

# Hunting Program

## Frequency Asked Questions

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All personnel desiring to hunt or trap on APG must have an APG Hunting Permit sold by DFMWR. Hunting Permit Fees at APG are set by the Installation Conservation Committee and published annually by the DFMWR Program Manager.

## ELIGIBILITY FOR HUNTING AT APG

All patrons meeting eligibility requirements as defined in AR 215-1, Table 7-1, and MWR Patronage Authorizations.

## ELIGIBILITY FOR SPONSORING GUESTS AT APG

All patrons meeting eligibility requirements as defined in AR 215-1, Table 7-1, and MWR Patronage Authorizations.

- Guests are defined as anyone who does not meet eligibility requirement.
- Guests must have SPONSOR present when purchasing permit.
- Sponsor may purchase permit for their guest as long as they have all required paperwork as listed below.
- Guest hunters may not become a Hunter in Charge.

## OBTAINING A HUNTING PERMIT

To obtain an APG Hunting Permit all persons must have:

- Maryland State Hunting License with appropriate Maryland and Federal Stamps
- An government issued ID showing proof of eligibility
- Proof of attendance at an approved state or federal Hunter Safety Course (Initial permit). A previous permit may be accepted in subsequent years.
- Gun Registration Form
  - This form is to be turned in to DES Badging Office located at the following locations:
    - **Aberdeen Area: Police Department: Building 2200**
      - **Phone Number: 410-306-0539**
  - Military, Retired Civilian and Guest Hunters. This meets the requirement of the State Level Criminal History Check.
  - Active duty, civilian employees, and civilian contractors will be required to turn in this firearm registration form only once, or whenever they need to add a firearm to their

registration document. This group will still have to turn in their annual security memorandum letter from their security officer in order to purchase a permit.

- Proof of a Security Clearance (secured from Security Manager) or a favorable annual Criminal History Check from the state of residence unless the individual is less than 18 years of age.
- UXO Card (This card can be obtained at Outdoor Recreation after viewing video presentation)
- Read and signed the Assumption of Risk.

## BECOMING A HUNTER IN CHARGE

### ELIGIBILITY FOR BECOMING A HUNTER IN CHARGE (HIC) AT APG

All patrons meeting eligibility requirements as defined in AR 215-1, Table 7-1, and MWR Patronage Authorizations.

- No guest hunters may become a Hunter In Charge

### HUNTER IN CHARGE REQUIREMENTS

- Minimum eight (8) documented hunts
- Hunting Seminar
- Hunter Area Orientation

Hunter in Charge Seminar and Hunter Area Tour/ Work Party will be scheduled by the Hunting Program Manager. Please call Outdoor Recreation 410-278-4124/5789 for list of class dates.

## TYPES OF HUNTING AT APG

- **White-tailed Deer** (September-January)
- **Spring Bearded Turkey** (April-May)
- **Upland Game** (September-January)
- **Waterfowl** (September-January)

## FIREARMS PERMITTED TO HUNT WITH AT APG

- All firearms used at APG will conform to Maryland Law/When transporting all firearms and crossbows will be cased.
- All firearms brought onto APG must be registered with the DES Badging Office.

## AUTHORIZED WEAPONS

- Shotguns
- Muzzleloaders: muzzle velocity less than 2300 feet per second
- Long bows
- Compound Bows
- Recurve Bows
- Crossbows
- Approved raptor

## PROHIBITED IN FIELD AT ANY TIME

- Handguns
- Rifles
- Combination shotgun/rifles
- Laser sighting devices or any other types of sighting devices that project a light beam of any kind
- Any person found with an unauthorized firearm or ammunition in his possession while hunting will have his hunting permit suspended and may be permanently prohibited from hunting on APG. This action is in addition to any legal action deemed appropriate.

## FIREARMS QUALIFICATION

- All hunters must qualify every **three (3) years** with bow and/or firearm.
- All qualifications will take place at the Aberdeen Area Hunting Facility.
- Please Call Outdoor Recreation 410-278-4124/5789 to find out about dates for qualifications.

## ARCHERY

All hunters must successfully demonstrate proficiency with bow by meeting the following qualification standards:

- Bow types permitted are Compound, Longbows, Crossbows and Recurve bows.
- All arrows will be marked (etched and painted with a contrasting color) with first initial and last name between the two fletches on the shaft. A matched set of four arrows, without flaws, with both aligned broad heads and field points are required for qualification.
- Bows will have a minimum pull weight in compliance with state law.
- Hunter must hit target on two (2) out of three (3) attempts from approximately 30 yards to successfully qualify.

## SHOTGUN/ MUZZLELOADER

All hunters must successfully demonstrate proficiency with shotgun or muzzleloader by meeting the following qualification standards:

- Firearms and ammunition used for this purpose must be the same as those approved for deer hunting on APG. Hunter must supply their own firearm and ammunition.
- Hunter must hit the target (10 inches in diameter), three (3) out of five (5) times, from approximately fifty (50) yards to successfully qualify.

