



STATE OF MAINE HUNTING AND TRAPPING 2009-2011 LAWS & RULES



ASK FIRST!

A hunting license does not authorize you to enter private property without permission.

Season dates for hunting and trapping are revised annually.
*Information appearing in this book may not be valid after July, 2011.

www.maine.gov/ifw

STATE of MAINE HUNTING & TRAPPING LAWS AND RULES 2009-2011

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Cover photograph of:
Daicey

Taken by:
Dave Chabot

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Department of
Inland Fisheries
and Wildlife

STATE of MAINE
DEPARTMENT of INLAND FISHERIES & WILDLIFE

*Stewards of Maine's Inland Fisheries & Wildlife, Protecting & Preserving
Maine's Natural Resources, Quality of Place and Economic Future.*

ROLAND D. MARTIN Commissioner
PAUL F. JACQUES Deputy Commissioner

MAIN OFFICE

284 State St.
41 State House Station
Augusta, ME 04333-0041
(207) 287-8000

Visit our web site: <http://www.maine.gov/ifw>

Operation Game Thief - 1-800-ALERT US (253-7887) In State
or (207) 287-6057 Out of State

REGIONAL HEADQUARTERS

Ashland (207) 435-3231
Gray..... (207) 657-2345
Greenville (207) 695-3756

**IF YOU ARE IN NEED OF THE SERVICES OF A GAME WARDEN CALL
THE DEPARTMENT OF PUBLIC SAFETY DISPATCH AT THE
FOLLOWING TOLL-FREE NUMBERS**

Augusta..... 1-800-452-4664 Houlton..... 1-800-924-2261
Gray 1-800-228-0857 Orono 1-800-432-7381

**THE REGIONAL COMMUNICATION CENTERS ABOVE DISPATCH
GAME WARDENS 24 HOURS A DAY.**

Members of the Commissioner's Advisory Council

- Cathy A. Demerchant—Androscoggin, Kennebec, and Sagadahoc Counties..... (207) 923-3287
- R. Leo Kieffer — Aroostook County (207) 768-0382
- Richard Thurston — Cumberland County (207) 415-0127
- Stephen Philbrick — Franklin and Oxford Counties..... (207) 557-0743
- Frank M. Dunbar — Hancock County..... (207) 469-2667
- Michael Witte (*Vice Chair*) — Knox, Lincoln, and Waldo Counties..... (207) 592-9265
- Joseph E. Clark (*Chair*)— Penobscot County (207) 249-2881
- John E. Simko — Piscataquis and Somerset Counties..... (207) 731-7479
- Albion Goodwin — Washington County..... (207) 726-5574
- Ron Usher — York County (207) 831-0541

NOTE! *The State Police numbers may be used to report a fire, ONLY if a fire warden or forest ranger cannot be reached. To report wildfire arson call 1-800-987-0257 — The Maine Forest Service, Department of Conservation*

LETTER FROM THE GOVERNOR

With incomparable natural resources and abundant wildlife as its foundation, Maine has a tremendous variety of outdoor recreational opportunities that easily satisfy enthusiasts looking for variety, adventure and beauty.

The State's woods and waters provide endless possibilities, from bird and wildlife watching, to boating, fishing and hunting. These activities are important to our quality of life, and they serve to strengthen our economy.



More than 200,000 people hunt in Maine each year, generating roughly \$330 million in retail sales for businesses in our State, as well as nearly \$130 million in wages and salaries, and more than \$27 million in tax revenue.

Your purchase of a license helps ensure that Maine's wildlife is under the care of good stewards. It supports the efforts of the game wardens who protect our resources and our people, and the work of biologists who manage wildlife and secure habitat.

Your license purchase also supports and creates jobs throughout the State.

Thank you for purchasing a Maine hunting license this year and for investing in Maine's outdoor future.

John Elias Baldacci
Governor

The Maine Department of Inland Fisheries and Wildlife receives federal funds from the U.S. Department of the Interior. Accordingly, all Department programs and activities must be operated free from discrimination in regard to race, color, national origin, age, or handicap. Any person who believes that he or she has been discriminated against should write to the Office of Equal Opportunity, U.S. Department of the Interior, Washington, D.C. 20240.

A MESSAGE FROM THE COMMISSIONER



Thank you for purchasing your Maine license from an agent or through MOSES, our online licensing system.

If you used MOSES to secure your license, either from your computer or at one of the more than 280 MOSES agents statewide, you are helping us save money by reducing our paper usage and staff time. These savings, along with the funds generated from the purchase of your license, instead are used to support the ongoing wildlife management efforts underway at the Maine Department of Inland Fisheries and Wildlife. This work includes providing and preserving habitat and allowing us to manage wildlife populations.

In the next few years, we will continue to encourage outdoor enthusiasts to purchase their licenses or registrations online.

Sportsmen and women increasingly are becoming tech savvy. Using the Web to secure your required license or registration is convenient – you can buy it at anytime day or night – and it saves you travel time. Plus, if you lose your license or registration, you can easily print another from your computer.

Your license is the ticket to enjoying a state that is unmatched in the east for its opportunity and beauty. Maine's numerous hunting and trapping activities can take you to millions of forested acres, thousands of miles of coastline, and more than 6,000 lakes and ponds and 32,000 miles of rivers and streams.

Your license also may take you to private lands opened up to this Maine tradition by the generosity of landowners who deserve our respect and our thanks.

Please remember that with this license comes the responsibility not only to help us protect and preserve valuable natural resources but to maintain public access to private lands as well. Respect the property of others. First ask for permission before hunting on private land. Make sure of your target and what's beyond it. And thank the landowners for supporting hunting opportunities in Maine.

We owe a great deal of gratitude to landowners throughout Maine who are allowing outdoor enthusiasts to hunt on their property. It is through their generosity that we are able to enjoy this great Maine tradition.

Remember, hunting in Maine is a tradition – and a privilege. Hunt wisely.

Roland "Dan" Martin

Commissioner

COMMENTS & COMPLAINTS — If you wish to make a comment about any member of the Department, please come to or call the closest office (listed on page 2), and talk to the appropriate staff member. Written comments should be mailed to:

Maine Department of Inland Fisheries & Wildlife
41 State House Station
Augusta, ME 04333-0041

Receipt of your correspondence will be formally acknowledged in writing.

A MESSAGE FROM THE WARDEN SERVICE

All of us look forward to the tell tale signs of fall with the cooling temperatures and fall foliage and we know that hunting season has arrived. This exciting time of the year is one that resurrects memories of traditions with family and friends and excites the most experienced hunters about the opportunities they may encounter in the upcoming season.

The Maine Warden Service is committed to protecting and preserving Maine's quality of life and outdoor activities. A large part of the state's economy depends on the diversity and availability of fish and wildlife resources. Our dedicated professionals recognize this and strive to protect these valuable assets through the education and enforcement of Maine's fish and wildlife laws.



Maine Game Wardens are essential in providing vital law enforcement and search and rescue services to all that enjoy Maine's great outdoors in all corners of the State. Game Wardens focus on and address intentional illegal hunting issues through patrols or by investigating violations anywhere in the woods and inland waters of Maine. Please support your local Game Warden and partner with us in protecting and preserving our precious resources.

Since its inception 129 years ago, the Maine Warden Service has worked with the public to identify willful acts of poaching. If you witness or have any information relating to fish and wildlife poaching, we encourage you to contact Operation Game Thief at www.maineogt.org. OGT pays rewards of up to \$2,000 for information that leads to the arrest or summons of individuals poaching.

In closing, always ask for permission from private landowners before you hunt on their land. Access is a privilege and key to all of us enjoying great outdoor experiences. Keep safety in mind when hunting in Maine's woods, fields and marshes and always be sure of your target and what lies beyond it. And remember, people who intentionally violate wildlife laws take opportunities away from all that enjoy Maine.

Have a safe and enjoyable season!



COLONEL JOEL WILKINSON
CHIEF, MAINE WARDEN SERVICE

*Maine Warden Service • Serving Proudly Since 1880
Honor • Loyalty • Compassion • Trust*

2009 LICENSE PERMIT FEES

Fees listed do not include the \$2 agent fee.

The commissioner may revoke all license and permits issued to any person who fails to pay

| | | |
|----------------------------|---|-------------|
| MAINE RESIDENTS | Hunting (16 and older)..... | \$21.00 |
| | Junior Hunting (10 to 15 years old)..... | \$7.00 |
| | Small Game* Hunting (16 and older)..... | \$14.00 |
| | Combination Hunting & Fishing (16 and older)..... | \$38.00 |
| | Combination Fishing/Archery (16 and older)..... | \$38.00 |
| | Serviceman (resident) Combination Hunting & Fishing..... | \$3.00 |
| | Serviceman (dependent) Combination Hunting & Fishing..... | \$20.00 |
| | Serviceman (dependent) Hunting..... | \$10.00 |
| | Disabled War Veteran (resident)..... | FREE |
| | Archery Hunting (16 and older)..... | \$21.00 |
| | Crossbow Hunting (16 and older**)..... | \$25.00 |
| | Muzzleloading (10 and older)..... | \$13.00 |
| | Trapping (16 and older)..... | \$35.00 |
| | Junior Trapping (10 to 15 years)..... | \$9.00 |
| | Apprentice Licenses..... | See page 10 |
| Superpack..... | \$200.00 | |

| | | |
|---------------------------|---|-------------|
| NON- RESIDENTS | Big Game Hunting (16 and older)..... | \$102.00 |
| | Combination Hunting & Fishing (16 and older)..... | \$137.00 |
| | Small Game* Hunting (16 and older)..... | \$67.00 |
| | 3-Day Small Game* Hunting (valid for 3 consecutive days)..... | \$42.00 |
| | Junior Hunting (10 to 15 years)..... | \$27.00 |
| | Archery Hunting (16 and older)..... | \$62.00 |
| | Crossbow Hunting (16 and older**)..... | \$48.00 |
| | Muzzleloading (10 and older)..... | \$62.00 |
| | Trapping (any age)..... | \$310.00 |
| | Apprentice Licenses..... | See page 10 |

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|---|---|----------|
| ALIEN <small>See page 9 for new information on guide requirements for alien hunters</small> | Big Game Hunting (16 and older)..... | \$127.00 |
| | Combination Hunting & Fishing (16 and older)..... | \$178.00 |
| | Small Game* Hunting (16 and older)..... | \$72.00 |
| | Archery Hunting (16 and older)..... | \$72.00 |
| | Crossbow Hunting (16 and older**)..... | \$72.00 |
| | Muzzleloading (10 and older)..... | \$72.00 |
| | Junior Hunting (10 to 15 years)..... | \$27.00 |

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| OTHER FEES | Supersport Designation..... | \$20.00 |
| | Falconry..... | \$26.00 |
| | Duplicate License..... | \$2.00 |
| | Taxidermist, Hide Dealer, and Guide Licenses..... | see page 18 |
| | Coyote Night Hunting Permit..... | \$4.00 |
| | Deer, Moose, Turkey or Bear Registration..... | \$5.00 |
| | Expanded Archery Permits..... | see page 21 |
| | Antlerless Deer..... | \$12.00 |
| | Buck..... | \$32.00 |
| | State Migratory Waterfowl (16 and older)..... | \$7.50 |
| | Pheasant (Cumberland and York Counties)..... | \$17.00 |
| | Bear Permits..... | see page 26 |
| | Wild Turkey..... | see pages 23-25 |
| | Moose..... | see page 17 |

*Small game permits hunting of all species except deer, bear, moose, wild turkey, raccoon, and bobcat.

**A resident or nonresident 10 years of age or older and under 16 years of age may hunt with a crossbow if that person holds a valid junior hunting license.

Unless otherwise noted, all licenses and permits expire on December 31 of the year issued.

2010 LICENSE PERMIT FEES

Fees listed do not include the \$2 agent fee.

The commissioner may revoke all license and permits issued to any person who fails to pay the fees due and may recover fees associated with insufficient funds.

| | | |
|--------------------------|--|---------|
| MAINE RESIDENTS | Hunting (16 and older) | \$25.00 |
| | Junior Hunting (10 to 15 years old)..... | \$7.00 |
| | Small Game* Hunting (16 and older)..... | \$14.00 |
| | Combination Hunting & Fishing (16 and older)..... | \$42.00 |
| | Combination Fishing/Archery (16 and older) | \$42.00 |
| | Serviceman (resident) Combination Hunting & Fishing | \$3.00 |
| | Serviceman (dependent) Combination Hunting & Fishing | \$20.00 |
| | Serviceman (dependent) Hunting | \$10.00 |
| | Disabled War Veteran (resident)..... | FREE |
| | Archery Hunting (16 and older)..... | \$25.00 |
| | Crossbow Hunting (16 and older**)..... | \$25.00 |
| | Muzzleloading (10 and older)..... | \$13.00 |
| | Trapping (16 and older) | \$35.00 |
| | Junior Trapping (10 to 15 years)..... | \$9.00 |
| Apprentice Licenses..... | See page 10 | |
| Superpack..... | \$200.00 | |

| | | |
|----------------------|--|-------------|
| NON-RESIDENTS | Big Game Hunting (16 and older) | \$114.00 |
| | Combination Hunting & Fishing (16 and older)..... | \$149.00 |
| | Small Game* Hunting (16 and older)..... | \$74.00 |
| | 3-Day Small Game* Hunting (valid for 3 consecutive days) | \$49.00 |
| | Junior Hunting (10 to 15 years)..... | \$34.00 |
| | Archery Hunting (16 and older)..... | \$74.00 |
| | Crossbow Hunting (16 and older**)..... | \$55.00 |
| | Muzzleloading (10 and older)..... | \$69.00 |
| | Trapping (any age)..... | \$317.00 |
| | Apprentice Licenses..... | See page 10 |

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| ALIEN See page 9 for new information on guide requirements for alien hunters | Big Game Hunting (16 and older) | \$139.00 |
| | Combination Hunting & Fishing (16 and older)..... | \$190.00 |
| | Small Game* Hunting (16 and older)..... | \$79.00 |
| | Archery Hunting (16 and older)..... | \$84.00 |
| | Crossbow Hunting (16 and older**)..... | \$79.00 |
| | Muzzleloading (10 and older)..... | \$79.00 |
| | Junior Hunting (10 to 15 years)..... | \$34.00 |

| | | |
|-------------------|--|-----------------|
| OTHER FEES | Supersport Designation | \$20.00 |
| | Falconry | \$26.00 |
| | Duplicate License..... | \$2.00 |
| | Taxidermist, Hide Dealer, and Guide Licenses | see page 18 |
| | Coyote Night Hunting Permit | \$4.00 |
| | Deer, Moose, Turkey or Bear Registration..... | \$5.00 |
| | Expanded Archery Permits | see page 21 |
| | Antlerless Deer | \$12.00 |
| | Buck..... | \$32.00 |
| | State Migratory Waterfowl (16 and older) | \$7.50 |
| | Pheasant (Cumberland and York Counties)..... | \$17.00 |
| | Bear Permits | see page 26 |
| | Wild Turkey..... | see pages 23-25 |
| | Moose | see page 17 |

*Small game permits hunting of all species except deer, bear, moose, wild turkey, raccoon, and bobcat.

**A resident or nonresident 10 years of age or older and under 16 years of age may hunt with a crossbow if that person holds a valid junior hunting license.

Unless otherwise noted, all licenses and permits expire on December 31 of the year issued.

See Department web site for info regarding license fee increases for 2010.

NEW LAWS

Several pieces of legislation that affect the Inland Fisheries and Wildlife statutes were signed into law by Governor Baldacci during the 1st Regular Session of the 124th Legislature. Below is a summary of the changes affecting hunting and trapping.

(Public Law Chapter 340) An Act To Amend Certain Provisions of Fish and Wildlife Law - Effective June 10, 2009. This law makes several changes as follows:

Clarifies that a person selected to receive a moose permit may not then purchase an apprentice hunting license to satisfy the licensing requirements;

Amends the definition of "building" for purposes of the prohibition against discharging a firearm or crossbow within 100 yards of a building to clarify that it includes a building that is designed to be occupied by people or domesticated animals;

Prohibits a person from carrying a firearm during the open trapping season for the purpose of dispatching trapped animals if they are prohibited from possessing a firearm under the Maine Revised Statutes, Title 15, Section 393 (Felon law) and have not obtained a valid permit to carry a firearm;

(Public Law Chapter 186) An Act To Allow Authorized Agents to Process Moose Hunting Lottery Applications and Antlerless Deer Permit Applications - Effective May 21, 2009. IF&W agents are now authorized to process applications online for moose and antlerless deer permits – they may charge a fee of \$2.

(Public Law Chapter 46) An Act To Change the Coyote Night Hunting Season - Effective September 12, 2009. This law changes the beginning of the open season on night hunting from Jan. 1st to December 16th, remaining open until June 1st.

(Public Law Chapter 69) An Act To Clarify Hunting and Trapping Law for Youth - Effective September 12, 2009. Parent or guardian responsible for junior hunters and trappers. This law change makes the adult supervisor, parent or guardian of a holder of a valid junior hunting license responsible if that junior hunter violates any provision of the fish and wildlife laws pertaining to hunting and trapping. This bill also makes it clear that a resident under 10 years of age may trap all legal species, except bear, without a license.

