

**NAS OCEANA/NASO DAM NECK ANNEX/NALF
FENTRESS/NSA NORTHWEST ANNEX**

DEER HUNTING RULES AND REGULATIONS

2012-2013 SEASON



USDA photo by Scott Bauer

**SHOW SOMEONE THE JOY OF HUNTING THIS YEAR.
HAVE FUN, BE SAFE AND FOLLOW THE RULES!**

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REMINDERS:

- Hunters must follow all State and Base Hunting Regulations/Instructions. Base regulations can not be more lenient than the State Regulations; however Base regulations can be and are stricter than State Regulations. Be sure to be in compliance with both sets of regulations.
- Dogs are not authorized for the use of hunting deer on base.
- Coyotes may be taken at NASO in accordance with State Laws.

CHANGES AND UPDATES FOR 2012-2013 HUNTING SEASON:

- *Please be sure to obtain the most Current Version of the hunting area Maps, prior to commencing your hunt. Hunting areas/stands, parking locations and access roads may have been updated.*
- *Awards associated with 1st, 2nd, and 3rd Place Recognition Program for Greatest Number of Does taken off of NAS Oceana (NASO) will NO LONGER be IN EFFECT due to minimal participation during the 2009, 2010 and 2011 seasons. Recognition will continue for the individuals that place in these categories, but no physical awards will be issued.*

I. CHECK OUT AND CHECK IN OF A HUNTING AREA:

- NAS Oceana (NASO) and NASO Dam Neck Annex (DNA) hunters must check out a hunting area from NASO Security, Bldg 320.
- NALF Fentress (NALFF) hunters must check out a hunting area from NALFF Quarterdeck, Bldg 100.
- NSA Northwest Annex (NWA) hunters must check out a tree stand from NWA Quarterdeck, Bldg 145. Hunting is by tree stand number and not area at NWA.
- Checking out an area or tree stand is allowed 1 ½ hours before sunrise and you must be checked back in 1 ½ hours after sunset. Check posted sunrise/sunset times.
- You can only check out an area if you intend to hunt.
- Scouting is authorized during preseason scouting, during hunting season, and on Sundays during hunting season. Must check in/out areas as if hunting.
- Checking areas out in the morning before work and then keeping it checked out all day for an evening hunt is not authorized.
- Random checks will be conducted by the Conservation Law-enforcement Officer (a.k.a. Game Warden).
- Check out process:
 1. Give your base hunting pass to Security or the Quarterdeck watch and tell them what area or tree stand you would like to hunt.
 2. Provided the area or tree stand is not checked out, you will receive a laminated parking pass, a laminated hunting pass (to be kept on your person while in the field) and a key if gate entry is required. Parking for areas 1-13 at DNA requires access via a gate that has a combination lock on it. Ask for the combination if you are hunting one of those areas. All locks must be "piggy backed" so that base contract workers, Security, Fire, etc. have access through the gates as well as hunters. This involves linking locks together to the chain in a manner that allows all locks to be opened and access granted through the gate. (Example: Chain end 1 connects to lock 1, lock 2 connects to lock 1 and chain end 2 connects to lock 2.)
 3. Security or the Quarterdeck watch will place your base hunting pass on the hunter check out board for accountability purposes.
 4. You must sign out the area or tree stand in the logbook provided and write down your name, base pass number, hunting area or tree stand and Deer Management Assistance Program (DMAP) or Deer Population Reduction Program (DPOP) tag number, if you requested one.
- If you get a DMAP or DPOP tag, and do not use it to tag an animal, you must turn it back in when you go to check in from your area. Do not keep it. DMAP and DPOP tags are for ANTLERLESS DEER ONLY.
- When you go to check back in from your area or tree stand, return the parking pass, hunting area pass, access key and DMAP or DPOP tag if you had one. Sign "in" in the logbook by writing down the time you returned and Security or the Quarterdeck watch will return your base hunting pass. Security may ask you for a form of identification to ensure you get the correct permit. **Verify that you receive your own hunting permit back from Security.**
- If you killed a deer, let Security or the Quarterdeck watch know and they will page the duty beeper/phone so you can go and check in your deer. If you used a DMAP or DPOP tag to tag your animal, let Security or the Quarterdeck watch know so they don't expect you to turn the DMAP or DPOP

tag back in. DMAP and DPOP tags are for Antlerless deer only. **If you harvest more than one doe you must be issued an additional DMAP or DPOP tag from Security. Every antlerless deer killed must be checked in with a DMAP or DPOP Tag until all base DMAP or DPOP tags have been exhausted.**

- For gun hunting, if more than one person is going to hunt in an area or tree stand, the area must be checked out at the same time to both hunters.

