minnows under certain conditions.

State Forest Lands Classified as “Closed”

Motor vehicles are not allowed except:

- Vehicles licensed for highway use may only use signed forest roads unless they are posted or gated closed.
- Vehicles may operate on frozen public waters where it is not otherwise prohibited.

Limited, Closed, and Managed State Forests

The following state forests are classified as LIMITED: Badoura, Bear Island*, Bowstring, Buena Vista (portions), Burntside* (portions outside BWCAW), Chengwatana, Cloquet Valley** (portions), Crow Wing, D.A.R.* , Emily, Finland (portions), Fond du Lac, Foothills, General C.C. Andrews, George Washington** (portions), Golden Anniversary, Hill River*, Huntersville, Land O’ Lakes*, Lake Jeanette* (portions outside BWCAW), Lyons, Mississippi Headwaters, Nemadji, Pat Bayle, Paul Bunyan, R.J. Dorer Memorial Hardwood (no areas where big game hunter/trapper exemption applies), Remer, Rum River, Savanna*, St. Croix, Smoky Hills, Snake River* (portions), Solana,

Sturgeon River** (portions inside SNF), Two Inlets, Wealthwood, White Earth**, Waukenabo*.

The following state forests are classified as CLOSED:

Battleground, Birch Lakes, Buena Vista (portions), Burntside (portions inside the BWCAW), Cloquet Valley** (portions), Finland (portions), George Washington** (portions), Insula Lake, Lake Isabella, Lake Jeanette (only portions in BWCAW), Pillsbury, Sand Dunes, Snake River** (portions), Welsh Lake, Whiteface River.

Note: these lists are subject to change as additional forest review is completed. See the following link for the most current status, or contact the DNR Information Center (see page 124): mndnr.gov/input/mgmtplans/ohv/designation/status.html

The following state forests are classified as MANAGED:

Beltrami Island, Big Fork, Blackduck, Cloquet Valley (portions), Finland (portions), George Washington (portions), Grand Portage, Kabetogama, Koochiching, Lake of the Woods, Lost River, Northwest Angle, Pine Island, Red Lake, Smokey Bear, Sturgeon River (portions outside Superior NF).

Motor Vehicle Restrictions

(On state forest and county lands within state forests where motor vehicles are allowed.)

- No motor vehicle operation is allowed on designated nonmotorized trails, unless also posted open for a motorized use.
- Motor vehicles or snowmobiles may not operate on forest lands in a manner that causes erosion or rutting, or that damages or destroys trees or growing crops. The no-rutting provision does not apply on designated motorized trails.
- Motor vehicles or snowmobiles may not operate within the boundaries of an area that is posted and designated as closed to such use.
- Motor vehicles on state forest roads must: travel at a reasonable speed; obey posted speed limits, parking and traffic regulation signs; observe road closures; and may not damage the road, land or other natural resources.
- Cross country travel (off roads and trails) is prohibited. Exceptions to the ban (for both limited and managed forests) are:
 - › ATV use for big game hunting or constructing stands from October through December is allowed;
 - › ATV use for retrieving harvested big game is allowed from September through December; and
 - › ATV use for trapping is allowed during open seasons for protected furbearers.

Note: These exceptions apply only to Class 1 All Terrain Vehicles (ATVs) less than 1000 cc engine displacement and 1000 pounds total weight—motorcycles, trucks, and class 2 are not allowed to travel cross-country.

- Construction of unauthorized permanent trails on forest lands is prohibited.
- Areas with Limitations are areas within state forests where the big game hunter/trapper exceptions do not apply. These are areas of no motorized travel and provide walk-in hunting opportunities. All ingress points are signed with the orange sign “Area with Limitations.”
- In the Richard J. Dorer Memorial Hardwood Forest, motor vehicles and snowmobiles may operate only on forest roads that are not posted closed and on forest trails that are designated for motorized use. No motorized travel is allowed off of designated trails under any circumstances. **Motorized trails are open to ATVs and OHMs from May 1 to November 1.**

Nonmotorized Trails

Nonmotorized trails are open to nonmotorized uses, but may be limited by postings. In the Richard J. Dorer Forest, horses and bicycles may travel only on designated trails.

SCIENTIFIC AND NATURAL AREAS

State Scientific and Natural Areas (SNAs) listed here are open to hunting and trapping as noted below. Also, check the DNR website for changes in SNAs open to hunting. In these SNAs open to hunting, portable stands and elevated scaffold may be used if it is removed each day at the close of shooting hours and does no damage to trees or other vegetation. Nails, spikes, screws or other devices that damage the bark of trees are prohibited. No motor vehicles are allowed in SNAs.