(Public Law Chapter 76) An Act to Extend the Season for Training Hunting Dogs

This law makes several changes to the dog training season: 1) persons engaging in training activities must possess a valid hunting license; 2) it extends the training season for bear hounds by one month (starting July 1st rather than August 1st) and 3) allows up to six dogs to be trained at one time. This law is in effect from July 1, 2009 until June 30, 2010 at which time it will be revisited.

(Public Law Chapter 70) An Act Regarding the Placement of Bait to Attract Wild Animals or Birds for Hunting - Effective September 12, 2009.

This bill enacts a new section of law dealing with placing bait by establishing definitions for "bait" – *an animal or plant or a part of an animal or plant used to attract wild animals for the purpose of hunting and does not include: a derivative of an animal or plant in a liquid or paste form, including but not limited to, urine or commercially prepared lures or scents or packaging or container materials that fall within the definition of litter under state law, and "bait site" – the place where the bait has been placed and the immediate surrounding area.* Bait sites must be plainly labeled with a 2-inch by 4-inch tag identifying the name and address of the person establishing the bait site; a person may not hunt at a bait site established by another person

NEW LAWS

without permission from the person that established the bait site. Bait sites must be cleaned up immediately after the landowner requests the removal or, if not requested by the landowner, within 20 days from the last day the bait site was hunted over. A person establishing a bait site is subject to the litter laws. This new section does not apply to bear baiting or placing bait on the ice of inland waters.

(Public Law Chapter 390) An Act to Amend the Laws Governing Alien Big Game and Turkey Hunters - Effective September 12, 2009. This is a change to the law that was enacted last year requiring guides for alien hunters for bear, deer and moose has been amended as follows: An alien resident of the Canadian province of New Brunswick or Quebec may not hunt big game or Wild Turkey without being accompanied by a person who holds a valid guide license, unless they own or lease land in the State; is current on property taxes assessed for the land owned in the State; keeps property owned or leased in the State open for hunting by the public, and while hunting big game or Wild Turkey, possesses written authorization from the Commissioner to hunt big game without a guide. When applying for a license to hunt big game or Wild Turkey, documentation of the above must be provided and, if satisfactory, written authorization will be provided to the alien and that alien's family members who hold valid licenses. This law also changed the number of clients that can be with a resident Maine

guide hunting bears with dogs from 3 to 5. Current law provided that a nonresident could not hunt bear with the use of dogs unless they employ and hunt with a resident Maine guide. Prior to this law change, guides were limited to 3 clients when hunting for bear with dogs.

(Public Law C. 213) State Budget

- Effective May 29, 2009 had several changes affecting licensing and registrations including a fee increase that takes effect for 2010 license sales. Also included is a combined Spring and Fall Turkey Permit which allows the taking of one male wild turkey in the spring and one wild turkey in the fall. The fee for the combined permit is \$20 for residents and \$54 for nonresidents and aliens. The holder of a combined fall and spring permit will be eligible to purchase a 2nd spring wild turkey permit that allows the taking of one additional male wild turkey at a cost of \$20 for residents, nonresidents and aliens. This takes effect for the 2010 season.

A change was made to junior hunting licenses for residents. In 2010, the junior license will include all permits, stamps and other permissions needed to hunt at no additional cost (except for permits issued in a lottery system, currently moose and antlerless deer).

NEW RULE: IN WMD's WHERE NO ANTLERLESS DEER PERMITS ARE ISSUED, archers and youth hunters, are restricted to bucks only.

HUNTING HIGHLIGHTS

HARASSMENT OF HUNTERS AND TRAPPERS: It is illegal for any person to willfully interfere with the lawful hunting and trapping of any wild animal or wild bird, including the willful disturbance of wild animals or wild birds with intent to interfere with their lawful taking. (**Note:** This law does not limit the ownership, use, access, or control of property rights otherwise provided by law).

DISTURBING TRAPS - It is illegal to take or disturb any trap, or any wild animal which is caught in a trap, without permission of the owner of the trap. If you are convicted of disturbing traps, in addition to any fine or jail time you receive, you will lose all your trapping, hunting, and fishing privileges for at least three years.

HUNTING HIGHLIGHTS

TREE STANDS: (10652, Subsection 1-B-1, 2) It is unlawful to insert any metallic or ceramic object into a tree on land of another for the purpose of erecting a ladder or tree stand, unless you have permission from the landowner. You must obtain verbal or written permission of the landowner (or representative) to erect and use a portable or permanent tree ladder or stand and the ladder or stand must be plainly labeled with a 2-inch by 4-inch tag identifying the name and address of the person or persons authorized by the landowner to use the stand or ladder. (**Exception:** Portable tree stands or ladders used on land within the jurisdiction of the Maine Land Use Regulation Commission and attended by the person who owns the ladder or stand shall not require landowner permission or labeling, but permanent ones do. (**Note:** For additional information on the use of private property, see pages 38-39.)

SUNDAY HUNTING is illegal in Maine.

DISPOSAL OF REMAINS: It is unlawful, except during normal field dressing or for baiting purposes, to drop, deposit, discard, dump or otherwise dispose of the carcass, waste parts or remains of a wild animal, unless you are on private property owned by you, or in a legally designated area.

CONDITIONS ON THE USE OF

CROSSBOWS: The following conditions apply to the use of crossbows: 1) Only crossbows with a shoulder-type stock may be used; hand-held pistol-type crossbows are prohibited; 2) the draw weight may not be less than 100 pounds nor more than 200 pounds; 3) arrowheads, including mechanical broadheads when open, must be at least 7/8 inch in width; 4) arrows having explosive or poisonous tips are prohibited; 5) crossbows must be equipped with a mechanical

trigger safety device in working condition; 6) crossbows equipped with scopes or sights may be used. (See page 22). 7) A crossbow permit is required.

LEASHED DOG TRACKING LICENSE: A license is available which allows the tracking of wounded deer, moose, and bear with dogs. The fee for this license is \$27. The fee for a 3-year license is \$81. A person who holds a valid license may charge a fee for dog tracking services without having to hold a guides license as long as that is the only service provided. Contact the Department of Inland Fisheries and Wildlife for details.

WASTE OF GAME: A person may not waste a wild bird or wild animal that has been wounded or killed while hunting. For purposes of this section "waste" means to intentionally leave a wounded or killed animal in the field or forest without making a reasonable effort to retrieve and render it for consumption or use.

APPRENTICE HUNTERS LICENSE: A new license is available for first time hunters. This license may only be held once and is intended to introduce a person to hunting for the first time. A person holding this license may not hunt other than in the presence of a supervising person at least 18 years of age who has held a valid Maine hunting license for the prior 5 consecutive years. The supervisor is responsible for ensuring that the holder of an apprentice license follows safe hunting protocol as well as all hunting laws. For more information contact IF&W office at (207) 287-8000.

Available apprentice licenses: 2009 2010

| | | |
|------------------------|-------|-------|
| Resident Hunting* | \$21 | \$25 |
| Resident Crossbow | \$25 | \$25 |
| Resident Archery | \$21 | \$25 |
| Nonresident Big Game* | \$102 | \$114 |
| Nonresident Small Game | \$67 | \$74 |
| Nonresident Crossbow | \$48 | \$55 |
| Nonresident Archery | \$62 | \$74 |

*includes bear and turkey permits

This license may not be used by a person selected to receive a moose permit.

2009 HUNTING SEASONS

All dates are inclusive except that hunting is prohibited on Sunday.

DEER (See pages 17 & 19 for information regarding antlerless deer)

Expanded Archery (limited area/ permit required)..... Sept. 12 - Dec. 12

Regular Archery (Statewide) Oct. 1 - Oct. 30

Firearms (allows use of bow and arrow, crossbows*, firearms, or muzzleloaders)

Maine Residents Only Oct. 31

All Hunters.....Nov. 2 - Nov. 28

Youth Deer Hunting DayOct. 24

Muzzleloader

Week 1: All Wildlife Management Districts (WMDs) *see page 41Nov. 30 - Dec. 5

Week 2: WMDs 12, 13, 15 through 18, 20 through 26, 29 Dec. 7 - Dec. 12

BEAR General Hunting SeasonAug. 31 - Nov. 28

Hunting With Dogs Sept. 14 - Oct. 30

Hunting With Bait (See pages 25-26)..... Aug. 31 - Sept. 26

MOOSE (Permit Hunt — see page 17)

WMDs 1 through 6, 11,19 Sept. 28 - Oct. 3

WMDs 1 through 14, 17,18,19, 27, 28 Oct 12 - Oct. 17

WMDs 15, 16, 23, 26.....Nov. 2 - Nov. 28

WMDs 15, 16, 23, 26 Maine Resident Permit Holders Only Oct. 31

SPRING WILD TURKEY

Youth Spring Wild Turkey..... May 2

WMD's 7, 10 through 18 & 20 through 26 May 4 - June 6

FALL WILD TURKEY

Fall Archery Hunt Zone 1: WMDs 15, 16, 17, 20, 24, 25, 26.....Oct. 10 - Oct. 24

Zone 2: WMDs 21, 22, 23..... Oct. 1 - Oct. 30

Shotgun Hunt Zone 3: WMDs 15, 16, 17, 20 through 25 Oct. 17 - Oct. 23

PHEASANT*, RUFFED GROUSE (PARTRIDGE) & BOBWHITE QUAIL ... Oct. 1 – Dec. 31

*In York and Cumberland Counties, a permit is required to hunt or possess pheasant.

CROW (Split season)

WMDs 1 through 6: Feb. 15 – Apr. 15 and Aug. 1 - Sept. 30

WMDs 7 through 29: Feb. 1 – Mar. 31 and Aug. 1 - Sept. 30

GRAY SQUIRREL Oct. 1 - Dec. 31

FALCONRY GRAY SQUIRREL Oct. 1 - Feb. 28

SNOWSHOE HARE Oct. 1 - Mar. 31

Season on Island of Vinalhaven..... Oct. 1 - Feb. 28

BOBCAT Dec. 1 - Feb. 14

FOX Oct. 19 - Feb. 28

RACCOON Oct. 1 - Dec. 31

SKUNK & OPOSSUM Oct. 19 - Dec. 31

COYOTE night hunting (see page 16).....Dec. 16 - June 1

COYOTE during daylight hunting hoursJan. 1 - Dec. 31

WOODCHUCK, RED SQUIRREL, & PORCUPINENo closed season for hunting

SPRUCE GROUSE, LYNX, COTTONTAIL RABBITNO OPEN SEASON

WOODCOCK, WATERFOWL, SNIPE, GALLINULES, RAILS — Season dates are set according to federal framework and are listed in the Migratory Game Bird Schedule published in September. A Migratory Waterfowl Permit IS NOT required to hunt woodcock, snipe, gallinule, rails, or crow.

* See Pages 10 and 22 for information on the use of crossbows.

NOTE: *Except for migratory game birds (defined on page 13), there is no hunting season on any species of bird or animal which is not listed in the above chart.*

2010 HUNTING SEASONS

All dates are inclusive except that hunting is prohibited on Sunday.

DEER (See pages 17 & 19 for information regarding antlerless deer)

Expanded Archery (limited area/ permit required).....Sept. 11 - Dec. 11

Regular Archery (Statewide) Sept. 30 - Oct. 29

Firearms (allows use of bow and arrow, crossbows*, firearms, or muzzleloaders)

Maine Residents OnlyOct. 30

All Hunters.....Nov. 1 - Nov. 27

Youth Deer Hunting DayOct. 23

Muzzleloader

Week 1: All Wildlife Management Districts (WMDs) *see page 41Nov. 29 - Dec. 4

Week 2: WMDs 12, 13, 15 through 18, 20 through 26, 29Dec. 6 - Dec. 11

BEAR General Hunting SeasonAug. 30 - Nov. 27

Hunting With Dogs Sept. 13 - Oct. 29

Hunting With Bait (See pages 25-26).....Aug. 30 - Sept. 25

MOOSE (Permit Hunt — see page 17)

WMDs 1 through 6, 11,19 Sept. 27 - Oct. 2

WMDs 1 through 14, 17,18,19, 27, 28 Oct. 11 - Oct. 16

WMDs 15, 16, 23, 26Nov. 1 - Nov. 27

WMDs 15, 16, 23, 26 Maine Resident Permit Holders Only Oct. 30

SPRING WILD TURKEY

Youth Spring Wild Turkey..... To be determined

WMD's 7, 10 through 18 & 20 through 26 To be determined

FALL WILD TURKEY

Fall Archery Hunt Zone 1: WMDs 15, 16, 17, 20, 24, 25, 26.....Oct. 9 - Oct. 23

Zone 2: WMDs 21, 22, 23..... Sept. 30 - Oct. 29

Shotgun Hunt Zone 3: WMDs 15, 16, 17, 20 through 25 Oct. 16 - Oct. 22

PHEASANT*, RUFFED GROUSE (PARTRIDGE) & BOBWHITE QUAIL ... Oct. 1 – Dec. 31

*In York and Cumberland Counties, a permit is required to hunt or possess pheasant.

CROW (Split season)

WMDs 1 through 6: Feb. 15 – Apr. 15 and Aug. 1 - Sept. 30

WMDs 7 through 29: Feb. 1 – Mar. 31 and Aug. 1 - Sept. 30

GRAY SQUIRREL Oct. 1 - Dec. 31

FALCONRY GRAY SQUIRREL Oct. 1 - Feb. 28

SNOWSHOE HARE Oct. 1 - Mar. 31

Season on Island of Vinalhaven..... Oct. 1 - Feb. 28

BOBCAT Dec. 1 - Feb. 14

FOX Oct. 18 - Feb. 28

RACCOON Oct. 1 - Dec. 31

SKUNK & OPOSSUM Oct. 18 - Dec. 31

COYOTE night hunting (see page 16).....Dec. 16 - June 1

COYOTE during daylight hunting hours Jan. 1 - Dec. 31

WOODCHUCK, RED SQUIRREL, & PORCUPINENo closed season for hunting

SPRUCE GROUSE, LYNX, COTTONTAIL RABBITNO OPEN SEASON

WOODCOCK, WATERFOWL, SNIPE, GALLINULES, RAILS — Season dates are set

according to federal framework and are listed in the Migratory Game Bird Schedule published in September. A Migratory Waterfowl Permit IS NOT required to hunt woodcock, snipe, gallinule, rails, or crow.

* See Pages 10 and 22 for information on the use of crossbows.

NOTE: *Except for migratory game birds (defined on page 13), there is no hunting season on any species of bird or animal which is not listed in the above chart.*

GAME BAG LIMITS

| Species | Daily Bag Limit | Possession Limit |
|--------------------------------------|---|------------------|
| DEER | Only 1 may be taken annually — see exceptions (1) below | |
| BEAR | Only 1 may be taken annually — either hunting or trapping | |
| RUFFED GROUSE (PARTRIDGE) | 4 | 8 |
| BOBWHITE QUAIL | 4 | 8 |
| PHEASANT | 2 | 4 |
| Wild Turkey (<i>Spring hunt</i>) | One (1) bearded Wild Turkey per permit holder. See (2) below. | |
| Wild Turkey (<i>Fall hunt</i>) | One (1) Wild Turkey either sex, any age per permit holder (shotgun or bow). | |
| SNOWSHOE HARE | 4 | 8 |
| GRAY SQUIRREL | 4 | 8 |
| MIGRATORY BIRDS (Ducks, Geese, etc.) | See (3) below | |
| OTHER LEGAL SPECIES | No limit | |

- (1) Additional deer may be taken by participants in the Expanded Archery Season (see page 21), or by anyone possessing a bonus antlerless deer permit or superpack antlerless deer permit.
- (2) A second Spring male turkey permit may be obtained by holders of the combined Spring/Fall permit for a fee of \$20.
- (3) Migratory bird hunting regulations are located in a separate publication which is printed in September. The following shall be considered migratory game birds: Anatidae or waterfowl, including brant, wild ducks, geese, and swans; Rallidae or rails, including coots, gallinules, sora, and other rails; scolopacidae, snipe, or woodcock; Columbidae or pigeons, including doves and wild pigeons.

DOG TRAINING SEASON

- Dogs may be trained on foxes, rabbits, and raccoons from July 1st through the following March 31st. It is unlawful to use or possess a firearm, other than a pistol or a shotgun, loaded with blank ammunition, while training dogs on fox, snowshoe hare, or raccoons (except during the open hunting season on these species). Dogs may be used to hunt wild hares during the firearm season on deer.
 - **Residents** may train up to 6 dogs on bear from July 1st to the start of the bear hunting season, except south of Route 9 in Washington and Hancock Counties.
 - Sporting dogs may be trained on wild birds (does not include Wild Turkey) at any time. The commissioner may authorize the use of firearms during such training to shoot and kill wild birds propagated or legally acquired by the permittee and possessed in accordance with the laws pertaining to breeders licenses.
 - During dog training season, it is legal to train dogs on Sunday.
 - A person must possess a valid hunting license to engage in these activities.
- NOTE: These changes are in effect from July 1, 2009 - June 30, 2010.