II. TREE STAND AND GROUND BLIND REGULATIONS:

1. Lock on, chain on and ladder stands are authorized and must be stenciled clearly with your last name, base permit number and phone number.
2. Screw in steps and removable ladder steps are authorized. No large nails or spikes may be driven into the tree where your stand is located.
3. Tree stands may be hung during the scouting season or on the day that you hunt and can be left up all season.
4. Tree stands, screw in steps and ladder steps must be removed within 30 days after the season ends.
5. Tree stands must be placed at least 12' off the ground.
6. Ground blinds are authorized and may be used for bow hunting only.
7. All gun hunting (shotgun or muzzleloader) and crossbow hunting must be done from a tree stand. No shooting from the ground with any type of gun or crossbow.
8. Permanent tree stands may still be in place at NASO, DNA, and NALFF. These stands are not maintained, may be unsafe, and are not authorized for use. **Do Not USE these stands.**
9. NWA has permanent stands that are maintained on a regular basis. These stands **ARE** authorized for use. Stands are identified on the base hunting map for checkout. Stands that have been designated unsafe will not be authorized for check out regardless of if they are identified on the map.

III. PARKING AND SERVICE ROAD USE:

1. Park in designated areas only. Place parking pass in the front window of your vehicle. Parking areas are marked by a 12" by 12" yellow sign that will be attached in plain site on a tree, fence or post.
2. Locations of parking areas are designated on the base hunting maps. Do not park in front of any locked gates or park in such a fashion that will block access (i.e., to roads, buildings, etc.).
3. Service roads are not to be driven on, except to get to designated parking areas.
4. You may not drive on a service road with your vehicle to go pick up game that you may have harvested.
5. You may walk on service roads to get to and from your hunting area or tree stand.
6. Deer hauling carts are authorized for use on service roads.

IV. WEAPONS REGULATIONS:

- **NASO (NAS Oceana) :**
 - a. ***No shotguns!***
 - b. Muzzleloader, Bow and Crossbow only.
 - i. Archery equipment must be hand-held and hand-drawn (release aids are permitted).
 - ii. Muzzleloader must be .45 caliber or larger, loaded from the muzzle of the gun. Muzzleloader hunting is authorized 6 days a week during state approved seasons in **DESIGNATED AREAS ONLY.** Follow State Hunting Regulations regarding Authorized Muzzleloader weapon utilization.
- **DNA (NASO Dam Neck Annex) :**
 - a. Bow, Shotgun, Muzzleloader and Crossbow are authorized.
 - i. Archery equipment must be hand-held and hand-drawn (release aids are permitted).
 - ii. Shotguns must be 20-gauge or larger and used with buckshot (#1, 0, 00, and 000) only. **NO SLUGS!**
 - iii. Muzzleloader must be .45 caliber or larger, loaded from the muzzle of the gun. Muzzleloader hunting is authorized 6 days a week during state approved seasons in **DESIGNATED AREAS ONLY.** Follow State Hunting Regulations regarding Authorized Muzzleloader weapon utilization.
- **NALFF (NALF Fentress) :**
 - a. Bow, Shotgun, Muzzleloader, and Crossbow are authorized.
 - i. Archery equipment must be hand-held and hand-drawn (release aids are permitted).
 - ii. Shotgun must be 20-gauge or larger and are authorized with buckshot (#1, 0, 00, and 000) or slugs (**must qualify with slugs**).
 - iii. Muzzleloader must be .45 caliber or larger, loaded from the muzzle of the gun. Muzzleloader hunting is authorized 6 days a week during state approved seasons in **DESIGNATED AREAS ONLY.** Follow State Hunting Regulations regarding Authorized Muzzleloader weapon utilization.
- **NWA (NSA Northwest Annex) :**
 - a. Bow, Shotguns, Muzzleloader and Crossbow are authorized.
 - i. Archery equipment must be hand-held and hand-drawn (release aids are permitted).
 - ii. Shotgun must be 20-gauge or larger and are authorized with buckshot (#1, 0, 00, and 000) or slugs (**must qualify with slugs**).
 - iii. Muzzleloader must be .45 caliber or larger, loaded from the muzzle of the gun. Muzzleloader hunting is authorized 6 days a week during state approved seasons in **DESIGNATED AREAS ONLY.** Follow State Hunting Regulations regarding Authorized Muzzleloader weapon utilization.
- **The use of centerfire and rimfire rifles or handguns for hunting is prohibited on all bases.**
- Shotguns, muzzleloaders, bows and crossbows are allowed on base as long as you have your base hunting permit with you and the make, model and serial number of the weapon is written on the back of your base hunting permit.
- Extensions to increase shell holding capabilities of a weapon is **NOT** authorized. Weapon shell loading is limited to the weapon's original manufacturer's holding capacity, for deer hunting. The three shell rule