SNAs Open to Hunting and Trapping in 2013		
County	Area	Open For
Aitkin	McGregor Marsh SNA	All hunting
Beltrami	Maurice O'Link SNA	All hunting
Brown	Joseph A. Tauer Prairie SNA	All hunting and trapping
Carlton	Hemlock Ravine	Deer only by permit, in conjunction with Jay Cooke State Park
Carver	Seminary Fen SNA	Deer only, by archery
Chisago	Franconia Bluffs SNA	All hunting
Clay	Felton Prairie SNA, Bicentennial Unit only	Deer hunting only
Clearwater	Iron Springs Bog SNA	Deer hunting only
	Itasca Wilderness SNA	Firearms deer only, including muzzleloader season

County	Area	Open For
Cook	Hovland Woods SNA	All hunting
	Lutsen SNA	All hunting; except only deer hunting in Scherer Conservation Unit
Cook	Myhr Creek Ridge SNA	All hunting
	Spring Beauty Northern Hardwoods SNA	All hunting
Crow Wing	Mille Lacs Moraine SNA	All hunting
Fillmore	Rushford Sand Barrens SNA	All hunting
Goodhue	Cannon River Turtle Preserve SNA	All hunting
Houston	Mound Prairie SNA (Only portion north of Hwy 16)	All hunting
Hubbard	La Salle Lake SNA	All hunting and trapping
	Lester Lake SNA	All hunting and trapping
Isanti	Twin Lakes SNA	Youth deer hunt only, see page 35
Itasca	Boltuck-Rice Forever Wild SNA	All hunting
	Chisholm Point Island SNA	Deer only, by archery
	Ladies Tresses Swamp SNA	All hunting
	Little Too Much Lake SNA	All hunting
Itasca	Lost 40 SNA	All hunting
	Potato Lake SNA	All hunting
	Wabu Woods SNA	All hunting
Koochiching	Caldwell Brook Cedar Swamp SNA	All hunting
Lac qui Parle	Yellow Bank Hills SNA	All hunting and trapping
Lake of the Woods	Gustafson's Camp SNA	All hunting and trapping
	Pine and Curry Island SNA	Waterfowl only
Mahnomen	Santee Prairie SNA	All hunting
Morrison	Lake Alexander Woods SNA	Deer hunting by permit only
Norman	Prairie Smoke Dunes SNA	Deer hunting only
Pine	Black Lake Bog SNA	All hunting and trapping
Pipestone	Prairie Coteau SNA	All hunting and trapping
Polk	Gully Fen SNA	Deer only, by archery
Redwood	Cedar Rock SNA	All hunting and trapping
	Cedar Mountain SNA	Deer only, by archery
Rice	Prairie Creek Woods SNA	Muzzleloader deer only by permit, in conjunction with Nerstrand Big Woods State Park

County	Area	Open For
Roseau	Two Rivers Aspen Prairie Parkland SNA	All hunting
Scott	Savage Fen SNA	Archery only
Sherburne	Uncas Dunes SNA	All hunting
St. Louis	Big Island SNA	Waterfowl only.
	Moose Mountain SNA	Deer only; archery 9/14–11/24, firearm 11/4–11/24
Stearns	Avon Hills Forest SNA	Deer only, by archery.
	St. Wendel Tamarack Bog SNA	All hunting.
Wabasha	Zumbro Falls Woods SNA	Deer only, by permit.
Winona	King's and Queen's Bluff SNA	Youth deer hunt only, in conjunction with Great River Bluffs State Park
Yellow Medicine	Mound Spring Prairie SNA	All hunting and trapping.

Peatland SNAs Open to All Trapping and Hunting

County	Peatland SNA
Beltrami	Red Lake Peatland
Cass	Hole-in-the-Bog Peatland (Except Hole-in-the-Bog Lake, which is a waterfowl refuge)
Koochiching	East Rat Root River Peatland
	Lost River Peatland
	Myrtle Lake Peatland
	North Black River Peatland
	South Black River Peatland
	West Rat Root River Peatland
Lake	Sand Lake Peatland
Lake of the Woods/Beltrami	Muligan Lake Peatland
Lake of the Woods	Norris Camp Peatland
	Winter Road Lake Peatland
Roseau	Luxemburg Peatland
	Pine Creek Peatland
	Sprague Creek Peatland
St. Louis	Lost Lake Peatland

STATE PARKS AND STATE RECREATION AREAS OPEN TO PUBLIC HUNTING

All or portions of the state parks and state recreation areas (SRA) listed on the following page are open to public hunting, or public hunting and trapping according to Minnesota regulations unless otherwise noted. Maps showing the areas where hunting and trapping is allowed within each of these units are available online at mndnr.gov/parksandtrails. Hunters and trappers should refer to these maps in the field to ensure they are within the portion of the state park or state recreation area where these activities are permitted.

With the exception of restrictions on firearms and traps, all state park rules remain in effect throughout the hunting and trapping seasons.

In state parks, state recreation areas and other lands administered by the Division of Parks & Trails, opened to hunting by special permit, or by legislation, early placement of portable stands is allowed according to the criteria below:

- Portable stands may be placed in the unit during normal business hours only and no more than 7 days prior to the hunt. Stands must be removed no more than 1 day after the hunt.
- All stands must have owner/hunter identification on them.
- Only portable stands that do no damage to trees or other vegetation are allowed. Nails, screws or other devices that damage the bark of trees are prohibited.
- Only clamp-on or strap-on devices for climbing are allowed, no screw-in steps.
- Hunters may not place multiple stands.
- Other hunters or the general public may not occupy stands legally placed by a hunter.