LAWS PERTAINING TO JUNIOR HUNTERS

1. **Hunting Prohibited.** Children under 10 years of age are not allowed to hunt.

2. **Junior hunting license.** Children at least 10 years of age and under 16 years of age must have a junior hunting license to hunt.

3. **Hunters to be accompanied.** Junior hunters (10 years of age or older and under 16) may hunt with firearms ONLY in the presence of their parent or guardian or an adult who is at least 18 years of age. The person who accompanies a youth hunter is responsible for any violations committed by that hunter. **Any person who accompanies a junior hunter, other than the parent or guardian, must either possess a valid Maine hunting license or have successfully completed a hunter education course.** That presence must be unaided by visual or audio enhancement devices, including binoculars and citizen band radios.

A junior hunter who turns 16 years of age may continue hunting with a firearm, crossbow, or bow and arrow for that year with the junior license (see NOTE on page 15), but must complete the appropriate safety course prior to hunting without adult supervision. A junior hunter who turns 16 and continues hunting with a junior license must purchase waterfowl (Federal and State) and pheasant authorities.

4. **Archery hunting.** A Junior Hunting License holder may hunt with bow and arrow when accompanied by an adult 18 years of age or older. Juniors hunting during the expanded archery season get one free antlerless expanded archery permit and they would be required to purchase additional expanded archery permits if desired.. Juniors must make a tag

for transporting deer to a registration station. Do not use the tag on the Junior License if a deer is taken during the expanded archery season.

Crossbow Hunting - See page 22

5. **Youth deer hunting day.** Junior hunters (10 years of age or older and under 16) who hold a valid junior hunting license are allowed to take one deer of either sex (except in WMD's where no antlerless deer permits are issued; youth hunters are restricted to bucks only), with either a firearm, crossbow, or bow and arrow on the youth deer hunting day. If they shoot a deer on the youth deer hunting day, they are prohibited from taking any additional deer, unless they have been awarded a bonus antlerless-deer permit or participate in the expanded archery season (designated areas only) with appropriate expanded archery permits. **The parent, guardian, or qualified adult shall not possess a firearm while accompanying a participating youth hunter.** All laws pertaining to hunting during the open firearms season on deer apply on the youth deer day.

LICENSING REQUIREMENTS

WHO NEEDS A LICENSE?

Anyone 10 years of age and over must obtain a license to hunt wild birds or wild animals.*

- Children under 10 years of age are not allowed to hunt.
- Hunters 10 years of age to 15 years of age must possess a junior license.
- Hunters 16 years of age and over must possess an adult license to hunt.
(NOTE: A Junior License holder who turns 16 may hunt with that Junior License for the remainder of the year except on the Youth Waterfowl Day and the Youth Deer Day— see page 14 for more information.)

*Maine resident landowners, including immediate family members over 10 years of age, as long as their license to hunt has not been revoked or suspended, may hunt without a license, including archery, crossbow (see page 22) and muzzleloading (must purchase all other permits) on land they own and reside provided the land exceeds 10 acres in size and is used exclusively for agricultural purposes.

- A person may assist in a hunt without a license or permit for that activity as long as that person does not carry hunting equipment.

WHAT ARE THE REQUIREMENTS FOR OBTAINING A LICENSE?

Applicants for an adult hunting license must show proof of having previously held an adult license to hunt with firearms in any year beginning with 1976 or successful completion of an approved hunter safety course from this or any other state. Residents must provide proof of residency when applying for a license.

Convicted felons who have not been issued a permit to carry a firearm **CANNOT PURCHASE OR POSSESS** a firearms hunting license in Maine (Title 15, sub-§393, sub-§§ 1 & 2.)

To obtain an adult archery hunting license, you must show proof of having held an adult license to hunt with bow and arrow in any year after 1979 or successful completion of an archery education course.

Crossbow Hunting - See page 22

***RESIDENT means a citizen of the U.S., or an alien, who has been domiciled in this State.** You will not be considered a resident unless:

- a) if registered to vote, registered in Maine;
- b) if licensed to drive a motor vehicle, made application for or possesses a Maine motor vehicle license;
- c) if owning a motor vehicle(s) located within the State, registered each such vehicle in Maine;
- d) you are in compliance with the State income tax laws

A full-time student at a Maine college or university who satisfies above requirements. ***NON-RESIDENT** means a citizen of the United States who does not fall within the definition of ALIEN OR RESIDENT. ***ALIEN** means a person who is not a citizen of the United States.

MISCELLANEOUS PERMITS/LICENSES

HOW ARE LICENSES OBTAINED?

Hunting licenses & permits may be obtained online, from license agent throughout Maine (Sporting goods stores, many convenience stores, and town clerks), or from the Department office in Augusta. Nonresidents may also purchase the license by mail from the Department office in Augusta. Note: Not all town offices issue nonresident licenses. Get yours online at: www.maine.gov/ifw

It is unlawful to obtain any license or permit through misstatement or misrepresentation or to possess any license or permit which has been altered, mutilated or tampered with in any manner.

OTHER HUNTING LICENSE PROVISIONS

- You are required to keep your hunting license and any necessary permits with you while hunting or transporting wild birds and wild animals and, if requested to do so, must show it to any warden, law enforcement officer, Department employee, guide, or landowner upon whose land you are hunting.
- Any license issued by the Department must be signed prior to use.

PLEASE NOTE: The Commissioner may revoke the license of any person convicted of violating the fish and wildlife laws, in addition to any penalty which may be imposed by a court of law. Some violations result in MANDATORY REVOCATION! See page 32 for a list of violations.

SUPERPACK LICENSE: To be eligible for this license, applicants must be a Maine resident. This license permits a person who has met the eligibility requirements for each license or permit to hunt and fish for all legal game and fish species subject to all the laws covering these activities: fishing, hunting, and archery. The Superpack license also includes: muzzleloading, migratory waterfowl, pheasant, spring & fall turkey, bear, crossbow, coyote night hunt, 3 expanded archery antlerless permits, entry in any deer lottery & 6 free chances in the moose lottery.

ARE THERE ANY OTHER PERMITS REQUIRED?

There **ARE** certain permits required (in addition to the regular hunting license) as listed below:

Wild Turkey: Maine's spring Wild Turkey season occurs in May. Hunting is allowed by permit only. There is a fall Wild Turkey season for both archery and shotgun. Anyone who possesses an archery license or a big game hunting license may obtain a combination* Spring & Fall turkey permit. In addition, a second Spring turkey permit may be purchased by those who hold the combination* Spring & Fall turkey permit. (See pages 23-25 for more info) * Effective 1/1/2010. Second Spring Turkey Permits for qualified landowners allowed in addition to the Spring/Fall turkey permit.

PHEASANT PERMIT: Required for hunters 16 years of age or older to hunt or possess pheasant in Cumberland & York Counties. Revenue derived from this permit is dedicated to the acquisition of pheasants which are raised and released by private fish and game clubs.

MIGRATORY WATERFOWL PERMIT: Required for hunters 16 years of age or older to hunt waterfowl. (Federal stamp also required.)

COYOTE NIGHT HUNTING PERMIT: Required to hunt coyote at night from December 16 to June 1. Hunting under this permit is limited to 1/2 hour after sunset until 1/2 hour before sunrise and shall cease at midnight each Saturday and resume at 12:01AM on Monday. Hunters must be in possession of an electronic, hand-held or mouth-operated predator calling device. The fee for this permit is \$4. Artificial lights may be used.

MUZZLELOADING LICENSE: Required for hunters 10 years of age or older prior to hunting deer during the muzzleloading deer season. (See Page 22)

FALCONRY LICENSE: A falconry license, in addition to a regular hunting license, is required of persons who engage in falconry. Copies of the regulations pertaining to this type of hunting are available upon request.

MISCELLANEOUS PERMITS/LICENSES

BEAR HUNTING PERMIT: Required for hunters 10 years of age or older to hunt bear outside of the firearms season on deer. (See page 26)

***MOOSE:** Hunting during the annual moose hunt is allowed by permit only. Currently 3,015 permits are issued and each permittee may select a subpermittee to hunt with them. Applications are available after January 31. (Season dates are on page 11-12)

EXPANDED ARCHERY PERMIT: Restricted to designated areas (contact the Department for maps of areas). **Archery hunting only.** Hunters who have a valid archery license will be able to purchase multiple antlerless deer permits for \$12.00 each, and one buck permit for \$32.00 (plus agent fee). (For 2009, Junior hunters 10 years of age or older and under 16 years of age may hunt during this season with their junior hunting license but must purchase the expanded archery permits. until 1/1/2010, when they will be included) Limit: One buck and/or multiple antlerless deer (with appropriate expanded archery permits). Deer must be legally transported and registered as required for other deer seasons. All other archery deer hunting laws apply.

***ANTLERLESS DEER:** Hunting of antlerless deer during the firearms season and muzzleloading season is restricted to those hunters who possess a valid any-deer permit, bonus antlerless deer permit, or superpack antlerless deer permit. Antlerless deer may be taken by hunters during the Expanded (September – December) and Regular (October) **Archery Seasons. Applications are available mid-June. In several WMDs, there may be more any-deer permits available than applicants. Unclaimed bonus antlerless deer permits will be allocated in a chance drawing until all permits in that district have been issued. **Application deadline:** To be announced.

**During the archery season on deer, archers may not take antlerless deer in WMD's where antlerless deer permits are not issued.

***Maine's moose, and antlerless deer (firearms) hunts are "permit only" hunts. Information on these hunts is contained in separate publications. Contact the Department at (207) 287-8000 for more information or visit our web site at <http://www.maine.gov/ifw>**

Becoming an Outdoors Woman in Maine

Becoming an Outdoors Woman provides opportunities for women who are 18 years or older to gain or improve skills in hunting, fishing and outdoor recreation in a safe and comfortable environment. [®]

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www.mainebow.com

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COMPLIMENTARY & REDUCED RATE LICENSES

- Anyone serving in the U.S. Armed Forces and permanently stationed at a military base in Maine (includes spouse and dependent children if they permanently reside with that person) may purchase a **resident** license to hunt, trap, or fish.
- Maine military personnel who are on active duty in the U.S. Armed Forces and permanently stationed outside Maine may purchase either a hunting, fishing or combination hunting and fishing license for \$3.00*. Spouse and dependent children who reside with that person may obtain a combination license for \$20.00*, or a hunting or fishing license for \$10.00* upon proof that their home of record, as recorded in a service record, is Maine. (*Plus agent fee.)
- Any citizen of a foreign nation, under 21 years of age, who is living with a family in Maine in connection with any cultural or educational exchange program may purchase a resident license to hunt or fish.
- The commissioner shall issue a hunting, trapping, and fishing license, including permits, and other permissions needed to hunt, trap and fish, to a Native American, 10 years of age or older, of the Passamaquoddy Tribe, the Penobscot Nation, the Houlton Band of Maliseet Indians or the Aroostook Band of Micmacs that is valid for the life of that Native American without any charge or fee if the Native American presents a certificate from the respective governor, the Aroostook Micmac Council or "Wesget-Sipu" stating that the person described is a Native American and a member of that Nation, band or tribe. Holders of these licenses are subject to rules governing a lottery or drawing system for issuing a particular permit.
- Free license for returning servicemen. (May be obtained from Defense & Veterans Services.)

COMPLIMENTARY LICENSES:

- A Maine resident who is a war veteran and has a service-connected disability of 100%, or has served in a combat zone and has a service-connected disability of 70% or more will be issued, upon application, a complimentary license to fish, trap, or hunt (including all necessary permits, stamps and other permissions, except permits issued in a lottery system) and upon meeting qualifications, a guide license. These license may only be obtained from IF&W's main office in Augusta.
- Maine residents and nonresidents (if reciprocal privileges exist in their home state) who are suffering from the loss of, or loss of use of, both lower extremities, will be issued, upon application, a complimentary license to hunt or fish as well as an antlerless deer permit for residents. These license may only be obtained from IF&W's main office in Augusta.
- **Over 70 license.** For a one time fee of \$8.00, a Maine resident who is 70 years of age or older can obtain a license to fish, trap, hunt, (including all necessary permits, stamps and other permissions, except permits issued in a lottery system) and upon meeting qualifications, a guide license. These licenses may be obtained once that person turns 70. The trapping license and

guide license can only be obtained from IF&W's main office in Augusta.

OTHER LICENSES (available at the Augusta Office only): For detailed information on the following licenses, contact the Department at (207) 287-3614.

- **HIDE DEALERS LICENSE:** Required for anyone who commercially buys, sells or barbers any raw, untanned wild animal hide, head, or gall bladder from any bear.
- **SEASONAL HIDE DEALERS LICENSE:** Required for any place of business that butchers wild animals and commercially sells or barbers the heads or untanned hides of deer or moose that they have butchered.
- **TAXIDERMIST LICENSE:** Allows a place of business to lawfully possess fish or wildlife for the sole purpose of preparing and mounting them and to also buy, sell or barter raw, untanned hides or heads of wild animals.
- **GUIDES LICENSE:** Required for anyone who receives any form of remuneration for their services in accompanying or assisting others while hunting, fishing, trapping, boating, snowmobiling, or camping at a primitive camping area.

DEER HUNTING INFORMATION

For more information pertaining to deer hunting:

| | |
|--|---------|
| Licenses | 6-7, 17 |
| Seasons..... | 11-12 |
| Tagging, Transporting, Registering..... | 27 |
| Hunter Orange..... | 31 |
| Tree Stands | 10 |
| General Hunting Provisions..... | 28-29 |
| Archery / Muzzleloading / Crossbow | 21-22 |

YOUTH DEER DAY: 10 years of age and under 16 years of age may take one deer. In WMD's where no any-deer permits are issued, youth hunters on Youth Deer Day are also restricted to bucks only. Limit is one deer per year unless they receive a bonus antlerless deer permit or participate in the expanded archery season (with appropriate licenses or permits).

See page 14 for complete information/restrictions.

Hunting of ANTLERED deer is legal throughout the State during any open deer hunting season.

Hunting of ANTLERLESS deer (having antlers less than 3 inches in length measured from the skull) is prohibited except by special permit during both the firearms season and the muzzleloading season.

Multiple deer may be taken during the expanded archery season, and one may be taken during any one of the remaining seasons (with appropriate licenses or permits).

- Baiting deer by placing salt or any other bait or food to entice deer or hunting from an observation stand or blind overlooking salt, grain, fruit, nuts or other foods known to be attractive to deer, during any open hunting season on deer is prohibited. (Does not apply to hunting from an observation stand or blind overlooking: standing crops; foods that have been left as a result

of normal agricultural operations or as a result of natural occurrence; or bear bait that has been placed at a bear hunting stand or blind in accordance with bear baiting laws.

- Deer may not be hunted with the use of dogs, artificial lights, snares, traps, set guns or any firearm using .17 or .22 caliber rimfire cartridges, except that .22 caliber rimfire magnum cartridges are permitted. Deer decoys are legal.
- Driving deer or taking part in a deer drive is unlawful, except that 3 or fewer persons may hunt together, without the aid of noisemaking devices. Driving deer is an organized or planned effort to pursue, drive, chase or otherwise frighten or cause deer to move in the direction of any person(s) who are part of the organized or planned hunt and known to be waiting for the deer.

HUNTERS FOR THE HUNGRY

Attention hunters!

Some Maine citizens lack adequate nutrition. A gift of meat from your hunt can help reduce hunger in Maine.

Hunters for the Hungry is a program for donating wild game meat to food kitchens, shelters, and charitable organizations statewide.

To find out how you can help call
1-888-4DEERME (433-3763)

DEER HUNTING INFORMATION

1. There is a closed season on deer in the following areas:

- Mt. Desert Island in Hancock County;
- Cross and Scotch Islands, located in Washington County;
- The town of Isle au Haut and islands within that town, located in Knox County; and
- In wildlife sanctuaries, unless otherwise provided. (Beauchamp Point Sanctuary in Camden and Rockport, Knox County, is open to archery hunting for deer during any open hunting season that allows archery equipment to be used to hunt deer.)

2. **Islesboro.** In the town of Islesboro, Waldo County, it is lawful to hunt deer with bow and arrow only during the archery, expanded archery, or firearm season on deer.

3. **Southport.** In the town of Southport, Lincoln County, and on all islands within its confines, it is lawful to hunt deer with shotguns only, during the firearms season on deer.

4. **Prout's Neck; Richmond's Island; Cape Elizabeth Sanctuary.** Approximately 1,600 acres of this sanctuary is open to deer hunting with bow and arrow only during the archery seasons and the firearms season on deer. (**Note:** Landowner permission required.)

5. **Cranberry Isles.** In the town of Cranberry Isles, Hancock County, it is lawful to hunt deer with bow and arrow only during the archery season on deer, or with bow and arrow or shotgun only during the firearm season on deer.