## SUBMITTING A REQUEST TO HUNT

### HUNTING PARTIES

All hunting at APG is done in parties and must have a Hunter in Charge. All parties must consist of at least two (2) hunters.

- Maximum of two (2) hunters for turkey
- Maximum of three (3) hunters for deer hunting with shotgun or muzzleloader
- Maximum of four (4) hunters for all other hunting except when “double carding”
  - Double carding is the combining of two (2) hunting parties and cannot exceed eight (8) people. A minimum of two (2) Hunter in Charges will be party. (Bow only)

### HUNTING REQUESTS- DEER, WATERFOWL, TURKEY, UPLAND GAME

When hunting deer with a bow, deer with a shotgun/muzzleloader, turkey, or upland game the HuntTrac system will be used to make a hunting reservation.

### HUNTTRAC

- HuntTrac is the Army MWR automated phone system for hunting area assignments.
- Only the Hunter in Charge will be assigned an access number to the system, has access to make a hunting reservation through HuntTrac, and has access to sign in and out of an area. Therefore, the Hunter in charge will call in to check into an area one day before they date they are requesting to hunt or the day of hunting.
- Reservations for hunting can be made using the HuntTrac system starting at **1700 the day prior to the hunt, until 0559 the day of the hunt.**
- After making a hunting reservation through HuntTrac only the Hunter in Charge will be listed in the HuntTrac system as checked into an area. Therefore, the Hunter in Charge and the rest of his/her hunting part will be required to sign the roster sheet at the gate into restricted area. On the sign in sheet, the hunting party must ensure they have listed:
  - Names of each individual in the hunting party
  - Date
  - Area they are assigned to hunt
- The Hunter in Charge is only permitted to sign into one area per day.

### HUNTTRAC INSTRUCTIONS

- Dial: (410) 278-4653

- **Press 1 to check in or check out of a hunting area.**
  1. Enter your HuntTrac Pass Number followed by the pound sign (#)
    - a. For Archery Area/Turkey/Upland Game- Press 1
    - b. For Waterfowl- Press 2
    - c. For Shotgun Deer- Press 3
  2. Enter the Area Designation Code followed by the pound sign (#).The area designation codes are located on chart that can be found at <http://www.apgmwr.com/recreation-and-sports/hunting>, titled “Codes for \_ Areas.”
  3. To check into the area for the current day or following day.
    - a. Current Day- Press 1
    - b. Following Day- Press 2
  4. Listen for the confirmation of registration
- **Press 2 to inquire if a hunting area is open.**

**Canceling a Reservation:** If the Hunter in Charge would like to cancel his/her hunting reservation they must call into the HuntTrac system and check out of their assigned hunting area. Failure to cancel a hunting reservation when not hunting the assigned area is in violation of APGMWR Hunting Policies

## **AFTER OBTAINING AN AREA THROUGH HUNTRAC**

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After receiving an area through the HuntTrac system the Hunter in Charge must do the following:

1. Fill out all required information on Form 1249B.
2. Upon arrival of hunting area:
  - a. Sign in at the restricted area gates upon entry and filling out the required sign in sheet with:
    - i. Assigned Area
    - ii. Names of all party members
    - iii. Time of entry
    - iv. Cell phone number of at least one member of party (for emergency purposes)
  - b. When hunting Cantonment Areas hunters will sign in at the Hunting Management Facility with the same information listed above.
  - c. Upon arrival at assigned area hunter will place 1249B on dashboard of vehicle so that it can be read from the outside.
3. When departing the assigned area:
  - a. When leaving your area for lunch you are not required to sign out on HuntTrac, but you must sign out at the restricted area security gate. At re-entry you must sign back in.
  - b. If you are finished hunting for the day all members will sign out at gate or Hunting Management Facility.
4. Completion of hunting:
  - a. Check out of the area through HuntTrac
  - b. All hunter will turn in complete 1249 at the Hunting Management Facility after completion of hunting.
  - c. All harvested game must be listed on 1249.

- d. If you are placing item in the cold box, it must be written on the log sheet. Cold box procedures must be followed, game can stay in cold box for 72 hours.

## HUNTING REQUESTS- SPECIAL AREAS

When hunting waterfowl, areas will be assigned using a Blind Draw, not through the HuntTrac system.

### WHERE TO SUBMIT HUNTING REQUEST

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The Hunter in Charge (HIC) will submit a hunting request (Form 1249) in one of the following ways:

- E-mail sent to the following address: [apgdrhunting@gmail.com](mailto:apgdrhunting@gmail.com)
- Hard copy submitted to Outdoor Recreation, Bldg. 2184 in person during business hours

### TIME THAT REQUESTS MUST BE SUBMITTED

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All submissions must be received by:

- 12:30p the day prior to the date of hunting to be entered in the regular draw
- 12:00p to be entered in the Stand-by draw (weekdays only)
- Requested submitted after these times will not be placed into the draw

### WHEN DRAWINGS WILL BE HELD

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Drawings will be held Monday through Friday.

