

## 2012 FORT KNOX EXTENDED GUN DEER HUNTING GUIDELINES

\* *Changes from 2011 are in italics.*

1. **Extended gun deer hunting seasons for Tier 1-2** – 15 September – 15 October (shotgun/muzzleloader)  
29 October – 12 November (shotgun/muzzleloader)  
28 November – 3 December (shotgun/muzzleloader)  
**Tier 1-3** – 19 – 22 October (muzzleloader only)  
12 – 23 December (muzzleloader only)

**Tier 1** – Active duty military and their family members (see FK Reg. 200-3 for definition of family member)

**Tier 2** - Disabled veterans with  $\geq 50\%$  service-connected disability, designated by the VA, and their family members

**Tier 3** – Retired military, members of the Reserve Components, current or retired Department of the Army Civilian Personnel, and their family members

**Tier 4** – Members of the general public

2. **The following completed documents must be in your possession at all times while in the hunting areas:**

- a. Kentucky State Hunting License (out-of-state hunters need an annual non-resident license).
- b. Kentucky State Deer Permit (out-of-state hunters need a non-resident deer permit)
- c. Fort Knox Gun Deer Hunt Permit/tags
- d. State-issued Hunter Education Certificate - required for hunters age 12-60. The one-time Kentucky hunter education exemption is acceptable but the hunter must be accompanied by an adult that meets the hunter education requirements above.

3. **Hunting Area assignment/clearance:** Hunting Area assignments for the extended gun deer season will be over-the-counter at the Hunt Control Office (Bldg. 112, 11th Ave. and Binter St.). The pink copy of the Recreational Area Assignment Sheet **must** be placed in the driver's side windshield of vehicle and be visible from the outside. **Tier 1** hunters may begin area sign-up at the beginning of business hours 48 hours in advance, except for the weekends when sign-up will begin on Friday for Saturday and Sunday. **Tier 2** hunters may begin area sign-up 30 minutes after Tier 1. Beginning at 1300 the day prior, **Tier 3** hunters that wish to archery hunt in designated gun deer hunting areas may sign-up if spaces are available, but must follow hunter orange requirements identified below. All hunters that have an area assignment for any date are required to clear out of their area by the time indicated on the Recreational Area Assignment Sheet, regardless if they actually went hunting or not. Clearance may be either by phone (502-624-7311 or 2712) or in person at the Hunt Control Office.

4. Hunters must **only** hunt in their assigned hunting area on the assigned dates. Hunters are only authorized the most direct route to their hunting area; cruising the training complex is not permitted.

5. Legal hunting hours are 30 minutes before sunrise to 20 minutes after sunset, or as indicated on the Recreational Area Assignment Sheet. There will be no hunting or scouting on Tuesdays or days the Hunt Control Office is closed.

6. **Bag Limits:** 1 antlerless deer and 1 deer of either sex (antlerless or antlered with an overall antler spread of at least 12 inches) per hunter (quota and extended gun seasons combined). One additional antlerless permit per hunter may be purchased for use in specified areas, depending on population levels and if harvest quotas are not met. Harvested deer **must** be tagged according to the Deer Tagging Procedures instruction sheet attached to each tag. Hunters **must** check their deer at the Hunt Control Office during the extended gun season. Killing a deer for another hunter is prohibited. Deer harvested on Fort Knox are bonus animals and are in addition to the Kentucky deer bag limits. Eligible gun deer hunters may also harvest 1 bobcat on Fort Knox starting at 1200 hrs (noon) 24 November. Bobcats **must** be telechecked with the Kentucky Department of Fish and Wildlife Resources at 1-800-245-4263 **and** checked in at the Hunt Control Office. Bobcats harvested at Fort Knox are **not** in addition to the statewide bobcat limit. There is no limit on the number of coyotes or feral hogs that may be taken.

**Antlered deer** – A hunter shall not take or attempt to take an antlered deer with an outside antler spread of less than 12 inches at any time during the archery or regular gun deer seasons. An antlered deer is a deer with at least one antler 4 inches long, or longer, as measured from the skin at the base of the antler to the furthest tip. **Exception** - Youth hunters selected to hunt during the organized youth hunts and military hunters on EML, with appropriate documentation, may harvest any deer.