Other provisions pertaining to deer:

- It is unlawful to hunt deer after having killed

or registered one during the open season of that calendar year (except for participants in the Expanded Archery Season - see page 17 & 21, or by individuals in possession of a valid bonus antlerless deer permit or superpack antlerless deer permit).

- Gift deer, including but not limited to deer meat or parts thereof (see page 27 number 7) may not be possessed unless clearly labeled with the name and address of the person who registered the animal, and the year it was registered.
- For information on buying, selling or bartering animals, see page 18.

MUNICIPAL ORDINANCES. Several Maine cities and towns have adopted local ordinances which restrict or prohibit the discharge of certain projectiles (e.g., arrows, bullets). Prior to hunting near thickly settled communities, hunters should check with local authorities regarding such ordinances.

ARCHERY INFORMATION

SEASONS: See Hunting Season Chart on Page 11-12.

The regular archery license allows bow and arrow hunting for all legal game throughout the year (except deer during the muzzle-loading season) and is required to hunt during the regular archery deer season, the expanded archery deer season, and the fall Wild Turkey hunting season. In addition to the regular archery license, hunters participating in the expanded archery deer season (designated areas only) and the fall Wild Turkey season must purchase permits as follows: Multiple antlerless deer permits may be purchased for \$12 each and one buck permit for \$32 for the Expanded Archery Deer Season. Wild Turkey permits for the fall season may be purchased for a fee of \$20 for residents and \$47 for non-residents. **You must possess the regular archery license in order to purchase an Expanded Archery Permit or fall Wild Turkey permit in Zone 1 and Zone 2.**

Complimentary license holders (Disabled Veteran, Indian) and Junior license holders may hunt with those licenses during the Expanded Archery Deer Season and the fall Wild Turkey Season, but must purchase the permits described above.

Applicants for the regular archery license must show proof of having successfully completed an archery hunter education course or of having held an adult archery license in any year after 1979.

Junior hunters (at least 10 years of age and under 16) who hold a valid Junior Hunting License are allowed to hunt with bow and arrow when accompanied by their parent or an adult 18 years of age or older. (See page 14)

- Hunter orange clothing is NOT required

when hunting with bow and arrow. Anyone who hunts with a firearm or crossbow must wear hunter orange (see page 31).

- A handgun may be carried by licensed* hunters while bowhunting but may NOT be used to dispatch deer. (*License to hunt with firearms.)
- Laws which allow you to hunt without a license on your own land under certain conditions apply to archery hunting (see page 15).
- Deer may be taken under the archery provisions only by means of hand-held bow **with a minimum draw weight of 35 pounds**, and broad-head arrow. Arrow heads (including expandable mechanical broadheads) must be at least 7/8 inch in width. **It is unlawful to use a crossbow (except during the open firearms season on deer and bear as described on the following page), or set bow, or to use arrows with poisonous or explosive tips.**
- All deer killed by bow and arrow during the archery seasons must be inspected and registered at the first open deer registration station.
- It is legal to hunt until 1/2 hour after sunset during both archery deer seasons.
- **In WMD's where no any-deer permits are issued, archers are restricted to bucks only during the archery season on deer. (Deer taken during the expanded archery deer season are by appropriate permit as described above).**

In addition, all other laws pertaining to deer hunting shall apply to archery hunting.

CROSSBOW INFORMATION

Crossbow Hunting License: To be eligible to purchase a crossbow hunting license, you must hold a valid license to hunt big game (either a big game hunting license or an archery license), and must submit proof of having successfully completed an archery hunting education course and a crossbow hunting course or satisfactory evidence of having previously held adult archery and crossbow hunting licenses in this state or any other state, province, or country, in any year after 1979. When proof or evidence cannot be provided, the applicant may substitute a signed affidavit.

A resident or nonresident 10 years of age or older and under 16 years of age may hunt with a crossbow if that person holds a valid junior hunting license (no crossbow license required). With a valid crossbow hunting license, a person may hunt bear with a crossbow during the open season on bear, and may hunt deer with a crossbow during the open firearm season on deer. **(See Page 10 for restrictions on the use of crossbows).** A crossbow license may not be used to hunt deer during the archery season, muzzleloading season, or expanded archery season (or in an expanded archery zone).

MUZZLELOADER DEER SEASON

SEASON: See Hunting Season Chart on Page 11-12.

- A muzzleloading license, *in addition to a valid adult or junior big game hunting license that allows the use of firearms*, is required to hunt deer with muzzleloading rifles during this season.
- Hunter orange clothing is required during this season (see page 31).
- Hunting hours are from 1/2 hour before sunrise to 1/2 hour after sunset.
- Except as specified, all other laws relating to the taking of deer with firearms shall apply to the taking of deer with muzzleloading firearms.
- **Only muzzleloading firearms that are 40 caliber or greater and capable of firing only a single charge may be used to hunt deer during this season.**

Muzzleloading firearm means a firearm that is capable of being loaded only through the muzzle; is ignited by a matchlock, wheel lock, flintlock, or caplock, including an in-line caplock or shotgun or rifle primer mechanism; has a rifled or smooth-bored barrel capable of firing only a single charge; propels a ball, bullet, or charge of shot; and may have any type of sights, including scopes. **(§10001 42-A and §11404)**

WILD TURKEY

For the 2010 season, the Department will be initiating a rule establishing the season dates. The season "framework" will remain the same as previous years (usually the month of May). The rule amendment will begin this fall and information on the season dates and any other changes, including a new combination Spring/Fall permit, will be posted on our web site: www.maine.gov/ifw.

WHO MAY HUNT: Hunters must have a valid spring Wild Turkey permit and a valid Maine big game hunting license in order to hunt Wild Turkey. (Clarification: A valid archery license, along with the appropriate turkey hunting permit, also permits hunting of Wild Turkey with bow and arrow in Maine.) **The permittee must possess the permit at all times while hunting.** A person may assist in a hunt without a license or permit for that activity as long as that person does not carry hunting equipment defined as: firearms of any type that are permitted under the laws governing hunting, including muzzle-loading firearms; or archery equipment that is permitted under the hunting laws governing archery, including, but not limited to, recurved bows and compound bows.

PERMIT FEE: Spring and Fall

For 2009, Maine residents \$20.00 and Non-residents \$47.00 (plus agent fee). **For 2010,** a combined Spring/Fall permit will be available to residents for \$20.00 and nonresidents for \$54.00. Holders of this permit may obtain a 2nd Spring male turkey for \$20.00.

YOUTH HUNTING DAY: Youth 10 years of age or older and under 16 years of age, who possess a junior hunting license and a valid spring Wild Turkey permit, may hunt under supervision on the Saturday before the Spring hunt begins.

SPRING LEGAL HOURS: One-half (1/2) hour before sunrise until 12:00 p.m. (noon) local time. (subject to change)

SPRING AREA OPEN TO HUNTING: There is one spring Wild Turkey hunting zone as follows: Wildlife Management Districts (WMDs) 7, 10 through 18 and 20 through 26.

SPRING BAG LIMIT: One (1) bearded Wild Turkey per permit holder per season. Holders of the combined permit may purchase a second Spring Wild Turkey permit to take an additional male turkey for an additional \$20*

SPRING LEGAL METHOD FOR TAKING WILD TURKEY: Only shotgun gauges 10 through 20 using shot sizes 4 through 6, or bow and arrow may be used to hunt Wild Turkeys during the Spring Wild Turkey season. Electronic calling devices are legal.

FALL SEASON: See Hunting Season Chart on Page 11-12.

FALL ZONE: There will be a Fall Wild Turkey Hunting season as follows: Zone 1: (WMDs 15, 16, 17, 20, 24, 25, and 26); Zone 2: (WMDs 21, 22 and 23); Zone 3: (WMDs 15, 16, 17, 20 through 25).

FALL PERMITS: Any person who possesses an archery license, or a firearms license that allows the hunting of big game, may purchase a Wild Turkey hunting permit to hunt during the fall Wild Turkey hunting season. See permit fee schedule above.

FALL BAG LIMIT: The bag limit for Wild Turkey during the fall season is 1 (one) Wild Turkey of either sex and any age per permit holder.

FALL LEGAL METHOD FOR TAKING

WILD TURKEY: Only bow and arrow may be used to hunt Wild Turkey during the fall Wild Turkey hunting season in Zone 1 and Zone 2. In Zone 3, permit holders may use, (with appropriate license) bow and arrow or shotgun gauges 10 through 20 using shot sizes 4 through 6 inclusive may be used to hunt Wild Turkey. Electronic calling devices are legal.

FALL LEGAL HUNTING TIME: Legal hunting time is from 1/2 hour before sunrise to 1/2 hour after sunset.

WILD TURKEY

The following laws and regulations are specific to **Spring and Fall** Wild Turkey hunting seasons. Hunters must also comply with all other applicable fish and wildlife laws.

Any private landowner is eligible to hunt Wild Turkeys on their own land without a turkey hunting permit if:

1. that person owns a particular piece of land that is 25 or more contiguous acres in size and is located within the turkey hunting zone designated for the season that they wish to hunt;
2. that person is permanently domiciled on that land;
3. the land is managed for the raising and selling of dairy cattle, dairy products, or beef cattle; and
4. the land is open to hunting including hunting by permission only. Any family member permanently domiciled on that land is also eligible to hunt Wild Turkeys on that land without a permit. (Family member means any family member of legal hunting age, including spouse, grandchildren, etc. who resides on the property.) A landowner must provide proof of eligibility if requested by an agent of the commissioner. All other standard reporting and tagging procedures are required. Turkey may be taken during any open week of the season.

REGISTRATION FEE: A fee of \$5 shall be paid to register a Wild Turkey.

MANDATORY SUBMISSION OF RADIO COLLARS, LEG BANDS, AND WING-TAGS: All radio collars, leg bands, and wing tags must be submitted to the Department at the time the Wild Turkey is presented for registration.

WILD TURKEY TO BE TAGGED: Any person killing a Wild Turkey shall immediately securely attach to its leg, plainly visible, a tag bearing his/her full name, address and license number. Gift turkey need to be labeled with the name and address of the person who registered it and the year the turkey was registered.

TURKEY TRANSPORTATION: Any Wild

Turkey being moved or transported in any manner must have a tag securely attached, and **it must be accompanied by the person who killed it.** Unless the Wild Turkey has been legally registered, no person shall keep a Wild Turkey at his/her home or at any place of storage (except at the official registration station or at the office of a Maine game warden) for more than eighteen (18) hours without first notifying a game warden.

WILD TURKEY REGISTRATION: All Wild Turkeys taken by hunters shall be presented for registration within 18 hours at one of the registration stations established for that purpose. The entire turkey, except the viscera, shall be presented. The fee to register a Wild Turkey is \$5. All radio transmitters, leg bands and wing tags must be submitted at the time of registration.

ILLEGAL HUNTING METHODS: No person may use bait, dogs, live decoys, traps or other devices intended or designed for the purpose of capturing or ensnaring Wild Turkeys. It is unlawful to take a turkey while the turkey is in a tree. It is unlawful to engage in an organized drive of any manner while hunting Wild Turkeys.

OTHER PROHIBITED ACTS:

- No person may present a Wild Turkey for registration, or allow to be registered in his or her name, any Wild Turkey which he/she did not lawfully kill.
- No person may possess any part or parts of a Wild Turkey unless each part is plainly labeled with the name and address of the person who registered the turkey.
- It is illegal to buy, sell (or offer for sale or barter) any Wild Turkey (except the plumage of legally taken turkeys), or to counsel or otherwise aid in buying, selling or offering for sale or barter any Wild Turkey, except the plumage.
- It is unlawful for the holder of a Wild Turkey hunting permit to hunt Wild Turkeys after having killed or registered a Wild Turkey during any open season of

WILD TURKEY

that calendar year, except as otherwise provided.

- It shall be unlawful for the holder of a Wild Turkey hunting permit to hunt Wild Turkeys outside of the turkey hunting zone.

QUESTIONNAIRES: A sample of Wild Turkey permit holders, including those who did not hunt or were unsuccessful, will be asked to complete a questionnaire provided by the Department of Inland Fisheries and Wildlife and return it to the Department within a period of 10 days after the close of the Wild Turkey hunting season. Information provided by hunters is an important part of the Department's

Wild Turkey management program.

Note: The fall shotgun Wild Turkey season involves tactics that are different from the "sit and call" approach and hunters are reminded to use extreme caution while hunting.

BEAR HUNTING INFORMATION

| | |
|--|---------|
| For information on: | Page |
| Licenses | 6-7, 16 |
| Seasons, see hunting season chart | 11-12 |
| Tagging, Transporting, Registering | 27 |
| Hunter Orange | 31 |
| General Hunting Provisions | 28-29 |

* Bait may not be used to hunt for bear from September 28, 2009 to November 28, 2009 and from September 27, 2010 to November 27, 2010. Hunting with the use of bait is defined as hunting from an observation stand, blind or other location which overlooks any bait or food except standing crops and foods that have been left as a result of normal agricultural operations or natural occurrence. "Bear Bait" means any animal or plant, or derivative of an animal or plant, used to attract bear. "Bear bait" does not include any packaging or container materials that fall within the definition of litter under Title 17, §2263.

Bait may not be used to hunt or trap black bear unless:

- The bait is placed at least 50 yards from any travel way that is accessible by a conventional 2-wheel or 4-wheel drive vehicle;
- The stand, blind, or bait area is plainly

labeled with a 2 inch by 4 inch tag with the name and address of the baiter;

- The bait is placed more than 500 yards from any solid waste disposal site or campground;
- The bait is placed more than 500 yards from an occupied dwelling, unless written permission is granted by the owner or leasee;
- The bait is placed not more than 30 days before the opening day of the season and not after October 31st;
- The bait areas will be cleaned up by November 10th as defined by the State litter laws; and
- The person hunting from any stand or blind of another person has permission of the owner of that stand or blind.

A permit is required from the Bureau of Parks and Lands, (207) 287-3821, to place bait on Public Reserved Land for the purpose of

BEAR HUNTING

hunting bear. Baiting of animals is prohibited in State Parks and Historic Sites.

Bear Hunting Permit: *Outside of the fire-arms season on deer, a special bear hunting permit (in addition to a hunting license) is required to hunt for bear.* The fee for this permit is \$27.00* for residents and \$74.00* for nonresidents and aliens. **During the fire-arms season on deer, nonresidents and aliens are required to obtain a late season bear permit, if they do not possess an early season bear permit. The fee for this permit is \$40.00. (*Plus agent fee).**

- Dogs may not be used to hunt bear during the open firearm season on deer.
- No more than 6 dogs may be used at any one time to hunt for bear.
- Nonresidents may not use a dog or dogs to hunt for bear unless they employ and hunt with a resident Maine guide. (This section does not apply to nonresidents who hold a valid Maine guide license — they may hunt bear with the use of dogs themselves and guide residents but not nonresidents). The total number of clients with a licensed guide may not be more than five.
- You may not kill or wound a bear that is treed or held at bay by another person's dog or dogs unless you have permission from the person conducting the hunt.
- You may not hunt or trap bear or release dogs to hunt for bear within 500 yards from sites permitted or licensed for the disposal of solid waste.
- Prior to registration, the bear may be cut up for ease of transportation, but all parts of the bear (except for the viscera and rib cage) must be presented and in such a manner that the sex of the animal can be determined.
- It is unlawful to hunt bear after having killed and registered one during the open season of that calendar year.
- Gift bear may not be possessed unless each part is clearly labeled with the name and address of the person who registered the animal and the year in which it was registered.
- For information on buying, selling or bartering animals, see page 18.
- For information on tracking wounded bear see page 10, for details on the Leashed Dog Tracking License.

NOTICE TO DOG OWNERS: It is unlawful to allow any dog to run at large at any time, except when used for hunting. ("AT LARGE" means off the premises of the owner and not under the control of any person by means of personal presence or attention.) It is unlawful to allow any dog to chase, wound, or kill a deer, moose, or wild turkey at any time or any other wild animal in closed season.

TAGGING / TRANSPORTATION / REGISTRATION

- 1. Tagging requirements:** Prior to presenting a bear, deer, moose, or Wild Turkey for registration, a person may not possess or leave that animal in the field or forest unless that person has securely attached a plainly visible tag to the animal with that person's name, address, and license number on the tag. For information on tagging furbearers taken during any open hunting season, see page 50.
- 2. Transporting harvested animals:** A person may not transport a harvested wild animal or wild bird unless that animal or bird is lawfully possessed by the person. Once the animal or bird has been registered, it may be transported by another person. A person may not present for registration or allow to be registered in that person's name, a bear, deer, moose, or Wild Turkey that the person did not lawfully kill.
- 3. Transportation prior to registration.** Prior to registration, a person may not transport a harvested bear, deer, moose, or Wild Turkey unless that animal is open to view. For purposes of this section, "open to view" means the animal is not concealed and can be readily observed in whole or in part from outside of the vehicle or trailer being used to transport the animal.
- 4. Registration requirements:** A person who kills a bear, deer, moose, or Wild Turkey must:
 - (1) Remain with the animal until it is registered, except as provided in #5 below.
 - (2) Present that animal for registration in that person's name at the first open registration station for that animal on the route taken by that person; and
 - (3) Leave the registration seal attached to the animal until the animal is processed and packaged for consumption.
- 5. Time limits for registering:** A person may not keep an unregistered bear, deer, moose or Wild Turkey at home or any place of storage for more than 18 hours. This does not apply to an animal that is kept in an official registration station for the animal or at the office of a game warden. A person may leave an unregistered harvested animal in the woods if that person notifies a game warden within 18 hours as to the location of that animal and the circumstances necessitating leaving that animal in the woods.