still applies to migratory birds. Guns must be completely unloaded while transiting on and off base and walking to and from your hunting area. Load only after getting in your tree stand.

- **No smokeless powder authorized in any type of muzzleloader hunting!**
- Muzzleloaders must be uncapped but may be loaded with powder and a bullet while transiting on and off base. The cap/primer must be removed while going to and from your hunting area. Install the cap/primer only after you get into your tree stand.
- All weapons when not in use must be secured inside of a locked vehicle or locked camper shell/truck bed cover and not left in plain sight.

V. QUALIFICATIONS AND LICENSING REQUIREMENTS:

1. All hunters must attend base Hunter Indoctrination (INDOC) annually. This 45 minute indoctrination is normally held at the CNATTU auditorium three times before hunting season starts (August - September). 1 additional INDOC will be held at NWA. Attending this indoctrination will allow you to hear all changes to the rules and regulations during the past year. INDOC will allow you to hunt with a shotgun using buck shot at DNA, NALFF or NWA (once you have acquired the base hunting permit from MWR and the appropriate state permits). See the posted Annual Training and Qualifications Calendar for dates, times, and locations for all Base required training and weapons qualifying.
2. All muzzleloader hunters must qualify yearly at a 50 yard target.
 - Muzzleloader qualifications are held at the DNA shooting range twice a year before the season starts.
 - Each hunter must score 150 points and is allowed three shots. Each bull's eye shot is worth 75 points and each shot on the paper plate not in the bull's eye is worth 50 points.
 - Once you qualify with a muzzleloader you will be able to hunt any base that allows muzzleloader hunting.
3. All bow hunters must qualify yearly.
 - Bow qualifications are held several times before the hunting season starts and once after the season starts.
 - Your equipment will have a safety inspection performed on it by a board member prior to qualification. Your arrows must be marked with the last four digits of your social Security number in permanent ink or etched on the shaft. The same applies during hunting season.
 - Four deer targets will be placed at different distances from the stand at the Natural Resource Center. Targets will range from a nearly straight down shot out to approximately 25 yards.
 - Each prospective bow hunter will get two shots at three of the deer targets and must put one arrow in the kill zone as determined by the board member present.
 - Three attempts are allowed to qualify.
 - You must have 6 arrows and 6 broad heads of the same type to attempt the bow qualification.
4. All crossbow hunters must qualify yearly.
 - Crossbow qualifications are held several times before the hunting season starts and one after the season starts.
 - Your equipment will have a safety inspection performed on it by a board member prior to qualification. Your arrows must be marked with the

last four digits of your social Security number in permanent ink or etched on the shaft. The same applies during hunting season.