7. All hunters are required to **wear a solid blaze orange hat and vest, jacket, or coveralls** at all times while in the hunting areas. Camouflage orange is **not** acceptable at Fort Knox. Ground blinds may be used, but **must** have a blaze

orange patch, a minimum of 12 inches by 12 inches (144 square inches), affixed to **all** sides of the blind.

8. Authorized firearms are 12, 16, or 20 gauge shotguns (**slugs only**), muzzleloading rifles (.38 caliber minimum and .58 caliber maximum), muzzleloading shotguns with a single projectile slug, and archery equipment. Muzzleloader powder charges are limited to a maximum of 100 grains, with no restrictions on priming method. Smokeless powder is prohibited for use in muzzleloaders. Bows must have a minimum 40-pound draw weight; longbows, recurves, or compounds only. Crossbows are prohibited except for hunters that have a valid crossbow Method Exemption Permit printed from the Kentucky Department of Fish and Wildlife Resources website and signed by a physician. Only razor sharp broadhead arrows not less than 7/8 inch in width are permitted. Chemically treated arrows or broadheads are prohibited. Mechanical broadheads are permitted. **Rifles and handguns are prohibited in the hunting areas.**

9. You may have no more than **10 slugs or 10 balls and equivalent black powder** in your possession per hunting day. If you have 10 slugs or muzzleloader bullets on your person and 10 more in your vehicle, you have violated the Fort Knox regulation by having 20 slugs or muzzleloader bullets in your possession.

10. Magazined shotguns will be plugged to hold a **maximum of three slugs**. Over and under shotgun/rifle combinations are prohibited. Failure to have shotguns plugged will be grounds for suspension.

11. Only portable tree stands are permitted. Screw in steps, spikes, and nails that injure trees are prohibited. Tree stands must be removed from the installation by the end of the archery deer season.

12. All deer harvested must be checked in at the Hunt Control Office. Failing to check your deer at the check station will be grounds for suspension of hunting privileges and prosecution.

13. All shotguns and muzzleloaders will be unloaded **and fully encased** while at or in a vehicle, and there will be no hunting within 100 yards of an improved road (asphalt or rock based), structure, or checkpoint. No person shall discharge any firearm, bow, or crossbow upon, over, or across any improved roadway. Muzzleloaders that are loaded with powder and ball, but not primed, are considered unloaded.

14. Hunters that have a Vehicle Methods Exemption Permit may utilize an ATV to participate in the Fort Knox Extended Gun Deer Hunt. However, the **ONLY** person authorized on the ATV is the person named on the Vehicle Method Exemption Permit, others are not allowed on the ATV. There will be no riding around the hunting area; violators will be removed from the installation.

15. Consumption or possession of alcoholic beverages or any intoxicant in the hunting areas or hunting under the influence of any intoxicant is **strictly prohibited**. Glass containers of any type are prohibited in the hunting areas.

16. Baiting wildlife, such as placing grains, fruits, or other natural or manufactured food materials, or the possession of such items in the hunting areas is prohibited.

17. Deer driving and stalking deer in hunter groups is prohibited. Stand and individual still hunting are the only authorized deer hunting techniques. Hunters will be cautious and considerate of other hunters at all times.

18. Do not tamper with duds or any other objects and report duds to the Hunt Control Office. Watch for open wells and don't cross any streams during high water periods.

19. All hunters are **required** to possess a current Fort Knox Hunting and Fishing **map** and a **flashlight** while hunting. Maps can be purchased at the Hunt Control Office. A compass and/or GPS are highly recommended, and it is recommended you carry matches/lighter to start a fire in case of an emergency.

20. Junior hunters under age 18 **must** be accompanied by an adult 21 years of age or older. Adults **must** be in a position to take immediate control of a youth's (under age 16) firearm at all times and no more than two youth hunters may hunt with one adult.

**Privately-Owned Vehicles are not authorized on unimproved roads, trails, or firebreaks in the hunting areas. Vehicles which cannot be extricated by the owner will be removed by commercial wrecker at the owner's expense. Do not park in front of gates or block access to buildings and leave gates as you found them. No parking beyond the baseline on Ashley Range (HA 52), Kennedy and Scott Mountain Ranges (HA 54), or McKie Range (HA 59). All rivers within Fort Knox are off limits. All vehicles will be driven by the most direct, authorized route to and from the assigned hunting area; cruising the training complex is not permitted. All vehicles and hunters are subject to search at any time by Military Police.**