A person on a hunting trip in an unorganized township and staying at a temporary place of lodging may keep an unregistered harvested animal at the temporary place of lodging for no more than 7 days or until that person leaves the woods, whichever comes first.

A person may not possess a bear, deer, moose, or Wild Turkey that has not been legally registered except as otherwise provided in the statutes regarding animals causing damage or nuisance.
- 6. Condition of animal presented for registration:** A person may not present a bear, deer, moose or Wild Turkey for registration unless it is presented in its entirety, except that the viscera and rib cage of the animal may be removed in a manner that still allows the determination of the sex of the animal; and a moose may be dismembered for ease of transportation, and the lower legs, head and hide of a moose may be removed. If the head of the moose is not brought to the registration station, a canine tooth or the lower jaw must be presented at the time of registration. Parts of a moose not presented for registration may not be placed where they are visible to a person traveling on a public or private way.
- 7. Possession of gift bear, deer, moose, or Wild Turkey.** A person may not possess any part or parts of a bear, deer, moose, or Wild Turkey given to that person unless that gift bear, deer, moose or Wild Turkey is plainly labeled with the name and address of the person who registered it and the year it was registered by that person.

GENERAL HUNTING PROVISIONS

TO HUNT means to pursue, catch, take, kill or harvest wild birds and wild animals (*wild by nature, whether or not bred or reared in captivity including any physical part of that species of mammal or bird*) or attempt to catch, take, kill or harvest wild animals or wild birds.

1. Unlawful conduct. The hunting, possession, transporting of any species of wild animal or wild bird, or parts thereof, for which an open hunting season is not specifically provided, and except as provided in the fish and wildlife laws, is unlawful. It is also unlawful to take, possess or needlessly destroy the nest or eggs of any wild bird.

2. Buying and selling wild animals and wild birds. It is unlawful to buy or sell any wild bird, turkey, deer, bear, or moose except:

- Plumage of legally taken wild birds, (excluding migratory waterfowl*) may be bought or sold. *The plumage of migratory waterfowl may only be bought or sold as provided by Federal law, see 50 CFR ss 20.91.
- The head, hide, antlers, and feet of lawfully possessed deer and head, hide, antlers, feet and bones of moose may be bought or sold;
- The head, hide, teeth, gall bladder, and claws of lawfully possessed bear may be bought or sold.

3. Night hunting. Except as otherwise provided, wild birds and wild animals may not be hunted from 1/2 hour after sunset until 1/2 hour before sunrise the following day. Exceptions: migratory bird, turkey, raccoon (see below), and coyote (see page 16).

4. Raccoon hunting. Raccoons may be hunted at night during the open season only when the hunter is:

- a) accompanied by a dog;
- b) uses an electric flashlight to locate raccoons that are treed, or held at bay by a dog or dogs, and;
- c) uses a rifle or handgun of no greater power than one which uses .22 caliber long rifle ammunition; said rifle

to be loaded only when being used to dispatch a raccoon that is treed or held at bay by dogs.

5. Shooting within 100 yards of dwelling.

It is unlawful to discharge a firearm, including muzzle-loading firearms, or crossbow within 100 yards of a building, residential dwelling or a farm building used for sheltering livestock, machines, or harvested crops without permission from the owner, or in the owners absence, an adult occupant of that building or dwelling authorized to act on behalf of the owner. "Building" means any residential, commercial, retail, educational, religious or farm structure that is designed to be occupied by people or domesticated animals or is being used to shelter machines or harvested crops.

6. Shooting from a motor vehicle or motorboat or possessing a loaded firearm or crossbow in or on a motor vehicle. It is unlawful to shoot while in or on a motor vehicle or motorboat or have a loaded firearm or crossbow while in or on a motor vehicle, trailer, or other type of vehicle being hauled by a motor vehicle except as specifically allowed.

(**Note:** A loaded clip may be carried in a motor vehicle, but it must not be inserted in, or attached to, a firearm; a crossbow may be carried as long it is not cocked and armed; a muzzle-loading firearm is considered to be loaded ONLY if charged with powder, lead and a primed ignition device or mechanism.)

- a. Persons who hold a valid Maine permit to carry a concealed weapon may carry a loaded pistol or revolver in a motor vehicle.
- b. Paraplegics and single or double amputees of the legs may shoot from motor vehicles that are not in motion.
- c. Migratory waterfowl may be hunted from a motorboat in accordance with federal regulations.
- d. A person may shoot from a motorboat if that boat is not being propelled by the motor, except as allowed in dispatching crippled waterfowl under power. The wanton waste law allows you to shoot cripples under power on those coastal

GENERAL HUNTING PROVISIONS

waters and all waters of rivers and streams lying seaward of the first upstream bridge, (as noted in the Migratory Game Bird Summary).

- 7. Possession of hunting equipment on Sunday.** Possession of hunting equipment in the fields and forests or on the waters or ice of this State on Sunday is prima facie evidence of a violation of §11205 (Sunday hunting) unless: the hunting equipment is carried, securely wrapped in a complete cover, fastened in a case, or carried in at least 2 separate pieces in such a manner that it cannot be fired unless the separate pieces are joined together. For the purpose of this paragraph, a clip, a magazine, or a cylinder of a firearm shall not be considered a piece of the firearm. Bows and arrows must be kept in a case or cover if broadheads or field points are kept attached to the arrows. 10501 §9

A person may possess hunting equipment on Sunday for legitimate activities such as target practice, sighting in rifles, etc.

For example, it is lawful for a person to possess a firearm for the purpose of target practice in a gravel pit that is located in a wooded area on a Sunday. A game warden may ask the person to explain the purpose of possessing the hunting equipment (the firearm). Once the warden's observations, and the explanation given by that person, indicate that they were in fact target practicing, and absent any fur-

ther evidence of hunting on Sunday; then that will normally satisfy the game warden.

- 8. Shooting from or over a public paved way.** A person is guilty of hunting from or over a public paved way if that person shoots at any wild animal or wild bird from any public paved way or within 10 feet of the edge of the pavement of the public paved way or from within the right-of-way of any controlled access highway or discharges any firearm or crossbow over a public paved way (any road treated with bituminous or concrete material).
- 9. Airborne hunting.** A person on the ground or airborne may not use aircraft to aid or assist in hunting big game (deer, bear, moose).
- 10. Shooting of domestic animals.** It is unlawful for any person, while on a hunting trip, to negligently, carelessly, or willfully shoot and wound or kill any domestic animal or domestic bird.
- 11. Hunting under the influence.** It is unlawful to hunt while under the influence of intoxicating liquor or drugs.
- 12. Firearms on school property.** Possession of a firearm on public school property or discharging one within 500 feet of school property, except as used in supervised educational programs or by law enforcement officials, is a violation of Title 20-A Section 6552.

Walking or Standing on Railroad Tracks or Bridge or Entering Track With Team or Vehicle

- 1. Walking or standing on track or bridge.** A person may not, without right, stand or walk on a railroad track or railroad bridge or pass over a railroad bridge except by railroad conveyance.
- 2. Entering Track.** A person may not, without right, enter upon a railroad track with a team or a vehicle however propelled or drive any team or propel a vehicle upon a railroad track.

For penalties see Title 23, Chapter 611, §7007

LAWS PERTAINING TO HUNTING EQUIPMENT

- 1. Legal methods.** Wild animals and wild birds may be hunted only by the use of firearms (not larger than 10-gauge), hand-held bow and arrow, crossbows (only during the firearm seasons on deer and bear with appropriate crossbow permit) or by falconry. Crossbows, drawlocks and set bows are illegal unless otherwise permitted. Deer, moose and turkey decoys are legal; laser sights (red dots or beam) for firearms and bows are legal. Electronic calling devices are currently legal for deer, bear, turkey, moose, and coyote hunting. Electronic calling devices are illegal for migratory game birds.
- 2. Shotgun to be plugged.** It is unlawful to hunt any migratory game bird with a shotgun originally capable of holding more than 3 shells unless the magazine has been cut off, altered, or plugged with a one-piece filler (incapable of removal without disassembling the gun), so as to reduce the capacity of the gun to not more than 3 shells in the magazine & chamber combined.
- 3. Automatic firearm** (a firearm that continues to fire as long as the trigger is held back). It is unlawful to hunt with or possess for hunting any automatic firearm.
- 4. Auto-loading firearm** (a firearm which reloads itself after each shot and requires a separate trigger pull for each shot). It is unlawful to hunt with or possess for hunting any auto-loading firearm which has a magazine capacity of more than 5 cartridges*, unless the magazine has been **permanently altered** to contain not more than 5 cartridges. (Note: This provision does not apply to .22 caliber rimfire guns or to auto-loading pistols with barrel lengths of less than 8 inches). *Plus 1 in the chamber for a total of 6.
- 5. Silencer.** It is unlawful to hunt with or possess for hunting any firearm fitted or contrived with any device for deadening the sound of the explosion.
- 6. Illegal cartridges.** Cartridges which contain tracer bullets or explosive bullets may not be used for hunting.
- 7. Illuminating Wildlife and Illegal use of lights.** From September 1 to December 15, it is unlawful to use artificial lights from 1/2 hour after sunset until 1/2 hour before sunrise to illuminate, jack, locate, attempt to locate or show up wild animals or wild birds except raccoons which may be hunted at night with electric flashlights during the open season (see page 28 for details.)
- 8. Illegal devices.** It is unlawful to hunt with the use of (sell or offer for sale for the purpose of hunting) a set gun, or any poisonous or stupefying substance (except rodenticide for orchard mouse control and gas cartridges for woodchuck control.)

***Poachers are thieves...
help us catch them.***



**To report violations
of Maine's fish and wildlife laws call**

**1-800-ALERT US (253-7887) In State
(207) 287-6057 Out of State**

This chart contains the legal hunting hours for most of the open hunting seasons*.

Daylight savings time has been calculated in as well as the 1/2 hour before sunrise and the 1/2 hour after sunset.

*The exceptions are: spring Wild Turkey, migratory game birds, raccoon, and coyote

| Date | July | | August | | September | | October | | November | | December | |
|------|------------|----------|------------|----------|------------|----------|------------|----------|------------|----------|------------|----------|
| | Start a.m. | End p.m. |
| 1 | 04:23 | 08:55 | 04:51 | 08:31 | 05:28 | 07:42 | 06:03 | 06:45 | 05:44 | 04:53 | 06:23 | 04:26 |
| 2 | 04:24 | 08:55 | 04:52 | 08:30 | 05:29 | 07:40 | 06:05 | 06:43 | 05:45 | 04:52 | 06:24 | 04:25 |
| 3 | 04:24 | 08:54 | 04:54 | 08:28 | 05:30 | 07:38 | 06:06 | 06:42 | 05:46 | 04:51 | 06:25 | 04:25 |
| 4 | 04:25 | 08:54 | 04:55 | 08:27 | 05:31 | 07:36 | 06:07 | 06:40 | 05:48 | 04:49 | 06:26 | 04:25 |
| 5 | 04:26 | 08:54 | 04:56 | 08:26 | 05:32 | 07:34 | 06:08 | 06:38 | 05:49 | 04:48 | 06:27 | 04:25 |
| 6 | 04:26 | 08:53 | 04:57 | 08:24 | 05:34 | 07:32 | 06:10 | 06:36 | 05:50 | 04:47 | 06:28 | 04:24 |
| 7 | 04:27 | 08:53 | 04:58 | 08:23 | 05:35 | 07:31 | 06:11 | 06:34 | 05:52 | 04:45 | 06:29 | 04:24 |
| 8 | 04:28 | 08:52 | 04:59 | 08:21 | 05:36 | 07:29 | 06:12 | 06:32 | 05:53 | 04:44 | 06:30 | 04:24 |
| 9 | 04:29 | 08:52 | 05:00 | 08:20 | 05:37 | 07:27 | 06:13 | 06:31 | 05:54 | 04:43 | 06:31 | 04:24 |
| 10 | 04:29 | 08:51 | 05:02 | 08:19 | 05:38 | 07:25 | 06:15 | 06:29 | 05:56 | 04:42 | 06:32 | 04:24 |
| 11 | 04:30 | 08:51 | 05:03 | 08:17 | 05:39 | 07:23 | 06:16 | 06:27 | 05:57 | 04:41 | 06:33 | 04:24 |
| 12 | 04:31 | 08:50 | 05:04 | 08:16 | 05:41 | 07:21 | 06:17 | 06:25 | 05:59 | 04:40 | 06:34 | 04:24 |
| 13 | 04:32 | 08:50 | 05:05 | 08:14 | 05:42 | 07:19 | 06:18 | 06:24 | 06:00 | 04:39 | 06:34 | 04:24 |
| 14 | 04:33 | 08:49 | 05:06 | 08:12 | 05:43 | 07:17 | 06:20 | 06:22 | 06:01 | 04:38 | 06:35 | 04:25 |
| 15 | 04:34 | 08:48 | 05:08 | 08:11 | 05:44 | 07:16 | 06:21 | 06:20 | 06:03 | 04:37 | 06:36 | 04:25 |
| 16 | 04:35 | 08:47 | 05:09 | 08:09 | 05:45 | 07:14 | 06:22 | 06:18 | 06:04 | 04:36 | 06:37 | 04:25 |
| 17 | 04:35 | 08:47 | 05:10 | 08:08 | 05:46 | 07:12 | 06:24 | 06:17 | 06:05 | 04:35 | 06:37 | 04:25 |
| 18 | 04:36 | 08:46 | 05:11 | 08:06 | 05:48 | 07:10 | 06:25 | 06:15 | 06:07 | 04:34 | 06:38 | 04:26 |
| 19 | 04:37 | 08:45 | 05:12 | 08:04 | 05:49 | 07:08 | 06:26 | 06:13 | 06:08 | 04:33 | 06:39 | 04:26 |
| 20 | 04:38 | 08:44 | 05:13 | 08:03 | 05:50 | 07:06 | 06:27 | 06:12 | 06:09 | 04:32 | 06:39 | 04:27 |
| 21 | 04:39 | 08:43 | 05:15 | 08:01 | 05:51 | 07:04 | 06:29 | 06:10 | 06:11 | 04:31 | 06:40 | 04:27 |
| 22 | 04:40 | 08:42 | 05:16 | 07:59 | 05:52 | 07:02 | 06:30 | 06:08 | 06:12 | 04:31 | 06:40 | 04:28 |
| 23 | 04:41 | 08:41 | 05:17 | 07:58 | 05:54 | 07:00 | 06:31 | 06:07 | 06:13 | 04:30 | 06:41 | 04:28 |
| 24 | 04:42 | 08:40 | 05:18 | 07:56 | 05:55 | 06:58 | 06:33 | 06:05 | 06:14 | 04:29 | 06:41 | 04:29 |
| 25 | 04:44 | 08:39 | 05:19 | 07:54 | 05:56 | 06:57 | 06:34 | 06:04 | 06:16 | 04:29 | 06:41 | 04:29 |
| 26 | 04:45 | 08:38 | 05:21 | 07:52 | 05:57 | 06:55 | 06:35 | 06:02 | 06:17 | 04:28 | 06:42 | 04:30 |
| 27 | 04:46 | 08:37 | 05:22 | 07:51 | 05:58 | 06:53 | 06:37 | 06:01 | 06:18 | 04:27 | 06:42 | 04:31 |
| 28 | 04:47 | 08:36 | 05:23 | 07:49 | 06:00 | 06:51 | 06:38 | 05:59 | 06:19 | 04:27 | 06:42 | 04:32 |
| 29 | 04:48 | 08:35 | 05:24 | 07:47 | 06:01 | 06:49 | 06:39 | 05:58 | 06:20 | 04:26 | 06:42 | 04:32 |
| 30 | 04:49 | 08:33 | 05:25 | 07:45 | 06:02 | 06:47 | 06:41 | 05:56 | 06:22 | 04:26 | 06:43 | 04:33 |
| 31 | 04:50 | 08:32 | 05:26 | 07:43 | | | 06:42 | 05:55 | | | 06:43 | 04:34 |

Legal Hunting Hours based on Sunrise/Sunset in Bangor, Maine (Eastern Standard Time)

July - December 2009

This chart contains the legal hunting hours for most of the open hunting seasons*.

Daylight savings time has been calculated in as well as the 1/2 hour before sunrise and the 1/2 hour after sunset.