- Four deer targets will be placed at different distances from the stand at the Natural Resource Center. Targets will range from a nearly straight down shot out to approximately 25 yards.
 - Each prospective crossbow hunter will get two shots at three of the deer targets and must put one arrow in the kill zone as determined by the board member present.
 - Three attempts are allowed to qualify.
 - You must have 6 arrows and 6 broad heads of the same type to attempt the crossbow qualification.
5. Shotgun slug hunters must qualify yearly at a 50 yard target.
 - Slug qualifications are held at the DNA shooting range twice a year before the season begins (completed at the same time as the Muzzleloader qualification).
 - Each hunter must score 150 points. Each bull's eye is worth 75 points and each shot on the paper plate not on the bull's eye is worth 50 points.
 - Each person is allowed three shots.
 - Once you qualify with a slug you will be able to hunt NWA and NALFF as these are the bases in the area that allow hunting with slugs.
 6. Each hunter must purchase a base hunting pass from the ITT ticket Office at NASO or DNA, (\$20), a license to hunt in VA (from an authorized state license vendor), and a state big game hunting license (from an authorized state license vendor) with the appropriate bow, crossbow and muzzleloader stamps if you intend to hunt with those types of weapons on base.
 7. Every hunter must present a Hunter's Safety course card (any state will do) and all bow and crossbow hunters must present a Bow Hunter safety course card prior to having a board member stamp your base hunting pass. Before you can hunt, a board member must stamp the back of your base hunting pass with a "deer hunter", "archery", "muzzleloader," "slug" or "crossbow" stamp, depending on what weapon(s) you qualified and with which you intend to use for hunting. The "deer hunter" stamp is used if you are a shotgun hunter only, using buck shot only at NALFF, DNA or NWA.
 8. On the back of your base hunting pass, you must write the make, model and serial number of each weapon with which you qualified. The hunting pass must be laminated with the lamination paper provided by the board member after your pass has been stamped.
 9. **You cannot qualify with more than one muzzleloader or one slug shotgun. You can only qualify with one compound bow. In addition to the one compound bow, you can qualify with one other type of bow i.e. recurve and can hunt with both during the season. You may qualify with only one crossbow.**

VI. TRACKING:

1. If you cannot find an animal after shooting it on an evening hunt and further tracking is required, you must contact Security or the Quarterdeck within 1 ½ hours after sunset.
2. If you are unable to find your animal within 2 hours after sunset inform Security you have wounded an animal and need to red tag the area. They will place a red tag on the area so it cannot be checked out the following morning by another hunter.
3. Once you red tag an area you must return the following morning, check out the area that was red tagged to continue tracking your animal.

4. No weapons are allowed back in your hunting area while tracking an injured animal.
5. Tracking time will be allowed until 1200 hours on the day you checked out the area for tracking purposes.
6. If the animal you are tracking goes outside of your area, you must red tag that area. Do not track into another area if you do not have it checked out.
7. You may retrieve a harvested animal that runs into any open field adjacent to the area you are hunting, except if it is part of an airfield/runway clearing or part of another hunting area.
8. Do NOT enter Airfield/Runway Clearings. If your deer runs out and drops in the airfield clearing area, notify the Security Office Immediately, so that the appropriate Natural Resources Staff can assist you with obtaining your animal.

VII. CHECKING IN GAME:

1. All area bases that allow hunting operate under the guidance of the Deer Management Assistance Program (DMAP) or the Deer Population Management Program (DPOP); therefore, all deer killed on area bases must be checked in. NASO participates in DPOP. DNA, NALFF, and NWA participate in DMAP.
2. If you killed a deer, let Security or the Quarterdeck watch know and they will page the duty beeper/phone so you can go and check in your deer. If you used a DMAP or DPOP tag to tag your animal, let Security or the Quarterdeck watch know so they don't expect you to turn the DMAP or DPOP tag back in. DMAP and DPOP tags are for Antlerless deer only. **If you harvest more than one doe you must be issued an additional DMAP or DPOP tag from Security. Every antlerless deer killed must be checked in with a DMAP or DPOP Tag until all base DMAP or DPOP tags have been exhausted.**
3. All deer shot on NASO, DNA and NALFF will be checked in at the NASO Natural Resource Center (NRC), Bldg 78 (across from the horse stables).
4. All deer shot at NWA will be checked in at the Deer Check Station, Bldg 295.
5. The check-in process will consist of a SQMB member, Natural Resources authorized volunteer, a Conservation Law-enforcement Officer, or other Navy Natural Resources Program staff member (whoever is on duty at the time) removing the deer jaw bone, weighing the deer and taking down other information required in support of the DMAP program. Normally the process takes about 10 minutes.
6. To check your deer in with the state of Virginia, call 1-866-GOT-GAME prior to arriving at the NRC building to help expedite the process. Have your confirmation number available prior to checking in your animal, if possible. Remember to correctly select DMAP or DPOP as appropriate.
7. Whether a buck or doe, leave all genitals on the deer you shoot to ensure proper sex identification.