FYI...

Habitat Money Available

The Conservation Partners Legacy Grant Program is looking for organizations to submit grant proposals to enhance, restore, or protect habitat for fish, game, and wildlife in Minnesota. Visit our webpage at www.mndnr.gov/cpl for more information.

Big Bog State Recreation Area—Most of the northern portion of Big Bog SRA is open to public hunting and trapping. Hunting and trapping is not allowed on Ludlow Island and vicinity or the boardwalk.
Cuyuna Country State Recreation Area—Much of Cuyuna Country State Recreation Area is open to public hunting, but closed to trapping.
Forestville Mystery Cave State Park—Approximately 430 acres of the park is open to public hunting but closed to trapping.
Garden Island State Recreation Area—Much of Garden Island State Recreation Area is open to public hunting but closed to trapping.
George H. Crosby Manitou State Park—The portion of the park which is east of the Manitou River and north of Minnesota Highway 61 (approximately 3,000 acres) is open to public hunting but closed to trapping.
Greenleaf State Recreation Area—Is open to archery hunting deer during the archery deer season. No bonus permits are allowed.
La Salle State Recreation Area—Most of La Salle SRA is open to public hunting and trapping of protected species during open trapping seasons. Hunting and trapping is not allowed in the vicinity of the campground and cabins.
Split Rock Lighthouse State Park—Approximately 50 acres in the far northern part of the park is open to public hunting but closed to trapping. See map for location.
Temperance River State Park—Approximately 600 acres of Temperance River state park is open to public hunting but closed to trapping. The area is located north of Minnesota Highway 61 and adjacent to the Cross River on both sides.
Tettegouche State Park—Much of the southern half of the park (approximately 3,700 acres) known as the Palisade Valley unit is open to public hunting and trapping.

FYI...

Only Approved Firewood is Allowed on DNR Lands

Approved firewood is:

- Firewood purchased from the DNR,
- Firewood purchased from an approved vendor (check out mndnr.gov/firewood for a list of approved vendors)
- Kiln-dried wood, such as unstained, unpainted dimensional lumber free of metal or other foreign objects.

These restrictions are needed to help prevent the introduction, or slow the spread, of damaging forest pests, including emerald ash borer, gypsy moth, and oak wilt. Help protect Minnesota's forests by leaving firewood at home! Check with the state park, state forest campground, or other state recreational facility you will be visiting to get the latest recommendations and restrictions on firewood movement to and within Minnesota.

FEDERAL LANDS

NATIONAL WILDLIFE REFUGES & WATERFOWL PRODUCTION AREAS

Federal Waterfowl Production Areas (WPAs) are open to public hunting except where prohibited. National Wildlife Refuges (NWR's) are closed unless expressly permitted. Please consult the appropriate NWRs and Wetland Management District (WMDs) managers or www.fws.gov/refuges for specific regulations.

General Restrictions

- Small game hunters using shotguns, including turkey hunters, are required to use and possess only non-toxic shot.
- Small game hunters must wear an article of blaze orange consistent with state regulations.
- Target shooting is prohibited.
- During the small game season, hunting dogs must be under the immediate control of the hunter. Training and allowing pets off leash are prohibited.
- Motorized vehicles are prohibited on all NWRs and WPAs except on designated parking areas, access roads, and public roads. Permits to operate vehicles on other roads may be available for hunters with disabilities.
- Motorized watercraft are prohibited on all WPAs and are restricted on most NWRs. Motorized watercraft are allowed without a permit on designated portions of the Tamarac and Upper Mississippi National Wildlife Refuge.
- Camping, campfires and overnight parking are prohibited on all WPAs including designated parking areas. Camping, campfires, and overnight parking are restricted on most NWRs.
- No permanent stands are permitted. Also prohibited are the use of nails, wire, screws, or bolts to attach a stand to a tree or hunting from a tree, into which a metal object has been driven to support a hunter. Portable hunting stands **MUST BE** set up and removed each day.
- All property brought onto a NWR or WPA must be removed after each day. This includes all vehicles, boats, decoys and trash.
- The use or possession of alcoholic beverages while hunting is prohibited.
- The destruction, defacement, disturbance or unauthorized removal of any natural object or government property is prohibited.
- Plants and animals cannot be introduced, liberated or placed on NWRs or WPAs.
- Disposing of animal carcasses, trash, refuse rocks, wood or other debris is prohibited.



- Cutting, mowing, sawing, digging, collecting, injuring or removing vegetation is prohibited.
- Distribution of feed or bait, or hunting over bait is prohibited. This includes salts and minerals.

Trapping

A person may not trap in a National Wildlife Refuge without a permit from the refuge manager. Waterfowl Production Areas (WPAs) are open to trapping per state regulations unless specifically prohibited.

Artificial Lights

A person may not use a spotlight, headlight, or other artificial light to spot, locate, or take any wild animal in a NWR or WPA.