- Monday for Tuesday hunt
- Tuesday for Wednesday hunt
- Wednesday for Thursday hunt
- Thursday for Friday hunt
- Friday for Saturday, Sunday and Monday hunts
- In the event of a holiday the draw for the holiday will be held on the last workday prior to holiday

### HUNTERS MAY NOT

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- Submit requests for both Aberdeen and Edgewood areas for the same day of hunting.
- Go into one area in the morning with one hunter in charge and another area in the evening with another Hunter in Charge.

### INFORMATION THAT MUST BE INCLUDED ON REQUEST

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All hunting requests must be filled out completely with the following information:

- Hunter in Charge (to include emergency contact information)
- Date of hunting
- Hunting in the Aberdeen or Edgewood area

- Hunting one of the following: Special Area, Standby, 1630 (Bow only)
- Indicate if you need a security badge or key if area drawn is located in a secure area (if this is not marked on your card you will not be issued a badge or key and therefore unable to hunt)
- All members of the hunting party with the Hunter in Charge listed on top
  - APG Permit number to be listed (all permit numbers begin with one of the following letters: H - Hunter in Charge, O - Other, G – Guest and end with three numbers)
- Type of hunting: Deer (Bow, Shotgun or Muzzleloader), Upland Game, Waterfowl, Turkey (Spring)
- Areas you would like to hunt (can list up to 16 choices or mark any to be assigned an available area)
- Signature of Hunter in Charge
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## PROCEDURES FOR RECEIVING A HUNTING AREA

### DRAW PROCEDURES

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- All requests submitted for draw will be placed face down on the table so that the identity of party members is unknown to those individuals performing the draw
  - This is known as a “Blind Draw”.
- The draw is held as soon as Range Sheets are received from ATC Range Control.
- Anyone can come in and view or participate in the drawing of requests.
- Requests are drawn in a random order
- Areas are assigned to each party beginning with the first choice listed and ending with the last choice listed based on availability.
- The draw will continue until the last request is drawn or all available areas on sheet have been exhausted.
- In the event that all areas listed on request have already been issued to another party or not available for hunting on day of request, that request will be placed into supplemental draw and hunting party will be assigned first open area available on range sheet. The area assignments will follow the order in which they were selected in the first draw.
- If there are no available areas left after the first draw cards have been drawn, or all areas have been assigned in the supplemental draw then this will result in a “draw-out” and the remaining hunters without an area will not be able to hunt.
- Area assignments will be e-mailed to Hunter in Charges only.

### AREA ASSIGNMENT SHEETS

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- All members of hunting party will be listed on sheet
- In the event a member of hunting party does not hunt a line will be placed through the name of that individual
- Hunting party member may be replaced by another hunter as long as name is placed on sheet
- Assignment sheets will be posted at the following locations:
  - Hunting facility as a sign-in/sign-out sheet
  - Access gates (same purpose)

## SECURITY BADGE/KEY ASSIGNMENT

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- HIC's are issued an Access Badge at the beginning of the season upon request. Access badges are on a first come first serve basis upon request.
- HIC's are able to sign out a 48 hour access badge in the event there are no access badges available to sign out.
- Access badges are to be obtained and returned to Outdoor Recreation B2184 Swan Creek Drive APG, MD 21005 in person. Do not give to MWR staff in passing.

## HUNTING PROCEDURES IN THE FIELD

- All hunters must sign-in at facility prior to hunting and out when finished hunting for the day.
  - All those hunting waterfowl shall check in at facility when finished for the day or within two hours of the close of legal hunting hours.
- Hunters may not depart for their hunting areas prior to 90 minutes before the beginning of legal hunting times, with the exception of waterfowl hunters.
- Hunters will be eligible to hunt one species in the morning and hunt another species in the afternoon by clearing their first area, and checking into the new area.
- All hunters must sign-in and out at access gates.
- When tracking (Archery), all hunters must call facility to inform personnel or leave a voicemail if no one is available. Hunters will have 2 hours of tracking time. Caller will leave the following information:
  - Name
  - Area hunted
  - Time
- No tracking permitted during shotgun/muzzleloader seasons.
- Hunters will not pursue game beyond the limits of their assigned areas. Only DES officer(s) may attempt to recover wounded deer or turkeys moving outside the hunting area boundaries. For deer hunting from stands, only DES officer(s) may attempt to recover deer outside the 50 yard area.
- Legal Hunting hours:
  - Deer, Waterfowl, Upland Game: ½ hour before sunrise until ½ hour after sunset
  - Turkey hunting: ½ hour before sunrise until noon (first half of season)  
½ hour before sunrise until ½ hour after sunset (second half of season)