WAC 220-415-020 and WAC 220-415-030

Deer General Seasons and Deer Special Permits



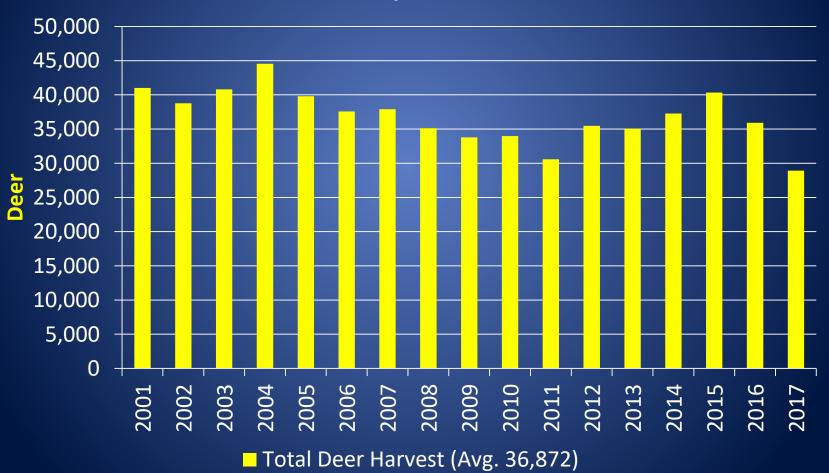
Jerry Nelson, Ph.D.

Deer and Elk Section Manager, Game Division

Wildlife Program

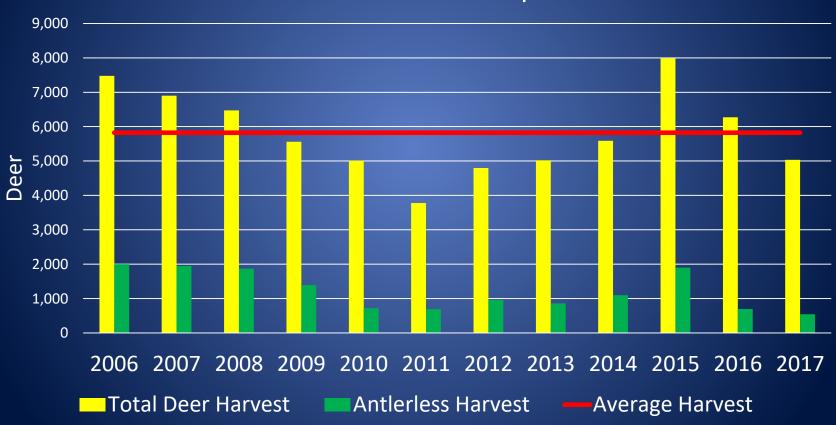
Statewide Deer Harvest 2001 to 2017

General Season and Special Permit Combined



Deer Harvest: District 1

Deer Harvest All Weapons



Deer General Season Proposals

Modern Firearm – no major changes.

- Retain early and late seasons with calendar adjustments.
- Retain 11 day mule deer general season.
- Retain white-tailed deer, antlerless
 opportunities for Youth, Senior, and Hunters
 with Disabilities.

Deer General Season Proposals continued

Archery proposals include:

- Add black-tailed deer antlerless opportunity in GMUs 524 and 530.
- Remove mule deer antlerless opportunity in GMU 101.
- Add early white-tailed deer antlerless opportunity in GMUs 101-121 and late in GMU 101.

Deer General Season Proposals continued

Muzzleloader proposals include:

- Add early, black-tailed deer buck, opportunity in GMUs 633 and 651.
- Add early, white-tailed deer antlerless, opportunity in GMUs 101-121.
- Add late, white-tailed deer opportunity in GMU 142.
- Remove late, mule deer antlerless opportunity in GMU 381.

Deer Special Permit Proposals

Deer special permit proposals include:

- Adjust Quality special permits up or down through the special permit allocation process.
- Remove the muzzleloader, mule deer, 2x2 buck hunts in GMUs 133-142.
- Add modern firearm, antlerless, white-tailed deer in GMUs 101-121.

Deer Special Permit Proposals continued

Deer special permit proposals include:

- Add Washtucna, antlerless deer hunts in GMUs 139, 142, 284, and 381 for the following categories:
 - Muzzleloader
 - Modern firearm, 2nd deer
 - Youth
 - Senior
 - Hunters with Disabilities

Deer Special Permit Proposals continued

Deer special permit proposals include:

- Add Senior 65+, modern firearm, antlerless white-tailed deer in GMUs 101-121.
- Adjust antlerless special permits up or down depending on management goal.

Questions?