Specific Restrictions

Agassiz National Wildlife Refuge (Marshall County)

22996 290th Street NE, Middle River, MN 56737-9754, 218-449-4115. Limited small game and deer hunting are allowed as shown on maps available at refuge headquarters, parking areas, and kiosks along Marshall County Road 7 or online at www.fws.gov/refuge/agassiz

Big Stone National Wildlife Refuge (Big Stone and Lac qui Parle Counties)


44843 County Rd 19, Odessa, MN 56276, 320-273-2191. Small Game and deer hunting are open as posted with “Public Hunting Area” signs or shown on maps available at parking areas and at the Refuge Headquarters.

The refuge is closed to migratory bird and coyote hunting.

Big Stone Wetland Management District (Lincoln and Lyon Counties)

44843 Co. Rd. 19, Odessa, MN 56276, 320-273-2191. Hunting is allowed throughout the district.

Crane Meadows National Wildlife Refuge (Morrison County)

 19502 Iris Rd, Little Falls, MN 56534 320-632-1575. Closed to all general public hunting and trapping. Contact refuge headquarters for information on turkey and deer hunting opportunities for persons with disabilities.

Detroit Lakes Wetland Management District (Becker, Clay, Mahnomen, Norman, and Polk Counties)

26624 N Tower Rd, Detroit Lakes, MN 56501-7959, 218-847-4431. Hunting is allowed throughout the district, except on the Headquarters Waterfowl Production Area (WPA) in Becker County, the Hitterdal WPA in Clay County, and the McIntosh WPA in Polk County.

Fergus Falls Wetland Management District (Otter Tail, Grant, Douglas, and Wilkin Counties)

18965 County Hwy 82, Fergus Falls, MN 56537-7627, 218-739-2291. Hunting is allowed throughout the district except on the Townsend, Mavis, Gilmore and designated portions of Knollwood Waterfowl Production Areas (WPA) in Otter Tail County, and Larson WPA in Douglas County.

Glacial Ridge National Wildlife Refuge (Polk County)

Contact Rydell NWR, 17788 349th St SE, Erskine, MN 56535 218-687-2229 or 800-841-0172.

Deer: Maps showing open areas for hunting are available in parking lots throughout the refuge and at refuge Headquarters.

Upland and Migratory Bird: Open areas are also posted with Migratory Bird Hunting Area signs.

Hamden Slough National Wildlife Refuge (Becker County)

21212 210th Street, Audubon, MN 56511, 218-847-4431.

Waterfowl: The refuge is open for Youth Waterfowl Day. Contact the Detroit Lakes WMD 218/847-4431 for information. Deer hunting is only allowed during the state muzzleloader season.

Litchfield Wetland Management District (Meeker, Kandiyohi, Stearns, McLeod, Todd, Renville, and Wright Counties)

22274 615th Avenue, Litchfield, MN 55355, 320-693-2849. Hunting is allowed throughout the district except on part of the Phare Lake WPA in Renville County that lies within the State Game Refuge.

Minnesota Valley National Wildlife Refuge (Hennepin, Ramsey, Dakota, Scott, Carver, Sibley, and Le Sueur Counties)

3815 American Blvd E, Bloomington, MN 55425-1600, 952-854-5900. Hunting information is available online at fws.gov/midwest/minnesotavalley and at the refuge headquarters.

Minnesota Valley Wetland Management District (Hennepin, Dakota, Scott, Carver, Rice, Sibley, Blue Earth, Steele, Le Sueur, Waseca, Chisago, Goodhue, Washington, Nicollet, and Ramsey Counties)

3815 American Blvd E, Bloomington, MN 55425-1600, 952-854-5900. Hunting and trapping is allowed. Single projectile ammunition prohibited on Soberg WPA, Dakota County.


Morris Wetland Management District (Stevens, Traverse, Big Stone, Lac Qui Parle, Yellow Medicine, Lincoln, Pope and Swift Counties)

43875 230th Street, Morris, MN 56267, 320-589-1001. Hunting is allowed throughout the district except on the designated portions of the Edward-Long Lake Waterfowl Production Area (WPA) in Stevens County.

Northern Tallgrass Prairie National Wildlife Refuge


44843 County Rd 19, Odessa, MN 56276, 320-273-2191. Call for refuge specific regulations and maps.

Rice Lake National Wildlife Refuge and Sandstone National Wildlife Refuge (Aitkin and Pine Counties)

 36289 State Hwy 65, McGregor, MN 55760 218-768-2402. Open areas are posted with “Public Hunting Area” signs or shown on maps available at Refuge Headquarters. The Refuge will be open for a special deer hunt for persons with disabilities Oct. 3-6. Contact the refuge headquarters for applications and information.

Rydell National Wildlife Refuge (Polk County)

17788 349th St SE, Erskine, MN 56535 218-687-2229 or 800-841-0172.

 Small Game: Small game hunting is closed on the refuge. Deer: Information about special hunts for persons with disabilities is available at 800-726-3692. Portions of the refuge are opened annually for antlerless deer hunting during the regular firearms season. Contact the Refuge headquarters for information.

Sherburne National Wildlife Refuge (Sherburne County)

17076 293rd Ave, Zimmerman, MN 55398 763-389-3323. Hunting brochures are available at refuge kiosks, and online at fws.gov/refuge/sherburne or at the refuge headquarters.