*The exceptions are: spring Wild Turkey, migratory game birds, raccoon, and coyote

| Date | January | | February | | March | | April | | May | | June | |
|------|------------|----------|------------|----------|------------|----------|------------|----------|------------|----------|------------|----------|
| | Start a.m. | End p.m. |
| 1 | 06:43 | 04:35 | 06:25 | 05:13 | 05:43 | 05:53 | 05:46 | 07:33 | 04:55 | 08:10 | 04:22 | 08:44 |
| 2 | 06:43 | 04:36 | 06:23 | 05:15 | 05:41 | 05:54 | 05:44 | 07:34 | 04:54 | 08:11 | 04:22 | 08:45 |
| 3 | 06:43 | 04:37 | 06:22 | 05:16 | 05:39 | 05:55 | 05:42 | 07:35 | 04:52 | 08:13 | 04:21 | 08:46 |
| 4 | 06:43 | 04:38 | 06:21 | 05:18 | 05:38 | 05:57 | 05:41 | 07:36 | 04:51 | 08:14 | 04:21 | 08:46 |
| 5 | 06:43 | 04:39 | 06:20 | 05:19 | 05:36 | 05:58 | 05:39 | 07:38 | 04:49 | 08:15 | 04:21 | 08:47 |
| 6 | 06:42 | 04:40 | 06:18 | 05:21 | 05:34 | 05:59 | 05:37 | 07:39 | 04:48 | 08:16 | 04:20 | 08:48 |
| 7 | 06:42 | 04:41 | 06:17 | 05:22 | 05:32 | 06:01 | 05:35 | 07:40 | 04:47 | 08:18 | 04:20 | 08:49 |
| 8 | 06:42 | 04:42 | 06:16 | 05:23 | 05:31 | 06:02 | 05:33 | 07:41 | 04:45 | 08:19 | 04:20 | 08:49 |
| 9 | 06:42 | 04:43 | 06:14 | 05:25 | 05:29 | 06:03 | 05:31 | 07:43 | 04:44 | 08:20 | 04:19 | 08:50 |
| 10 | 06:41 | 04:44 | 06:13 | 05:26 | 05:27 | 06:05 | 05:30 | 07:44 | 04:43 | 08:21 | 04:19 | 08:50 |
| 11 | 06:41 | 04:45 | 06:12 | 05:28 | 05:25 | 06:06 | 05:28 | 07:45 | 04:41 | 08:22 | 04:19 | 08:51 |
| 12 | 06:41 | 04:47 | 06:10 | 05:29 | 05:23 | 06:07 | 05:26 | 07:47 | 04:40 | 08:24 | 04:19 | 08:52 |
| 13 | 06:40 | 04:48 | 06:09 | 05:31 | 05:21 | 06:09 | 05:24 | 07:48 | 04:39 | 08:25 | 04:19 | 08:52 |
| 14 | 06:40 | 04:49 | 06:07 | 05:32 | 06:20 | 07:10 | 05:23 | 07:49 | 04:38 | 08:26 | 04:19 | 08:52 |
| 15 | 06:39 | 04:50 | 06:06 | 05:33 | 06:18 | 07:11 | 05:21 | 07:50 | 04:37 | 08:27 | 04:19 | 08:53 |
| 16 | 06:39 | 04:52 | 06:04 | 05:35 | 06:16 | 07:12 | 05:19 | 07:52 | 04:36 | 08:28 | 04:19 | 08:53 |
| 17 | 06:38 | 04:53 | 06:03 | 05:36 | 06:14 | 07:14 | 05:17 | 07:53 | 04:35 | 08:29 | 04:19 | 08:54 |
| 18 | 06:37 | 04:53 | 06:01 | 05:38 | 06:12 | 07:15 | 05:16 | 07:54 | 04:34 | 08:30 | 04:19 | 08:54 |
| 19 | 06:37 | 04:56 | 06:00 | 05:39 | 06:10 | 07:16 | 05:14 | 07:55 | 04:33 | 08:31 | 04:19 | 08:54 |
| 20 | 06:36 | 04:57 | 05:58 | 05:40 | 06:08 | 07:18 | 05:12 | 07:57 | 04:32 | 08:32 | 04:19 | 08:54 |
| 21 | 06:35 | 04:58 | 05:56 | 05:42 | 06:07 | 07:19 | 05:11 | 07:58 | 04:31 | 08:34 | 04:19 | 08:55 |
| 22 | 06:34 | 05:00 | 05:55 | 05:43 | 06:05 | 07:20 | 05:09 | 07:59 | 04:30 | 08:35 | 04:19 | 08:55 |
| 23 | 06:34 | 05:01 | 05:53 | 05:45 | 06:03 | 07:21 | 05:07 | 08:00 | 04:29 | 08:36 | 04:20 | 08:55 |
| 24 | 06:33 | 05:02 | 05:51 | 05:46 | 06:01 | 07:23 | 05:06 | 08:02 | 04:28 | 08:37 | 04:20 | 08:55 |
| 25 | 06:32 | 05:04 | 05:50 | 05:47 | 05:59 | 07:24 | 05:04 | 08:03 | 04:27 | 08:38 | 04:20 | 08:55 |
| 26 | 06:31 | 05:05 | 05:48 | 05:49 | 05:57 | 07:25 | 05:03 | 08:04 | 04:26 | 08:39 | 04:21 | 08:55 |
| 27 | 06:30 | 05:06 | 05:46 | 05:50 | 05:55 | 07:26 | 05:01 | 08:05 | 04:26 | 08:40 | 04:21 | 08:55 |
| 28 | 06:29 | 05:08 | 05:45 | 05:51 | 05:54 | 07:28 | 05:00 | 08:07 | 04:25 | 08:40 | 04:22 | 08:55 |
| 29 | 06:28 | 05:09 | | | 05:52 | 07:29 | 04:58 | 08:08 | 04:24 | 08:41 | 04:22 | 08:55 |
| 30 | 06:27 | 05:11 | | | 05:50 | 07:30 | 04:57 | 08:09 | 04:24 | 08:42 | 04:23 | 08:55 |
| 31 | 06:26 | 05:12 | | | 05:48 | 07:31 | | 04:23 | 08:43 | | | |

Legal Hunting Hours based on Sunrise/Sunset in Bangor, Maine (Eastern Standard Time)

January - June 2010

This chart contains the legal hunting hours for most of the open hunting seasons*.

Daylight savings time has been calculated in as well as the 1/2 hour before sunrise and the 1/2 hour after sunset.

*The exceptions are: spring Wild Turkey, migratory game birds, raccoon, and coyote

| Date | July | | August | | September | | October | | November | | December | |
|------|------------|----------|------------|----------|------------|----------|------------|----------|------------|----------|------------|----------|
| | Start a.m. | End p.m. |
| 1 | 04:23 | 08:55 | 04:51 | 08:31 | 05:27 | 07:42 | 06:03 | 06:46 | 06:42 | 05:55 | 06:22 | 04:26 |
| 2 | 04:24 | 08:55 | 04:52 | 08:30 | 05:29 | 07:40 | 06:04 | 06:44 | 06:43 | 05:54 | 06:24 | 04:25 |
| 3 | 04:24 | 08:54 | 04:53 | 08:29 | 05:30 | 07:38 | 06:06 | 06:42 | 06:46 | 05:51 | 06:25 | 04:25 |
| 4 | 04:25 | 08:54 | 04:54 | 08:27 | 05:31 | 07:37 | 06:07 | 06:40 | 06:47 | 05:50 | 06:26 | 04:25 |
| 5 | 04:25 | 08:54 | 04:56 | 08:26 | 05:32 | 07:35 | 06:08 | 06:38 | 06:49 | 05:48 | 06:27 | 04:25 |
| 6 | 04:26 | 08:53 | 04:57 | 08:25 | 05:33 | 07:33 | 06:09 | 06:37 | 06:50 | 05:47 | 06:28 | 04:24 |
| 7 | 04:27 | 08:53 | 04:58 | 08:23 | 05:34 | 07:31 | 06:10 | 06:35 | 05:51 | 04:46 | 06:29 | 04:24 |
| 8 | 04:28 | 08:53 | 04:59 | 08:22 | 05:36 | 07:29 | 06:12 | 06:33 | 05:53 | 04:45 | 06:30 | 04:24 |
| 9 | 04:28 | 08:52 | 05:00 | 08:20 | 05:37 | 07:27 | 06:13 | 06:31 | 05:54 | 04:43 | 06:31 | 04:24 |
| 10 | 04:29 | 08:52 | 05:01 | 08:19 | 05:38 | 07:25 | 06:14 | 06:29 | 05:56 | 04:42 | 06:32 | 04:24 |
| 11 | 04:30 | 08:51 | 05:03 | 08:17 | 05:39 | 07:24 | 06:16 | 06:28 | 05:57 | 04:41 | 06:33 | 04:24 |
| 12 | 04:31 | 08:50 | 05:04 | 08:16 | 05:40 | 07:22 | 06:17 | 06:26 | 05:58 | 04:40 | 06:33 | 04:24 |
| 13 | 04:32 | 08:50 | 05:05 | 08:14 | 05:41 | 07:20 | 06:18 | 06:24 | 06:00 | 04:39 | 06:34 | 04:24 |
| 14 | 04:33 | 08:49 | 05:06 | 08:13 | 05:43 | 07:18 | 06:19 | 06:22 | 06:01 | 04:38 | 06:35 | 04:25 |
| 15 | 04:33 | 08:48 | 05:07 | 08:11 | 05:44 | 07:16 | 06:21 | 06:21 | 06:02 | 04:37 | 06:36 | 04:25 |
| 16 | 04:34 | 08:48 | 05:08 | 08:10 | 05:45 | 07:14 | 06:22 | 06:19 | 06:04 | 04:36 | 06:37 | 04:25 |
| 17 | 04:35 | 08:47 | 05:10 | 08:08 | 05:46 | 07:12 | 06:23 | 06:17 | 06:05 | 04:35 | 06:37 | 04:25 |
| 18 | 04:36 | 08:46 | 05:11 | 08:06 | 05:47 | 07:10 | 06:25 | 06:15 | 06:06 | 04:34 | 06:38 | 04:26 |
| 19 | 04:37 | 08:45 | 05:12 | 08:05 | 05:49 | 07:08 | 06:26 | 06:14 | 06:08 | 04:33 | 06:38 | 04:26 |
| 20 | 04:38 | 08:44 | 05:13 | 08:03 | 05:50 | 07:07 | 06:27 | 06:12 | 06:09 | 04:32 | 06:39 | 04:27 |
| 21 | 04:39 | 08:43 | 05:14 | 08:01 | 05:51 | 07:05 | 06:28 | 06:10 | 06:10 | 04:31 | 06:40 | 04:27 |
| 22 | 04:40 | 08:42 | 05:16 | 08:00 | 05:52 | 07:03 | 06:30 | 06:09 | 06:12 | 04:31 | 06:40 | 04:27 |
| 23 | 04:41 | 08:41 | 05:17 | 07:58 | 05:53 | 07:01 | 06:31 | 06:07 | 06:13 | 04:30 | 06:41 | 04:28 |
| 24 | 04:42 | 08:40 | 05:18 | 07:56 | 05:55 | 06:59 | 06:32 | 06:06 | 06:14 | 04:29 | 06:41 | 04:29 |
| 25 | 04:43 | 08:39 | 05:19 | 07:55 | 05:56 | 06:57 | 06:34 | 06:04 | 06:15 | 04:29 | 06:41 | 04:29 |
| 26 | 04:44 | 08:38 | 05:20 | 07:53 | 05:57 | 06:56 | 06:35 | 06:03 | 06:17 | 04:28 | 06:42 | 04:30 |
| 27 | 04:45 | 08:37 | 05:21 | 07:51 | 05:58 | 06:53 | 06:36 | 06:01 | 06:18 | 04:28 | 06:42 | 04:31 |
| 28 | 04:47 | 08:36 | 05:23 | 07:49 | 05:59 | 06:51 | 06:38 | 06:00 | 06:19 | 04:27 | 06:42 | 04:31 |
| 29 | 04:48 | 08:35 | 05:24 | 07:47 | 06:01 | 06:50 | 06:39 | 05:58 | 06:20 | 04:27 | 06:42 | 04:32 |
| 30 | 04:49 | 08:34 | 05:25 | 07:46 | 06:02 | 06:48 | 06:40 | 05:57 | 06:21 | 04:26 | 06:43 | 04:33 |
| 31 | 04:50 | 08:33 | 05:26 | 07:44 | | | 06:42 | 05:55 | | | 06:43 | 04:34 |

Legal Hunting Hours based on Sunrise/Sunset in Bangor, Maine (Eastern Standard Time)

July - December 2010

This chart contains the legal hunting hours for most of the open hunting seasons*.

Daylight savings time has been calculated in as well as the 1/2 hour before sunrise and the 1/2 hour after sunset.

*The exceptions are: spring Wild Turkey, migratory game birds, raccoon, and coyote

| Date | January | | February | | March | | April | | May | | June | |
|------|------------|----------|------------|----------|------------|----------|------------|----------|------------|----------|------------|----------|
| | Start a.m. | End p.m. |
| 1 | 06:43 | 04:35 | 06:24 | 05:14 | 05:43 | 05:53 | 05:46 | 07:33 | 04:55 | 08:11 | 04:22 | 08:43 |
| 2 | 06:43 | 04:36 | 06:23 | 05:15 | 05:41 | 05:54 | 05:44 | 07:34 | 04:53 | 08:12 | 04:22 | 08:44 |
| 3 | 06:43 | 04:37 | 06:22 | 05:17 | 05:39 | 05:56 | 05:42 | 07:36 | 04:52 | 08:13 | 04:21 | 08:45 |
| 4 | 06:43 | 04:38 | 06:21 | 05:18 | 05:37 | 05:57 | 05:40 | 07:37 | 04:50 | 08:14 | 04:21 | 08:45 |
| 5 | 06:43 | 04:39 | 06:19 | 05:20 | 05:35 | 05:58 | 05:38 | 07:38 | 04:49 | 08:15 | 04:20 | 08:46 |
| 6 | 06:42 | 04:40 | 06:18 | 05:21 | 05:34 | 06:00 | 05:36 | 07:39 | 04:48 | 08:17 | 04:20 | 08:47 |
| 7 | 06:42 | 04:41 | 06:17 | 05:22 | 05:32 | 06:01 | 05:35 | 07:41 | 04:46 | 08:18 | 04:20 | 08:48 |
| 8 | 06:42 | 04:42 | 06:15 | 05:24 | 05:30 | 06:02 | 05:33 | 07:42 | 04:45 | 08:19 | 04:20 | 08:48 |
| 9 | 06:42 | 04:43 | 06:14 | 05:25 | 05:28 | 06:04 | 05:31 | 07:43 | 04:44 | 08:20 | 04:19 | 08:49 |
| 10 | 06:41 | 04:45 | 06:13 | 05:27 | 05:26 | 06:05 | 05:29 | 07:44 | 04:42 | 08:21 | 04:19 | 08:49 |
| 11 | 06:41 | 04:46 | 06:11 | 05:28 | 05:25 | 06:06 | 05:27 | 07:46 | 04:41 | 08:23 | 04:19 | 08:50 |
| 12 | 06:41 | 04:47 | 06:10 | 05:30 | 05:23 | 06:08 | 05:26 | 07:47 | 04:40 | 08:24 | 04:19 | 08:51 |
| 13 | 06:40 | 04:48 | 06:08 | 05:31 | 06:21 | 07:09 | 05:24 | 07:48 | 04:39 | 08:25 | 04:19 | 08:51 |
| 14 | 06:40 | 04:49 | 06:07 | 05:32 | 06:19 | 07:10 | 05:22 | 07:49 | 04:38 | 08:26 | 04:19 | 08:52 |
| 15 | 06:39 | 04:51 | 06:05 | 05:34 | 06:17 | 07:11 | 05:20 | 07:51 | 04:36 | 08:27 | 04:19 | 08:52 |
| 16 | 06:39 | 04:52 | 06:04 | 05:35 | 06:15 | 07:13 | 05:19 | 07:52 | 04:35 | 08:28 | 04:19 | 08:53 |
| 17 | 06:38 | 04:53 | 06:02 | 05:37 | 06:14 | 07:14 | 05:17 | 07:53 | 04:34 | 08:29 | 04:19 | 08:53 |
| 18 | 06:37 | 04:55 | 06:01 | 05:38 | 06:12 | 07:15 | 05:15 | 07:54 | 04:33 | 08:31 | 04:19 | 08:53 |
| 19 | 06:37 | 04:56 | 05:59 | 05:39 | 06:10 | 07:17 | 05:14 | 07:56 | 04:32 | 08:32 | 04:19 | 08:54 |
| 20 | 06:36 | 04:57 | 05:58 | 05:41 | 06:08 | 07:18 | 05:12 | 07:57 | 04:31 | 08:33 | 04:19 | 08:54 |
| 21 | 06:35 | 04:59 | 05:56 | 05:42 | 06:06 | 07:19 | 05:10 | 07:58 | 04:30 | 08:34 | 04:19 | 08:54 |
| 22 | 06:34 | 05:00 | 05:54 | 05:44 | 06:04 | 07:20 | 05:09 | 07:59 | 04:29 | 08:35 | 04:19 | 08:54 |
| 23 | 06:33 | 05:01 | 05:53 | 05:45 | 06:02 | 07:22 | 05:07 | 08:01 | 04:29 | 08:36 | 04:20 | 08:55 |
| 24 | 06:33 | 05:03 | 05:51 | 05:46 | 06:01 | 07:23 | 05:05 | 08:02 | 04:28 | 08:37 | 04:20 | 08:55 |
| 25 | 06:32 | 05:04 | 05:49 | 05:48 | 05:59 | 07:24 | 05:04 | 08:03 | 04:27 | 08:38 | 04:20 | 08:55 |
| 26 | 06:31 | 05:05 | 05:48 | 05:49 | 05:57 | 07:26 | 05:02 | 08:04 | 04:26 | 08:39 | 04:21 | 08:55 |
| 27 | 06:30 | 05:07 | 05:46 | 05:50 | 05:55 | 07:27 | 05:01 | 08:06 | 04:25 | 08:40 | 04:21 | 08:55 |
| 28 | 06:29 | 05:08 | 05:44 | 05:52 | 05:53 | 07:28 | 04:59 | 08:07 | 04:25 | 08:41 | 04:22 | 08:55 |
| 29 | 06:28 | 05:10 | | | 05:51 | 07:29 | 04:58 | 08:08 | 04:24 | 08:42 | 04:22 | 08:55 |
| 30 | 06:27 | 05:11 | | | 05:49 | 07:31 | 04:56 | 08:09 | 04:23 | 08:42 | 04:22 | 08:55 |
| 31 | 06:25 | 05:12 | | | 05:47 | 07:32 | | | 04:23 | 08:43 | | |

