



Game Management Unit 556 - Toutle

2021 - 2022 Hunting Season

WA Department of Fish and Wildlife (WDFW)
Administrative Areas

- 2021-22 Game Management Unit
- WDFW Wildlife Area
- WDFW Water Access Area

Public Land Survey System (Township and Range)

- Township Line
- Section Line

Political Boundaries

- State Line
- County Line
- City Limits

Transportation and Utility Network

Major Roads

- State Route
- Local Road (Unimproved to Paved)
- 4 Wheel Drive Trail

Utility

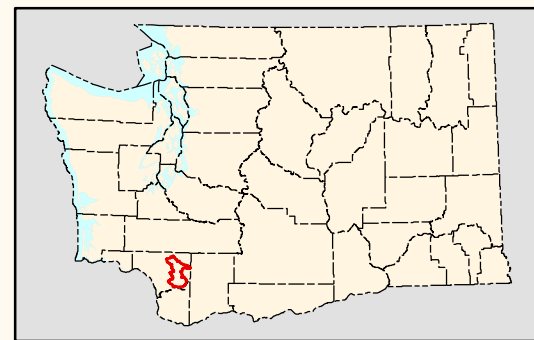
- Pipeline
- Transmission Line
- Railroad

Other Major Public Land Ownership

- Federal - Forest Service
- Other Federal Land
- State - DNR
- Other State Land
- Municipal Land

Hydrography

- Annual River or Stream
- Intermittent Stream
- Canal
- Lake, Wide River, or Ocean



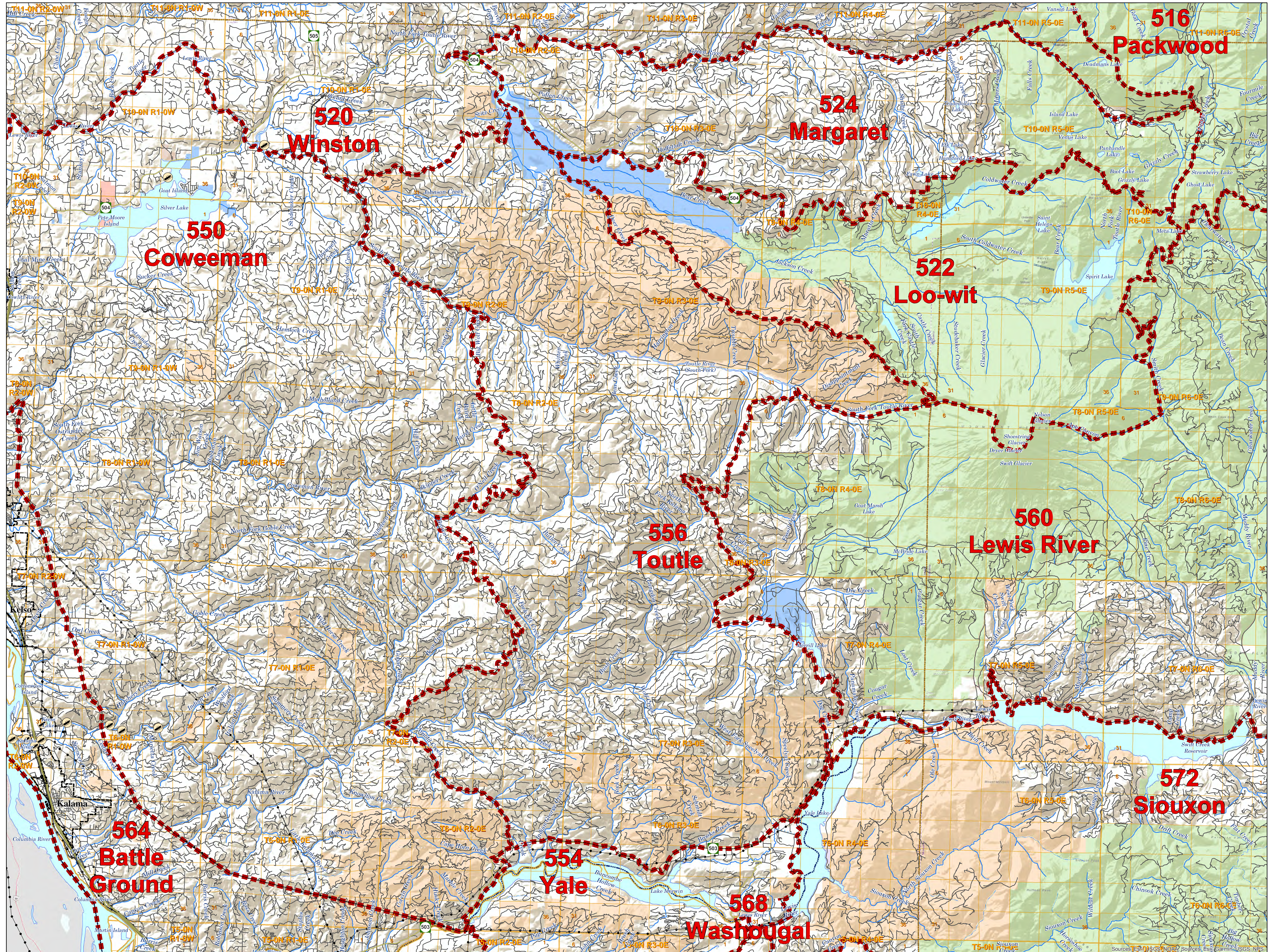
Sources of Information –
 Game Management Units
 WA Department of Fish and Wildlife; Wildlife Program (2020)
 Land Ownership
 WA Department of Natural Resources; Resource Mapping Section (2020)
 Political and Survey Boundaries
 WA Department of Natural Resources; Land Survey Section (2020)
 Transportation and Utilities
 WA Department of Transportation (2017)
 US Geological Survey; National Mapping Division (1989)
 City Limits
 WA Department of Transportation (2011)
 Hydrography
 WA Department of Fish and Wildlife; Fish Program (2020)
 Delorme Publishing Company; Washington Atlas and Gazetteer (2006)

DISCLAIMER

Due to the dynamic nature of data and the need to rely on outside sources of information the Washington Department of Fish and Wildlife cannot accept responsibility for errors or omissions in the data and information contained in this product. There are no warranties that accompany the maps and information contained in this product. For legal definitions of hunting regulations, seasons, and boundaries, the user should refer to Chapters 220-410-01 thru 220-410-06 of the Washington Administrative Code (<http://www.leg.wa.gov/wac/>)



Map Published April 2021



Sources: ESRI, USGS, NOAA, Sources: Esri, Garmin, USGS, NPS