Tamarac National Wildlife Refuge (Becker County)

35704 County Rd 26, Rochert, MN 56578, 218-847-2641, refuge hours—5am to 10pm. Areas open for small game, waterfowl, and deer hunting are marked on maps available at Refuge Headquarters or at www.fws.gov/refuge/tamarac.

Upper Mississippi River National Wildlife and Fish Refuge (Wabasha, Winona, and Houston Counties)

Working a dog in refuge waters by tossing a retrieval dummy or object for out-and-back exercise is allowed. Trapping, including otter, is allowed only by special use permit issued by the refuge manager. Except for spring turkey hunting the refuge is closed to hunting from March 16-August 31. Portions of the refuge are open to fall hunting. For more information, contact refuge headquarters.

Windom Wetland Management District (Brown, Cottonwood, Faribault, Freeborn, Jackson, Martin, Murray Nobles, Pipestone, Redwood, Rock, and Watonwan Counties)

49663 County Rd 17, Windom, MN 56101, 507-831-2220. Hunting is allowed throughout the district except on the designated portions of the Wolf Lake Waterfowl Production Area (WPA) in Cottonwood County.

NATIONAL FOREST LANDS IN MINNESOTA

National forest lands in Minnesota are open to many public uses, including camping, hunting, fishing, trapping, snowmobiling and off-highway vehicle (OHV) use with some restrictions.


- Minnesota State hunting, fishing, trapping, snowmobiling and OHV regulations apply on national forest lands, except as otherwise stated below or in national forest regulations, 36 CFR Part 261.
- Special designation areas within national forests, such as designated Wilderness Areas, Semi-Primitive Nonmotorized Areas, and Research Natural Areas may have additional restrictions:
 - › Only portable stands or blinds that do not damage natural features and are removed at the end of the hunting season are permitted.
 - › Portable stands and blinds left unattended on national forest lands after the close of the hunting season are subject to impoundment.
 - › Cross-country or off-road OHV use for any purpose is prohibited. This includes the use of OHV's for big game retrieval, bear baiting and trapping.
 - › Commercial activities such as outfitting and guiding may not be conducted without a Special-Use Authorization issued by national forest management.
 - › Cutting or damaging of trees, including the cutting of shooting lanes, is prohibited.
 - › Constructing, placing, or maintaining any kind of road, trail, structure or other improvement is prohibited. This includes the use or occupancy of a permanent stand, blind or OHV trail.
 - › Storing or abandoning any personal property on national forest lands is prohibited.
 - › Discharging a firearm within 150 yards of a residence, building, campsite, developed recreation site, or occupied area is not allowed on national forest land.
 - › Dumping of any refuse, debris, trash or litter on national forest lands is prohibited.
 - › Damaging or removing any natural/cultural feature or federal property is prohibited.
 - › Fire restrictions must be observed when in effect.

Chippewa National Forest (Beltrami, Cass, and Itasca Counties)

- The Motor Vehicle Use Map (MVUM), is the legal guide for Motor Vehicle use on Forest Roads, it is updated annually, which could affect your riding. Forest Roads are identified on the MVUM and on the ground with a three- or four-digit numbered sign.
- Off-highway Vehicles (OHV) and Highway Licensed Vehicles (HLV), may only operate on Forest Roads designated open on the MVUM map, which are available FREE at the Forest Supervisors or District Ranger Offices.

- Roads that are signed, gated, bermed with dirt, rocks, trees etc. or not designated open on the MVUM map are closed to motor vehicles.
- Snowmobiles may operate on any unplowed Forest Service roads with 4 or more inches of snow accumulation.
- Camping within a developed recreation fee area for a period longer than 14 days is prohibited. Campers must leave campground for a minimum of 24 hours before returning.
- Camping for a period longer than 21 consecutive days at a single location, anywhere on National Forest lands (non-fee areas), is prohibited.
- Launching or retrieving a boat with a trailer is prohibited except at a designated boat ramp.

Superior National Forest (Cook, Lake, and St. Louis Counties)

-  Motorized travel on the Superior National Forest is only allowed on roads and trails as designated by an annual Motor Vehicle Use Map. Copies of the map are available at Superior National Forest offices and online at the Forest website: www.fs.usda.gov/superior
- Snowmobiles may operate off-road in certain areas and on unplowed Forest Service roads with 4 or more inches of snow accumulation.
- Camping within a developed recreational site for a period longer than 14 days, except as otherwise posted, is prohibited.
- Camping for a period longer than 14 consecutive days at a single location, or longer than 30 consecutive days anywhere on National Forest lands, is prohibited.
- Permits are required year-round for entry into the Boundary Waters Canoe Area Wilderness. Wilderness rules and regulations apply to all visitors.
- Motor vehicles and all other types of motorized and mechanized equipment are prohibited in the Boundary Waters Canoe Area Wilderness except in specified areas.

For additional information, contact: Chippewa National Forest, 200 Ash Ave. NW, Cass Lake, MN 56633, 218-335-8600, fs.usda.gov/chippewa; or Superior National Forest, 8901 Grand Ave. Place, Duluth, MN 55808, 218-626-4300, fs.usda.gov/superior

St. Croix National Scenic Riverway

For information on trapping, which is restricted at the Riverway, see <http://www.nps.gov/sacn/planyourvisit/trapping.htm>.