Legal Hunting Hours based on Sunrise/Sunset in Bangor, Maine (Eastern Standard Time)

January - June 2011

HUNTER ORANGE CLOTHING REQUIREMENTS

- **Waterfowl Hunters:** are not affected by the provisions below while hunting from a boat, blind, or in conjunction with waterfowl decoys.
- **Firearms Season on Deer:** Anyone who hunts any species **with a firearm or crossbow** during any firearms season on deer (also on Youth Deer Day) must wear **two** articles of hunter orange clothing. **One article must be a solid-colored hunter orange hat; the other must cover a major portion of the torso, such as a jacket, vest, coat or poncho and must be a minimum of 50% hunter orange in color (camouflage).**
- **Moose Hunting Season:** Anyone who hunts any species with a firearm or crossbow in a Wildlife Management District that is open to moose hunting **must wear one article of solid-colored hunter orange clothing (hat or clothing) except in the 4 WMD's (15, 16, 23 & 26) open during deer season. All laws pertaining to deer hunting apply to Moose hunters during that season.**
- **Muzzle-loading Season on Deer:** The hunter orange clothing requirements listed above under the firearms hunting season on deer apply.
- **Archery Seasons on Deer:** Hunter orange clothing is **not** required.
- **Bear and Bird Hunters:** **ONLY** required when hunting during the firearms hunting season on deer, the muzzleloading season on deer, or within an open moose hunting district during moose hunting season.

Articles of Hunter Orange Clothing must be in good and serviceable condition and visible from all sides. A decal on an article of clothing that is otherwise solid-colored hunter orange does not disqualify that article of clothing from satisfying the requirements of this subsection. *HUNTER ORANGE* means a daylight fluorescent orange color with a dominant wave length between 595 and 605 nanometers, excitation purity not less than 85% and luminance factor of not less than 40%.

SPORTSMEN'S CODE

1. **Obey the Game Laws.** They represent the best program our legislators have been able to devise to preserve the continuance of this wonderful sport for next year and the years to come - for all of us.
 2. **Be Adequately Armed for the Game You Are Hunting.** Hunt only with a mechanically safe firearm of sufficient power for the use intended. Then bear in mind of that gun to inflict injury to others and yourself.
 3. **Respect the Rights of Property Owners.** All your hunting will probably be done on someone else's land. Put yourself in the landowner's position: would you like to be asked if it's alright to hunt on your land? A few destructive hunters can spoil a fine privilege for everyone else. Stay clear of farm buildings, farm animals, and farm children. Lumbermen and woodcutters have a right to be in the woods too.
 4. **Extend Courtesy to Your Fellow Hunters.** You've probably watched a good hunting dog honor another's point. A good hunter should always be courteous. Give the other fellow plenty of room to work in.
 5. **Aim Only for a Clean Kill.** A deer is a beautiful, sensitive animal as well as a wary, intelligent prize. **Never shoot at a deer unless enough of the animal is clearly exposed so that you can hit a vital spot.** A snap shot at a distant flash of a deer's tail will probably result in either a miss or a wounded deer wandering off to die a slow, wasted, agonizing death. Or you may find you've shot another hunter. Don't have **either** on your conscience.
- Never Forget - Guns Don't Kill by Themselves.
Always Remember - Practice Hunter Safety**

LICENSE REVOCATION INFORMATION

Hunters should be aware of the fact that a conviction for any hunting violation may result in the revocation of their hunting privileges.

Minimum Mandatory Ten Year Revocation of Hunting Licenses:

If a person is convicted of Assault While Hunting [17A MRSA §208(A)] and the offense occurred in the context of hunting activity, and if, through failure of the hunter to make proper target identification, the offense resulted in the death of another person.

Minimum Mandatory Five Year Revocation of Hunting Licenses:

- Shooting a domestic animal while hunting;
- Hunting under the influence of intoxicating liquor or drugs;
- Conviction of violation of 17A MRSA while on a hunting or fishing trip or in the pursuit of wild animals, birds or fish and when the wounding or killing of a human being has occurred.

Minimum Mandatory Three Year Revocation of ALL Department of Inland Fisheries and Wildlife (DIF&W) Licenses:

- Disturbing traps.

Minimum Mandatory Two Year Revocation of ALL DIF&W Licenses:

Persons convicted of burglary or criminal trespass of a building located within any unorganized township; theft of any equipment used for hunting, fishing and trapping; or theft of any animal which has been obtained by hunting or trapping and which was in the possession or control of the person who hunted or trapped the animal.

Hunting Violations with a Minimum One Year License Revocation:

In addition, the Commissioner may suspend all other Department licenses held if a person is convicted of any of the following violations:

- Illegally hunting and/or possessing deer, bear, or moose during closed season.
- Night hunting.
- Discharging a firearm within 100 yards of a residential dwelling without permission of the owner, or in the owners absence, an adult occupant who dwells in that location.
- Trapping bear after having killed one.
- Illegally buying and/or selling moose or Wild Turkeys.
- Illegally hunting/possessing Wild Turkeys including using illegal methods to hunt Wild Turkeys.
- Hunting deer, bear, or moose after having killed one and/or exceeding the bag limit on deer, bear, or moose.

In addition to penalties provided in Title 17, Section 2264-B, relating to littering, a person convicted of littering on a state owned wildlife management area or sanctuary as defined in Title 12 shall surrender their hunting and/or fishing licenses for a period of up to one year.

SUMMARY OF FIREARMS LAWS

Legal firearms for hunting: Handguns, rifles, and shotguns not larger than 10-gauge are legal for hunting in Maine, except as follows: Automatic firearms are illegal. Auto-loading firearms are illegal if they hold more than 6 cartridges* (does not apply to .22 caliber rimfire guns or to auto-loading pistols with barrel less than 8 inches.) (*See page 30).

Illegal devices for hunting: Silencers, tracer bullets, explosive bullets, poisonous bolts or set guns.

Deer hunting: No firearm may be used which uses .17 or .22 caliber rimfire cartridges, except .22 magnum. No firearms of any kind may be carried while hunting deer with a bow and arrow during the special archery season on deer and the expanded archery season on deer, except that a person who also holds a license that allows hunting with firearms may carry a handgun. but it cannot be used to shoot a deer or dispatch a wounded deer.

Moose hunting: It is illegal to use .17 or .22 caliber rimfire firearms, shotguns using shot loads, or a crossbow.

Carrying concealed firearms: A permit is required to carry a concealed firearm in Maine, except that licensed hunters and trappers are exempt while engaged in these activities; the latter provision does not authorize the carrying of a concealed or loaded firearm in a motor vehicle. Some town offices or city halls issue these permits to residents. If not, contact Maine State Police. Non-residents may obtain concealed weapons permits from the Maine State Police: (207) 624-7210.

Loaded firearms in motor vehicles: It is unlawful to have a loaded firearm or crossbow in or on a motor vehicle (including trailer, ATV, aircraft, snowmobile, or railway car). A loaded clip may be carried in a motor vehicle, but it must not be inserted in a firearm. Persons who hold a Maine concealed firearms permit may carry a loaded pistol or revolver in a motor vehicle.

Firearms may be transported in a motor vehicle without a concealed firearms permit provided they are (1) unloaded and in plain view, or (2) are unloaded and placed in a remote secure area (such as a locked trunk) away from the control of the occupants of the motor vehicle.

For purposes of this law, a muzzle-loading firearm is considered to be loaded only if charged with powder, lead and a primed ignition device or mechanism.

This provision also applies to crossbows.

IT IS ILLEGAL TO:

- Discharge a firearm, crossbow or muzzle-loading firearm within 100 yards of a building or residential dwelling without the permission of the owner, or in the owners absence, an adult occupant of that building or dwelling. ("Building" means: any residential, commercial, retail, educational, religious or farm structure designed to be occupied by people or domesticated animals or is being used to shelter machines or harvested crops.)
- Possess firearms or crossbows on public school property or discharge a firearm or crossbow within 500 feet of school property.

OTHER ILLEGAL AREAS: Firearms and crossbows may not be carried on game preserves. Firearms and crossbows must be in a case or stored in the trunk of a car when transported through Baxter State Park.

CLOSED AND SPECIAL REGULATION AREAS

- 1. Unity Utilities District.** It is unlawful to hunt on the Unity Utilities District Property located on Route #139 and Prairie Road in Unity, Waldo County.
- 2. Gray Squirrels.** It is unlawful to hunt gray squirrels on any land which is dedicated as a public or private park or on any land located within the limits of the compact or built-up portion of any city or town.
- 3. Haley Pond.** It is unlawful to hunt waterfowl on Haley Pond in the town of Rangeley and Dallas Plantation, Franklin County.
- 4. Wildlife Sanctuaries and certain Wildlife Management Areas.** Unless otherwise specifically provided, it is unlawful to hunt or trap any wild animal or wild bird within the limits of any wildlife sanctuary, any area properly posted by the State of Maine, or within the following described territories:

Back Bay Sanctuary, Portland
Baxter State Park closed to all hunting except: *The area north of Trout Brook in T6R9; in T6R10 or T2R9 and T2R10 where hunting is allowed.*
Beauchamp Sanctuary (See page 20 for information on bow and arrow hunting)
Carver's Pond Waterfowl Sanctuary
Colby College Area, Waterville
Drake's Island Game Sanctuary
Dry Pond Sanctuary (Crystal Lake)
Fairfield Sanctuary*
Glencove Sanctuary
Gray Game Sanctuary
Hog Island Game Sanctuary
Jefferson & Whitefield Sanctuary
Kineo Point Sanctuary
Limington, Hollis, Waterboro Sanctuary
Lowell E. Barnes Area, Oxford County
Marsh Island Area,* Old Town, Orono— Penobscot County
Megunticook Lake and Vicinity Sanctuary
Merrymeeting Bay Game Sanctuary
Monroe Island Game Sanctuary
Moosehead Lake Game Sanctuary

Moosehorn Game Sanctuary
Narragansett Game Sanctuary*
Oak Grove Area, Vassalboro
Ocean Park Game & Bird Sanctuary
Orrington Game Sanctuary
Pittston Farm Sanctuary
Prout's Neck; Richmond's Island;
Cape Elizabeth Sanctuary* (see page 20)
Rangeley Game Sanctuary
Rangeley Lake Sanctuary
Rangeley Plantation Sanctuary
Readfield and Winthrop Sanctuary
Salmon Pond Sanctuary
Sebago Lake Basin Area, Standish, Windham
Somerset Game Sanctuary
Standish Sanctuary
Stanwood Wildlife Sanctuary, Ellsworth
Steve Powell WMA (Swan Island), Richmond
Thornrag-Stanton Bird Sanctuary
Tomhegan Game Sanctuary
Wells Sanctuary
Wells & York Game Sanctuary
Willow Water Game Sanctuary
Woodbury Sanctuary, Litchfield, Monmouth
York Game Sanctuary, Franklin County

*Trapping allowed in accordance with the general laws of the State.

INDIAN TERRITORY

As a result of the Maine Indian Claims Settlement Act of 1980, lands purchased by the Penobscot Indian Nation and the Passamaquoddy Tribe within certain designated areas of the State are classified as Indian territory and have special legal status. The Penobscot Nation and the Passamaquoddy Tribe, within their respective Indian territories, have exclusive authority to regulate hunting and trapping. At the time of this publication, parcels of Indian territory had been acquired within the following areas:

PENOBSCOT NATION:

Franklin County: Alder Stream Twp.

Penobscot County: T2R9 NWP (western portion), T3R9 NWP (eastern portion), T6R8 WELS (western portion) Argyle Township (northern portion) and T3R1 NBPP (northeastern portion).

Piscataquis County: T6R8 NWP. The Penobscot Nation also has exclusive authority to regulate hunting and trapping in the Penobscot Reservation, consisting of all islands in the Penobscot River north of, and including, Indian Island, located near Old Town, Maine. Contact the Penobscot Nation, Department of Natural Resources for specific locations of Reservation islands.

PASSAMAQUODDY TRIBE:

Franklin County: Lowelltown, T1R8 WBKP.

Hancock County: T3&4ND.

Penobscot County: T3R9 NWP, T5R1 NBPP, TAR7 WELS.

Somerset County: Holeb T6R1 NBKP, Prentiss, T4R4 NBKP, Hammond Township, T3R4 NBKP, Alder Brook Township, T3R3 NBKP, Pittston Academy Grant, T2R4 NBKP, Soldiertown Township, T2R3 NBKP.

Washington County: T5ND, BPP; T19 MD, Indian Township, and Pleasant Point, Perry.

Most of these areas will be conspicuously posted as Indian Territory. Anyone wishing to hunt or trap on Indian territory should contact the appropriate Indian agency for further information.

PENOBSCOT INDIAN NATION:

Department of Natural Resources
12 Wabanaki Way
Indian Island, ME 04468
(207) 827-7776, Ext. 230

PASSAMAQUODDY TRIBE:

Ranger Department
Box 301
Princeton, ME 04668
(207) 796-2677

MAINE INDIAN TRIBAL-STATE COMMISSION

PO Box 186
Hudson, ME 04449
(207) 394-2045

WILDLIFE MANAGEMENT AREAS

All Wildlife Management Areas (WMA), except Steve Powell WMA (Swan Island), owned and managed by the Department are open for general law hunting and trapping. A list of these areas can be found online at www.maine.gov/ifw. Camping, fires, and permanent tree stands are all prohibited on Department-owned WMAs.

STATE PARKS AND HISTORIC SITES

The Maine Department of Conservation, Bureau of Parks and Lands manages one-half million acres of land in Maine for a mix of activities, including hunting and trapping, for its citizens and visitors. The safety of all visitors is of primary concern to the bureau. Certain heavily developed and high-use areas are closed to hunting for all or part of the year. At other areas, the bureau provides as many hunting and trapping opportunities as are reasonable and consistent with its mandates and visitor safety.

Hunters and trappers are asked to exercise due caution and care for the safety and enjoyment of other visitors when using Bureau lands by obeying posted information and the rules listed below.

General hunting, except where specifically prohibited, is allowed from October 1 – April 30. Hunting and trapping shall take place in conformity with the laws of the State of Maine, rules of the Department of Inland Fisheries and Wildlife, and local ordinances. Trapping on State park or historic site land in organized townships requires the written permission of the Bureau. There will be no hunting allowed on State park lands or restricted zone of the Allagash Wilderness Waterway, between May 1 and September 30.

1. Hunting is not allowed in any Memorial or Historic Site.
2. Hunting is not allowed at Andrews Beach; that portion of Bradbury Mountain State Park west of State Route 9; Cobscook Bay; Crescent Beach and Kettle Cove; Damariscotta Lake; Ferry Beach; Holbrook Island Sanctuary; Nickerson Lake; Owls Head Light; that portion of Quoddy Head within 1,000 feet of the lighthouse; Reid, Sebago Lake, Shackford Head, Two Lights, and Wolfe's Neck Woods State Parks.
3. Work areas and areas with significant public use may be posted and closed to hunting from time to time in the interest of public safety.
4. The discharging of any weapons from or within 300 feet of any designated trail, picnic area, camping area, campsite, parking area, building, boat launching site or other developed area or bridge is prohibited. Loaded weapons are not allowed on the treadway of any trail posted "Closed to hunting".
5. The baiting of any animal for the purpose of hunting is not allowed.