VIII. HUNTING SEASON DATES:

- **NASO and DNA, Regular Hunting Season:** will be 01 OCT 2012 - 05 JAN 2013.
 - Hunting Only Occurs Monday-Saturday during authorized seasons.
 - Note: Small Game Hunting is authorized on Saturdays at NASO ONLY.
 - Archery Seasons are 06 Oct 2012 - 16 Nov 2012 and 01 Dec 2012 - 05 Jan 2013. Archery is also authorized during firearm and muzzleloader seasons. **A Bow Permit is required for later Archery season.**
 - General Firearms season is 01 Oct 2012 - 30 Nov 2012.
 - Late Muzzleloader Season is 15 Dec 2012 - 05 Jan 2013.
- **NASO ONLY, Extended Hunting Season:** will be from 06 JAN 2013 - 28 FEB 2013. (Muzzleloader, bow and crossbow will be allowed six days a week (Mon-Sat) in designated areas for harvest of antlerless deer only.)
- **NALFF Hunting Season:** will be 01 OCT 2012 - 05 JAN 2013.
 - Hunting Only Occurs Monday-Saturday during authorized seasons.
 - Note: During Late Muzzleloader Season Saturdays are reserved for Small Game Hunting ONLY.
 - Archery Seasons are 06 Oct 2012 - 16 Nov 2012 and 01 Dec 2012 - 05 Jan 2013. Archery is also authorized during firearm and muzzleloader seasons. **A Bow Permit is required for later Archery season.**
 - General Firearms season is 01 Oct 2012 - 30 Nov 2012.
 - Late Muzzleloader Season is 15 Dec 2012 - 05 Jan 2013.
 - During Late Muzzleloader Season, bow, crossbow, and muzzleloader will be allowed Monday-Friday ONLY.
 - **During Late Muzzleloader Season Saturdays are reserved for Small Game Hunting ONLY.**
- **NWA Hunting Season:** will be 01 OCT 2012 - 05 JAN 2013 (VA side); 8 SEP 2012 - 01 JAN 2013 (NC side)
 - Hunting Only Occurs on Tuesday, Thursday, and Saturdays during authorized seasons.
 - Note: Small Game Hunting is only authorized after the deer hunting season, only on Saturdays, and only on VA side.
 - **NO Squirrel Hunting at Anytime!**
 - Virginia Side:
 - Archery Seasons are 06 Oct 2012 - 16 Nov 2012 and 01 Dec 2012 - 05 Jan 2013. Archery is also authorized during firearm and muzzleloader seasons. **A Bow Permit is required for later Archery season.**
 - General Firearms season is 01 Oct 2012 - 30 Nov 2012.
 - Late Muzzleloader Season is 15 Dec 2012 - 05 Jan 2013.
 - North Carolina Side:
 - Archery Season is 08-28 Sep 2012.
 - Archery is authorized during both Muzzleloader and Gun Seasons.
 - Muzzleloader Season is 29 Sep to 12 Oct 2012.
 - Gun Season is 13 Oct 2012 - 01 Jan 2013.
- **Scheduled Hunting Closures During Authorized Seasons (NO Hunting, Unless Otherwise Authorized):**
 - Sundays (Scouting is authorized)
 - Thanksgiving Day (NWA may authorize until Noon)
 - Christmas Day

IX. HUNTING AREA LOCATIONS and RESTRICTIONS:

- NWA is the only base which utilizes permanent tree stands when assigning certain hunting locations.
- **Hunting area boundaries without assigned permanent tree stands** are identified by a red/white/red band marked with spray paint on a series of trees. This marked tree line defines your hunting area boundary.
- **#of Hunters Per Hunting Area:**
 - A maximum of 2 muzzleloader hunters per area is authorized. Check-in must be at the same time.
 - A maximum of 4 bow hunters per area is authorized.
 - 1 muzzleloader hunter and 1 bow hunter in the same area is authorized. Check in must be at the same time.
 - A maximum of 2 Shot-gun hunters per area is authorized. Check-in must be at the same time.
- Know your area boundaries and stay inside of it during your entire hunt.
- Ensure you are utilizing the most current Hunting Area Map to identify your Hunting Area, parking, and access-ways.
- Shoot only inside of your area. Shooting out into fields and/or other hunting areas that border the area is not authorized.
- Do not cut across farmer's fields, to get to your hunting area.

X. SCOUTING:

1. Preseason scouting will follow the end of the previous hunting season and end two weeks prior to the pending hunting season.
2. During this time, you are allowed to scout any area that you would like to hunt.
3. You must use the exact same check out and check in process as is required during the normal hunting season.
4. This is the time to hang your lock on, chain on and ladder stands if you desire. Reminder, putting a stand in an area does NOT guarantee you being able to hunt that particular area. It is on a first come first served basis.
5. Scouting during the hunting season on Sundays is allowed. All area bases, just like the state of Virginia, are closed to hunting on Sundays.
6. Scouting and Hunting can be secured at anytime (Sunrise to Sunset) during the preseason or regular season, depending on base operations. Secured areas will be marked with a black tag and access will NOT be authorized.