COUNTY LANDS

Cass County Managed Forest Lands

- Tree stands that damage trees are not allowed; no nails, bolts, or screws. All new tree stands that damage trees will be removed; old tree stands will be removed as timber sales take place in an area.
- The county encourages portable tree stands, freestanding stands, and any tree stands that do not damage trees.

Crow Wing County Managed Forest Lands

Permanent hunting stands are prohibited by ordinance.

TRIBAL LANDS

Lands of The Red Lake Chippewa Band

Lands belonging to the Red Lake Band of Chippewa Indians in Beltrami, Koochiching, Lake of the Woods, and Roseau counties are closed to non-band members except by special authorization of the tribal council. Persons taking, tagging, and transporting deer from reservation lands on the Northwest Angle in accordance with the Red Lake Band Code do not need a state license.

Other Tribal Lands

- Nett Lake in Koochiching and St. Louis counties is closed to hunting by non-band members, except for duck hunting when accompanied by a band-member guide.
- Other reservation lands may be open for hunting or trapping to non-band members by authorization of the reservations. All non-band members who are hunting or trapping on reservation lands must comply with all state regulations, including licensing.

FYI...

Moved or Driver's License Number Changed?

If you have recently moved, please request the license agent to update your address when you purchase your license. If your driver's license number or name has changed, please contact the DNR License Center at 877-348-0498 or 651-297-1230.

CONTACT INFORMATION

DNR Information Center

500 Lafayette Road

St. Paul, MN 55155-4040

Metro: 651-296-6157, Toll-free: 888-646-6367

Telecommunications for the Deaf: 651-296-5484, Toll-free: 800-657-3929

mndnr.gov

Northwest Region 1

2115 Birchmont Beach Road NE

Bemidji, MN 56601

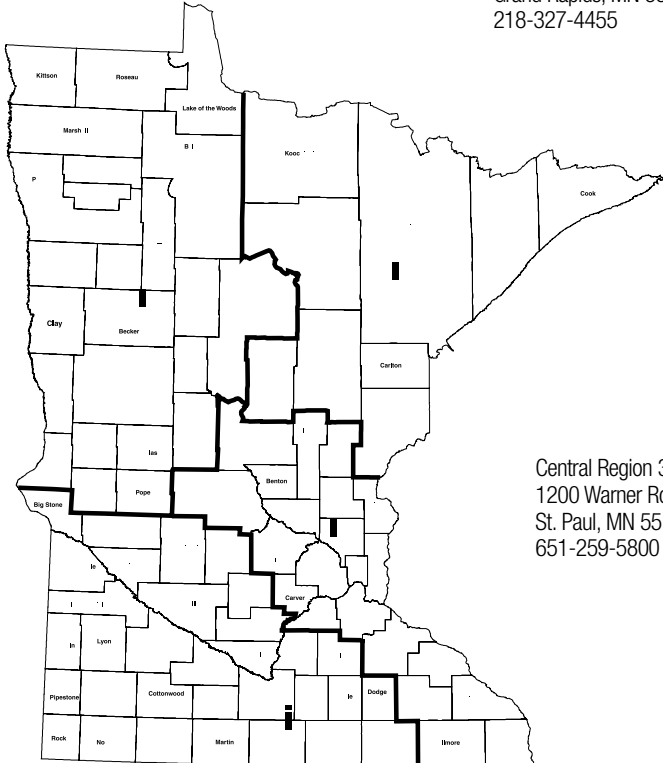
218-308-2700

Northeast Region 2

1201 E Highway 2

Grand Rapids, MN 55744

218-327-4455



Central Region 3

1200 Warner Road

St. Paul, MN 55106

651-259-5800

Southern Region 4

261 Highway 15 S

New Ulm, MN 56073

507-359-6000

FIND YOUR LOCAL CONSERVATION OFFICER ON THE WEB

The DNR has developed a new web page to make finding your local conservation officer easier than ever at: www.mndnr.gov/officerpatrolareas

For your convenience, complete this page and take it with you when you are in the field

Officer's name: _____

Telephone number: _____

If you witness a violation in progress or need to contact a conservation officer immediately, call Turn in Poachers (TIP) at 800 652-9093 or the nearest state patrol dispatch center:

Brainerd	218-828-2400
Detroit Lakes	218-847-1550
Duluth	218-723-4885
Metro East	651-582-1509
Metro West	651-582-1511
Mankato	507-285-7410
Marshall	507-537-6277
Rochester	507-285-7410
St. Cloud	320-255-4224
Thief River Falls	218-681-0942
Virginia	218-748-2426



Connect instantly to the conservation officer locator web page by scanning this code with your smart phone.

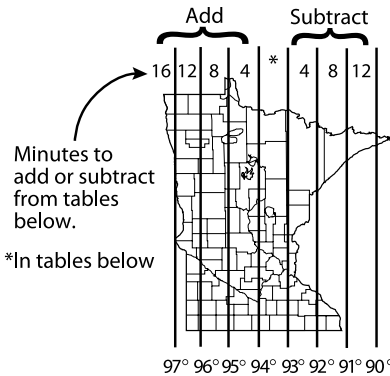


Turn in Poachers:
800-652-9093
24-Hour Hotline
AT&T, Midwest Wireless,
Unicel and Verizon users
can report violations by
typing #TIP.

SUNRISE/SUNSET TABLE

Nine hunting time zones are shown on the map to the right. Sunrise and sunset times to be used for hunting purposes in the “In Table” zone are shown in the table below and at right. To determine times for other zones, add or subtract, as appropriate, the minutes shown at the top of the map to the times shown in the table. Times shown are Central Daylight Saving Time through November 2, 2013 and Central Standard Time thereafter.

JULY 2013		AUG 2013		SEPT 2013		OCT 2013		NOV 2013		DEC 2013		DAY
Rise AM	Set PM	Rise AM	Set PM	Rise AM	Set PM	Rise AM	Set PM	Rise AM	Set PM	Rise AM	Set PM	
5:30	9:04	5:58	8:40	6:35	7:51	7:11	6:54	7:51	6:02	7:31	4:33	1
5:31	9:03	5:59	8:39	6:36	7:49	7:12	6:52	7:53	6:00	7:32	4:33	2
5:31	9:03	6:00	8:38	6:37	7:47	7:13	6:51	6:54	4:59	7:33	4:33	3
5:32	9:03	6:01	8:36	6:38	7:45	7:14	6:49	6:55	4:58	7:34	4:32	4
5:32	9:02	6:03	8:35	6:39	7:44	7:16	6:47	6:57	4:56	7:35	4:32	5
5:33	9:02	6:04	8:34	6:41	7:42	7:17	6:45	6:58	4:55	7:36	4:32	6
5:34	9:02	6:05	8:32	6:42	7:40	7:18	6:43	6:59	4:54	7:37	4:32	7
5:35	9:01	6:06	8:31	6:43	7:38	7:19	6:41	7:01	4:53	7:38	4:32	8
5:35	9:01	6:07	8:29	6:44	7:36	7:21	6:40	7:02	4:51	7:39	4:32	9
5:36	9:00	6:08	8:28	6:45	7:34	7:22	6:38	7:04	4:50	7:40	4:32	10
5:37	9:00	6:10	8:26	6:47	7:32	7:23	6:36	7:05	4:49	7:41	4:32	11
5:38	8:59	6:11	8:25	6:48	7:30	7:25	6:34	7:06	4:48	7:42	4:32	12
5:39	8:59	6:12	8:23	6:49	7:28	7:26	6:32	7:08	4:47	7:43	4:32	13
5:39	8:58	6:13	8:22	6:50	7:27	7:27	6:31	7:09	4:46	7:44	4:32	14
5:40	8:57	6:14	8:20	6:51	7:25	7:28	6:29	7:10	4:45	7:44	4:32	15
5:41	8:56	6:16	8:18	6:53	7:23	7:30	6:27	7:12	4:44	7:45	4:32	16
5:42	8:56	6:17	8:17	6:54	7:21	7:31	6:25	7:13	4:43	7:46	4:33	17
5:43	8:55	6:18	8:15	6:55	7:19	7:32	6:24	7:14	4:42	7:46	4:33	18
5:44	8:54	6:19	8:14	6:56	7:17	7:34	6:22	7:16	4:41	7:47	4:33	19
5:45	8:53	6:20	8:12	6:57	7:15	7:35	6:20	7:17	4:40	7:48	4:34	20
5:46	8:52	6:22	8:10	6:59	7:13	7:36	6:19	7:18	4:39	7:48	4:34	21
5:47	8:51	6:23	8:09	7:00	7:11	7:38	6:17	7:20	4:39	7:49	4:35	22
5:48	8:50	6:24	8:07	7:01	7:09	7:39	6:16	7:21	4:38	7:49	4:35	23
5:49	8:49	6:25	8:05	7:02	7:08	7:40	6:14	7:22	4:37	7:50	4:36	24
5:50	8:48	6:26	8:03	7:03	7:06	7:42	6:12	7:24	4:36	7:50	4:37	25
5:51	8:47	6:28	8:02	7:05	7:04	7:43	6:11	7:25	4:36	7:50	4:37	26
5:52	8:46	6:29	8:00	7:06	7:02	7:44	6:09	7:26	4:35	7:51	4:38	27
5:54	8:45	6:30	7:58	7:07	7:00	7:46	6:08	7:27	4:35	7:51	4:39	28
5:55	8:44	6:31	7:56	7:08	6:58	7:46	6:07	7:28	4:34	7:51	4:39	29
5:56	8:43	6:32	7:55	7:09	6:56	7:48	6:05	7:30	4:34	7:51	4:40	30
5:57	8:41	6:33	7:53			7:50	6:03			7:51	4:41	31



Note: Times shown in the tables below may vary by specific location. For the exact time in your area consult a local airport or check online at mndnr.gov/sunrise-sunset.