XI. QUALITY DEER MANAGEMENT (QDM):

1. QDM is voluntary and HIGHLY encouraged at NASO, DNA, NALFF, and NWA.
2. For those that would like to participate in QDM, the QDM program recommends criteria on Buck takes (mature buck takes only) and encourages the take of does or antlerless deer. If archery hunting, a Buck should have antlers outside the ears and be at least 6 points. If Black Powder hunting, a buck should have antlers outside the ears and be at least 8 points. Take as many does as possible (utilize all antlerless deer tags available).
3. NASO is part of the Deer Population Management Program (DPOP). This program is an integral part of deer management on NASO. This program extends the hunting season for an additional two Months (Jan & Feb). This program emphasizes the take of does through the use of State issued tags

to each base. These tags are 1st come 1st served. These tags allow you to save your State Issued tag for that special buck, while enabling you to collect deer meat. You are not limited to 1 DPOP tag. If you take a doe, but do not want the meat please obtain a DPOP tag for the doe & notify the Conservation Law-enforcement Officer (a.k.a. CLEO or Game Warden) for meat donation options (i.e., hunters for the hungry, other soldiers in need, etc.). Follow proper check in/out procedures. Do **NOT** put your personal State Issued Deer tag on a doe, as you are required to use the Base DPOP tags until they run out.

4. The Deer Management Assistance Program (DMAP) applies to DNA, NALFF, and NWA. This program stresses the take of does through the use of State issued tags to each base. These tags are 1st come 1st served. These tags allow you to save your State Issued tag for that special buck, while enabling you to collect deer meat. You are not limited to 1 DMAP tag. If you take a doe, but do not want the meat please obtain a DMAP tag for the doe & notify the CLEO/Game Warden for meat donation options (i.e., hunters for the hungry, other soldiers in need, etc.). Follow proper check in/out procedures. Do **NOT** put your personal State Issued Deer tag on a doe, as you are required to use the Base DMAP tags until they run out.

XII. DRESSING & STORAGE OF DEER:

1. Deer Temporary Storage: The NASO Natural Resources Center (NRC), Building 78, has a walk in cooler where hunters can hang their deer if they desire.
 - If there is room in the cooler, place your name, phone number and confirmation number on the label provided and secure it to the deer.
 - Cost is \$1 a day and must be paid when you pick up your deer.
 - Deer may be hung for 10 days only and then must be removed for processing.
 - Call the NRC to arrange a time to pick up your deer from the cooler.
 - All deer must be field dressed prior to hanging in the cooler.
2. Deer cleaning/dressing and disposal: Facilities are available at the NASO NRC/Checkstation (Building 78) and NWA Checkstation (Building 295).
 - NWA hunters:
 - a. May either field dress in the woods; or
 - (Note: No field-dressing is permitted within 200YDs of occupied buildings, roads, trails, or agricultural areas.)
 - b. Bring their animals to the NWA checkstation (Building 295) for dressing. Remains must be disposed of properly in the Building 295 dumpster.
 - DNA hunters:
 - a. May either field dress; or
 - (Note: No field-dressing is permitted within 200YDs of occupied buildings, roads, or trails.)
 - b. Bring their animals to the NASO NRC (Building 78) for dressing. Remains must be disposed of properly in the Building 78 Parking lot dumpster.
 - NASO and NALFF Hunters:
 - a. MUST either field dress and bury the remains in the woods; or
 - (Note: No field-dressing is permitted within 200YDs of occupied buildings, roads, trails, agricultural areas, or within Airfield Clear Zone Boundaries.)

- b. Haul out the entire deer and bring it to the NASO NRC (Building 78) to dress. Remains must be disposed of properly in the Building 78 Parking lot dumpster.
 - Disposal of Remains in authorized dumpsters:
 - a. Remains should be bagged and secured in a black/non-transparent plastic/garbage bag and placed in the dumpster.
 - b. Dumpster doors must be shut and secured after each deposit.
 - c. Dumping of animal remains without bagging and securing is not authorized.
 - d. Dumping of animal remains without proper permits and tags is not authorized.
 - e. Dumping of animal remains not taken off of NASO, DNA, NALFF, or NWA is not authorized.
 - f. Violation of the dumpster rules can result in the issuance of a federal and/or state ticket and hunting privilege suspension.
3. Garden/Water Hose Utilization:
- The water hose at NASO Building 78 comes from a non-potable well water source (do not drink water that comes from this hose).
 - The water hose at NWA Building 295 is potable water.
 - Anyone utilizing the hoses at either of these sites must roll the hoses back up and shut off the water after each use.

XIII. GUEST HUNTERS:

1. Guest hunters must go through the exact same qualification process as active duty, retired military or current DoD civilian hunting members.
2. Guest hunters must sign in and out with a sponsor and they must hunt the same area as their sponsor.

XIV. VIOLATIONS OF GAME LAWS AND BASE REGULATIONS:

1. A hunter who violates any State or Base regulation is subject to proper disciplinary action. Depending on the type of infraction the Sportsman's Quality Management Board (SQMB) may be requested to review and make disciplinary recommendations to the Conservation Law-enforcement Officer (CLEO). The CLEO will then submit these recommendations as appropriate for approval to the Natural Resources Manager and/or Base Commanding Officer. The SQMB is made up of active duty & retired military personnel assisting the Base Natural Resources Recreation Program.
2. Should a violation be committed, the CLEO has the authority to confiscate your base hunting pass and weaponry (depending on the violation). The CLEO will notify the SQMB if there is an infraction for them to review and provide their recommendation.
3. The SQMB will conduct Violation Assessments, as requested by the CLEO, every Saturday at 1200 hours throughout the season.
4. The SQMB will make disciplinary recommendations, as requested, to the CLEO for approval.
5. Discipline (in addition to any State or Federally issued tickets by the CLEO) ranges from 15 days of no hunting to a total loss of all base hunting privileges.
6. Major weapons violations i.e. hunting on base with a high-powered rifle, unauthorized weapons on base, etc. carry the same, if not harsher, consequences as breaking the law in the civilian sector.

- Deer is the only Big Game allowed to be shot. No other big game can be harvested even if there is an open season for it.
- Foxes are allowed to be taken during regular state fox hunting season.
- Do not shoot bears.
- Coyotes may be shot at NASO in accordance with State Laws.
- Loss of an access key to a hunting area constitutes a breach of base security and the offense will be processed by the Federal CLEO.
- In addition to Penalties Listed above and in the CNRMA Instruction:
 - a. Parking in unauthorized areas = Lose hunting privileges for Ten-days.
 - b. Leaving an animal in the cooler longer than 10 days = Lose hunting privileges for 30 days.
 - c. Under certain conditions a Lifetime Hunting Banishment can be issued.

XV. BLAZE ORANGE REQUIREMENTS:

1. Blaze orange is required to be worn while transiting to and from your hunting area or tree stand.
2. 100 square inches (roughly the size of a baseball cap) of blaze orange is required to be worn. The Board recommends that you wear a blaze orange vest as well as a cap when transiting to and from your hunting area.
3. Once in your tree stand, you may remove your blaze orange but it must be within one arm length and visible from a 360 degree view for other hunters to see.

XVI. ARCHERY RANGE UTILIZATION:

1. Bow targets (hay bales) are for the use of all personnel that have purchased a base hunting pass.
2. Safety is the number one priority while practicing archery and as such, no one is allowed down range while another member is shooting arrows at a target.
3. Field tips are authorized for use at the NRC bow range. **Broad Heads are not to be shot in the hay bales.**
4. You may bring your own targets and use broad heads from the A Platform **ONLY.**

XVII. POINTS OF CONTACT AND WEBSITE:

- Conservation Law-enforcement Officer (Game Warden), NRC, Building 78: (433-2151)
- NASO/DNA Security/Game Check-in, Building 320: (433-3103)
- NALFF Quarterdeck, Building 100: (433-2259)
- NWA Security/Quarterdeck, Building 145: (421-8000)
- Websites:
 - <https://www.cnic.navy.mil/oceana/Programs/NavalStationDepartments/NaturalResources/index.htm> ;
 - https://portal.navfac.navy.mil/portal/page/portal/navfac/navfac_wv_pp/navfac_navfacmidlant_pp/midlant_ps/environmental_norfolk/tabnr

NOTE: For other hunting program questions related to Small Game, Waterfowl, Furbearer, etc. contact the NRC.