DAY	JAN. (2014)		FEB. (2014)		MAR. (2014)		APR. (2014)		MAY (2014)		JUNE (2014)	
	Rise AM	Set PM	Rise AM	Set PM	Rise AM	Set PM	Rise AM	Set PM	Rise AM	Set PM	Rise AM	Set PM
1	7:52	4:42	7:33	5:21	6:52	6:00	6:55	7:41	6:03	8:18	5:30	8:52
2	7:52	4:43	7:32	5:22	6:50	6:02	6:53	7:42	6:02	8:20	5:29	8:53
3	7:52	4:44	7:31	5:24	6:48	6:03	6:51	7:43	6:00	8:21	5:29	8:54
4	7:52	4:45	7:30	5:25	6:46	6:04	6:49	7:44	5:59	8:22	5:28	8:55
5	7:51	4:46	7:29	5:27	6:45	6:06	6:47	7:46	5:57	8:23	5:28	8:56
6	7:51	4:47	7:27	5:28	6:43	6:07	6:45	7:47	5:56	8:24	5:28	8:56
7	7:51	4:48	7:26	5:29	6:41	6:08	6:43	7:48	5:55	8:26	5:27	8:57
8	7:51	4:49	7:25	5:31	6:39	6:10	6:42	7:49	5:53	8:27	5:27	8:58
9	7:51	4:50	7:23	5:32	6:37	6:11	6:40	7:51	5:52	8:28	5:27	8:58
10	7:50	4:52	7:22	5:34	6:36	6:12	6:38	7:52	5:51	8:29	5:26	8:59
11	7:50	4:53	7:20	5:35	6:34	6:14	6:36	7:53	5:49	8:30	5:26	8:59
12	7:50	4:54	7:19	5:37	6:32	6:15	6:34	7:54	5:48	8:32	5:26	9:00
13	7:49	4:55	7:18	5:38	6:30	6:16	6:33	7:56	5:47	8:33	5:26	9:01
14	7:49	4:56	7:16	5:39	6:28	6:18	6:31	7:57	5:46	8:34	5:26	9:01
15	7:48	4:58	7:15	5:41	6:26	6:19	6:29	7:58	5:45	8:35	5:26	9:01
16	7:48	4:59	7:13	5:42	6:25	6:20	6:27	7:59	5:43	8:36	5:26	9:02
17	7:47	5:00	7:12	5:44	6:23	6:21	6:26	8:01	5:42	8:37	5:26	9:02
18	7:46	5:01	7:10	5:45	6:21	6:23	6:24	8:02	5:41	8:38	5:26	9:03
19	7:46	5:03	7:08	5:46	6:19	6:24	6:22	8:03	5:40	8:40	5:26	9:03
20	7:45	5:04	7:07	5:48	6:17	6:25	6:21	8:05	5:39	8:41	5:26	9:03
21	7:44	5:05	7:05	5:49	6:15	6:27	6:19	8:06	5:38	8:42	5:26	9:03
22	7:43	5:07	7:04	5:51	6:13	6:28	6:17	8:07	5:37	8:43	5:27	9:04
23	7:42	5:08	7:02	5:52	6:11	6:29	6:16	8:08	5:36	8:44	5:27	9:04
24	7:42	5:10	7:00	5:53	6:10	6:30	6:14	8:10	5:36	8:45	5:27	9:04
25	7:41	5:11	6:59	5:55	6:08	6:32	6:12	8:11	5:35	8:46	5:27	9:04
26	7:40	5:12	6:57	5:56	6:06	6:33	6:11	8:12	5:34	8:47	5:28	9:04
27	7:39	5:14	6:55	5:58	6:04	6:34	6:09	8:13	5:33	8:48	5:28	9:04
28	7:38	5:15	6:53	5:59	6:02	6:35	6:08	8:15	5:32	8:49	5:29	9:04
29	7:37	5:17			6:00	6:37	6:06	8:16	5:32	8:50	5:29	9:04
30	7:36	5:18			6:58	7:38	6:05	8:17	5:31	8:51	5:30	9:04
31	7:35	5:19			6:56	7:39			5:30	8:52		

GIVE INVASIVE SPECIES THE BRUSH OFF.



Help Prevent The Spread
Of Invasive Plants and
Animals.



STO

PlayCleanGo.



AVOID SPREADING INVASIVE SPECIES

Aquatic invasive species such as purple loosestrife, Eurasian watermilfoil, and zebra mussels damage wildlife habitat and faucet snails kill waterfowl. It is illegal to transport most aquatic plants and zebra mussels in or on boats, trailers, or decoys in boats, when on roads. However, waterfowl hunters may use emergent aquatic plants, such as cattails and bulrushes, cut above the waterline, for building blinds. How to help:

- Switch to elliptical, bulb-shaped, or strap decoy anchors that won't collect submergent aquatic plants as easily.
- Clean aquatic plants, zebra mussels, snails and mud off of decoy lines or anchors, push poles, and waders.
- Drain the water from boats and equipment and leave drain plugs out when transporting.



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Home Sweet Home



Ducks, pheasants, and other species need a mix of prairie grass and wetlands. Support the Minnesota Prairie Plan.

Learn more at mndnr.gov