For more information, please call
(207) 287-3821, TTY (207) 287-2213

or write to the
Maine Bureau of Parks and Lands
22 State House Station
Augusta, Maine 04333-0022

PUBLIC RESERVED LANDS

Firearms — Loaded firearms are not permitted in campsites, on marked hiking trails, or at boat launching sites and picnic sites and shall not be discharged within 300 feet of such areas.

Bear Hunting — A permit is required from the Maine Bureau of Parks and Lands to place bait on Public Reserved Land for the purpose of hunting bear.

NATIONAL WILDLIFE REFUGES (NWR)

NOTE: On National Wildlife Refuges which permit hunting of upland game, persons hunting upland species other than deer and turkey with a shotgun shall possess and use only nontoxic shot while in the field.

More restrictive regulations may apply to National Wildlife Refuges open to public hunting. For additional information on federal refuge regulations, contact:

1. Rachel Carson NWR
321 Port Road
Wells, ME 04090
(207) 646-9226
2. Maine Coastal Islands NWR
PO Box 279
Milbridge, ME 04658
(207) 546-2124
3. Sunkhaze Meadows NWR
1168 Main Street
Old Town, ME 04468
(207) 827-6138
4. Moosehorn NWR
(Baring and Edmunds Units)
RR #1, Box 202
Baring, ME 04694
(207) 454-7161
5. Lake Umbagog NWR
PO Box 240
Errol, NH 03579
(603) 482-3415

WHITE MOUNTAIN NATIONAL FOREST

Oxford County, Maine

The public land within National Forests is open to hunting. Portable tree stands that do not damage live trees may be used. Please contact the Bethel office

of the Androscoggin Ranger District for more information on bear baiting on National Forest lands at (207) 824-2134.

NATIONAL PARK SERVICE

Acadia National Park & the Appalachian Nation Scenic Trail - hunting, trapping, and/ or possessing a weapon is prohibited on land administered by the National Park Service.

For further information on these lands contact:

- **Acadia National Park**
PO Box 177
Bar Harbor, ME 04609
(207) 288-8791

Mount Desert Island (MDI) is located within the geographic boundary of WMD 26.

- **Appalachian Trail Park Office**
Harpers Ferry Center
Harpers Ferry, WV 25425
(304) 535-6278
- **Appalachian Trail Conference**
New England Regional Office
PO Box 312
Lyme, NH 03768-0312
(603) 795-4935

HUNTING/TRAPPING ON PRIVATE PROPERTY

The Department of Inland Fisheries and Wildlife Landowner Relations Program is actively working towards enhancing the relationship between landowners and land users. With approximately 94% of the land in Maine privately owned, everyone **MUST** respect landowners and their rights. Landowner wishes have to be followed by all outdoor recreation participants to help ensure access and use of private property in the years to come.

The Maine Legislature has enacted laws that address the concerns of landowners.

Summarized below are several of those laws and a brief description of each. For further detail on these laws, consult Maine Revised Statutes cited in parenthesis.

Landowner Liability (14 MRSA §159-A) Limited Duty.

An owner, lessee, manager, holder of an easement or occupant of premises shall owe no duty of care to keep the premises safe for entry or use by others for recreational or harvesting activities or to give warning of any hazardous condition, use, structure or activity on these premises to persons entering for those purposes. This subsection applies regardless of whether permission has been given to another to pursue recreational or harvesting activities on the premises.

Exceptions to Limited Duty.

- 1) For a willful or malicious failure to guard or warn against a dangerous condition, use, structure, or activity; and
- 2) When financial consideration is paid for the exclusive right to make use of the property for recreational activities.

Costs and fees. The court shall award any direct legal costs, including reasonable attorney's fees, to an owner, lessee, manager,

holder of an easement or occupant who is found not to be liable for injury to a person or property pursuant to this section.

Posting of Land (17-A MRSA, §402):

Posting may be done in one of the following four ways:

1. Use of signs placed no further than 100 feet apart that deny access for a particular activity or for all activities.
2. Paint system utilizing two silver horizontal paint marks placed on trees, rocks, fence posts or other objects now mean access by permission only. (These objects must be placed no further apart than 100 feet.)
3. Landowners may post their land "in a manner reasonably likely to come to the attention of the intruder."
4. Landowners may verbally or in writing convey to others to stay off their property.

Other provisions of posting.

1. Signs or paint markings must be at all vehicular access entrances from a public way.
2. It is unlawful to post the land of another and to remove, destroy, mutilate or deface any signs or paint marks.
3. Trespass by a motor vehicle is a violation of the trespass law.

Trespass Damages (14 MRSA, §7551-B):

Any person who enters the land of another without permission and causes damage to the property of another is liable to the owner in a civil action. Violations of this law will have the following results:

1. If the damage is intentional the person doing the damage is liable to the owner for 2 times the actual damage plus additional costs which include the attorney fees of the landowner.
2. If the damage is unintentional, the person

HUNTING/TRAPPING ON PRIVATE PROPERTY

doing the damage is liable to the owner for the amount of the actual damage plus additional costs which include attorney fees of the landowner.

3. A person doing damage to property of another may also be charged criminally for doing the damage.

Unlawful cutting of trees (14 MRSA, §7552, and 17 MRSA, §2510):

It is unlawful for any person to intentionally, knowingly, recklessly or negligently cut down or fell any tree without the consent of the owner of the property on which the tree stands.

Abuse of Another Person's Property While Hunting (12 MRSA §10652):

It is unlawful to tear down a fence or wall, destroy any crop, leave open any bars or gates, or insert objects into trees on another person's land without permission (see page 10 for tree stand information).

Littering: It is unlawful to dispose of litter anywhere in this state except in areas or receptacles designed for that purpose.

Civil Trespass(12 MRSA, §10657)

Prohibition.

While engaging in any activity regulated by the Department of Inland Fisheries & Wildlife, a person, knowing that the person is not licensed or privileged to do so, may not:

1. Enter or cause a projectile to enter any place from which that person may lawfully be excluded and that is posted in accordance with Title 17-A, section 402, subsection 4 or in a manner reasonably likely to come to the attention of intruders or that is fenced or otherwise enclosed in a manner designed to exclude intruders; or
2. Enter or remain in or cause a projectile to enter or remain in any place in defiance of a lawful order not to enter or an order to vacate that was personally communicated to that person by the owner of the place or another authorized person.

Definition. For the purposes of this section, "projectile" means a bullet, pellet, shot, shell, ball, arrow, bolt or other object propelled or launched from a firearm, bow, crossbow or similar tensile device.

For information on other provisions of these laws, contact the Department of Inland Fisheries and Wildlife's Landowner Relations Program at (207) 287-8091.

ALWAYS SEEK PERMISSION...

...before engaging in any form of outdoor recreation on property that belongs to someone else. If you know you are welcome to use someone's land, don't abuse the privilege. If you don't know if you are welcome, find out. If the land is posted or you know you are not welcome, find another location. A hunting or trapping license does not give you the right — **stated or implied** — to go on another person's land against their wishes.

ITEMS OF INTEREST

Department Check Stations - Our wildlife biologists collect information that is valuable in determining regional deer herd productivity and condition and figuring sex and age ratios. You will receive facts and figures from last year's season, and the information you provide will be a basis for management decisions to be made next year. We would appreciate your participation whether you are successful or not.

A Caution on Liver and Kidney Consumption - The Maine Department of Inland Fisheries and Wildlife and the State Bureau of Health recommend that the liver and kidneys of moose not be eaten because of possible contamination with the heavy metal cadmium. Also, recent studies have shown smaller amounts of cadmium in liver tissues from Maine deer, and deer, elk and antelope from other States. Maine health officials recommend that deer liver consumption be limited to 0.8 pounds in one sitting and 1 to 1-1/3 pounds per week. Human symptoms of acute cadmium poisoning include severe nausea, vomiting, diarrhea, muscle cramps and salivation. There is no known health risk from eating moose meat or deer meat.

Federal Aid in Wildlife Restoration Program - The Federal Aid in Wildlife Restoration Act of 1937, commonly known as the Pittman-Robertson (PR) Act established a "User Pay/User Benefit" philosophy for funding State wildlife restoration and conservation efforts directed towards America's wildlife resources. These funds have played a vital role in the management of Maine's wildlife since they were first used in 1939 to enhance the Department's wildlife management capabilities. Revenues are collected from excise taxes on firearms, ammunition, pistols, revolvers, bows and arrows and deposited in the Federal Aid in Wildlife Restoration Fund.

These funds support a wide array of projects in Maine which include: wildlife population assessments, long-range species management planning, development of management recommendations, implementation of management programs, acquisition and management of wildlife habitat, and hunter education.

MAINE LANDOWNER RELATIONS PROGRAM

Maine has a unique tradition of allowing public access to private land.

**Remember, access to private land
is a privilege and not a right!**



BOB DUPLESSIE, DIRECTOR

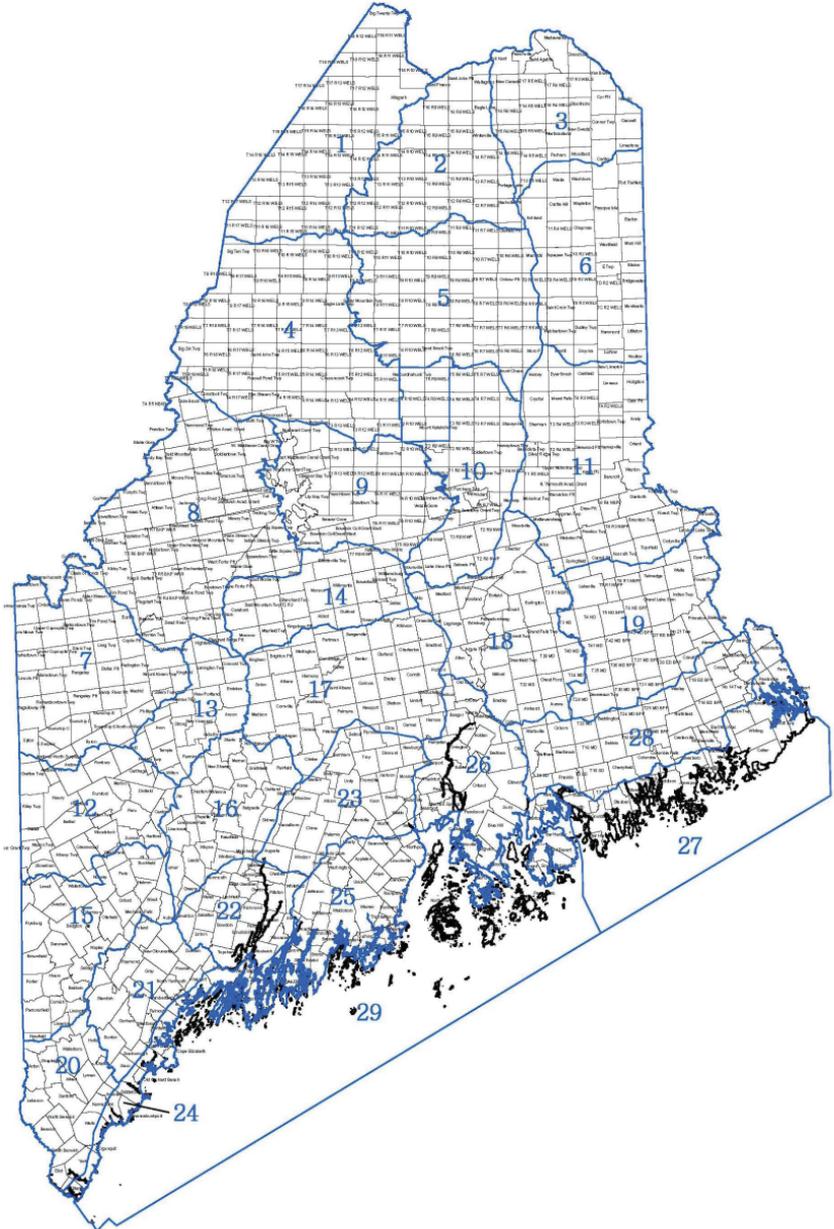
WWW.MAINE.GOV/LOR

(207) 287-8091

Let's be good neighbors and respect all land.

WILDLIFE MANAGEMENT DISTRICT MAP

This map is available in a larger format at all Inland Fisheries and Wildlife offices for viewing, or check out our web site at www.maine.gov/ifw, where you'll find individual district maps that you can print and a list of towns and district numbers for each town.



TRAPPING RULES

Statewide Trapping Season*see page 43-44

* Bobcat, coyote, fisher, fox, marten, mink, muskrat, opossum, otter, raccoon, red squirrel, skunk, weasel. See exceptions for muskrat in Sections 13 and 15 below.

Bear Trappingsee page 51

Early Fox and Coyote Trappingsee page 49

Early Muskrat Trapping: WMDs 1, 2, 3, 4, 5, 6, 9, 10, 11 onlysee page 49

Beaver Trapping Season Dates and town closures were not available at the time of printing, but will be printed in the Trapper Information Booklet.

NOTE: Non-residents are not allowed to trap for beaver.

Dates and closures will also be posted on the web site at: www.maine.gov/ifw

1. What's a trap? A trap is any device which is made to catch animals. There are many types of traps, but those which you are allowed to use to trap wild animals in Maine (under the rules explained in the following pages) are:

- a. ordinary foothold traps (including those manufactured with padded jaws);
- b. duffer-type foothold traps designed primarily for taking raccoons (also called egg traps, coon cuffs, bandit busters, etc.);
- c. killer-type traps of the body-gripping variety, including spring-type traps;
- d. cage-type live traps;
- e. colony traps; and
- f. snares.

2. What's trapping? Trapping is the setting or tending of traps. You are considered to be trapping if you do any of the following things:

- a. set one or more traps anywhere in the fields, forests or waters of the State;
- b. tend or visit a trap which has been set in the fields, forests or waters of the State;
- c. kill an animal which is being held in a trap;
- d. remove an animal from a trap; or
- e. assist another person in doing any of these things.

DISTURBING TRAPS. You are not allowed to take or disturb any trap, or any wild animal which is caught in a trap, without permission from the owner of the trap.

If you are convicted of disturbing traps, in addition to any fine or jail time you receive, you will lose all your trapping, hunting and fishing privileges for at least three years.

3. Who needs a trapping license? Except for certain landowners, full-time Department employees authorized by the commissioner for animal damage control purposes, and children, everyone (including animal damage control agents and animal control officers appointed pursuant to Title 7) must have the appropriate trapping license before going out to trap for wild animals or before going out to help another person who is trapping. (An unlicensed person may accompany a trapper only as an observer.)

4. Which trapping license do I need?

- a. If you are a Maine resident under 10 years old, you may trap without a license, except that a person under 10 years of age is not allowed to trap bear.
- b. If you are a Maine resident who is at least 10 but less than 16 years old, you must have a junior trapping license (see resident landowners below).
(Note: A junior trapping license issued

TRAPPING RULES

to a 15 year old is good for the entire year regardless of when the person turns 16).

- c. If you are a Maine resident who is 16 or more years old, you must have a resident trapping license (see resident landowners below).
- d. Resident landowners, and immediate family members, as long as their license to trap is not under revocation or suspension, may trap (except for beaver) without a license on their own land IF they actually live on that land AND the land is used only for agricultural purposes. (If you trap for beaver, you must have a trapping license.)
- e. If you are a nonresident, regardless of age, you must have a non-resident trapping license. (Note: Nonresidents are not allowed to trap for beaver.)
- f. If you are a nonresident who is not a citizen of the United States (nonresident alien), you are not allowed to trap in Maine.

(**Note:** Any licensed trapper may take up to 20 pounds of eels, **by eel pots or hook and line only**, for the purpose of baiting traps.)

5. How much does a trapping license cost?

See pages 6 - 7

Resident over 70 years of age is \$8.00

Resident bear trapping permit \$27.00

Nonresident bear trapping permit \$67.00

(***Note:** Resident disabled veterans and Native American [see page 18] are eligible for a free license.)

6. Where can I get a trapping license?

All trapping licenses are issued from the Maine Department of Inland Fisheries and Wildlife office in Augusta. (Renewal forms are mailed annually to trappers who had a license the previous year.)

7. How long does a trapping license remain valid? A trapping license remains valid from July 1st through June 30th of

the following year.

- 8. **Do I need to take a trapper education course?** When you apply for any Maine trapping license (except a junior license), you must show proof of having successfully completed a state-approved trapper education course OR show proof of having held an adult trapping license (in Maine or in some other state, province or country) at some time since 1978.
- 9. **Are young people allowed to go trapping by themselves?** A person less than 10 years old may go trapping only if accompanied at all times by a parent or an adult who is at least 18 years old. A person who is at least 10 but less than 16 years old must also be accompanied by an adult UNLESS they have successfully completed a state-approved trapper education course. The person who accompanies a youth trapper is responsible for any violations committed by this trapper.

10. What animals am I allowed to trap?

Maine has an open trapping season for the following species of furbearing animals:

| | | |
|--------|---------|--------------|
| Beaver | Marten | Raccoon |
| Bobcat | Mink | Red Squirrel |
| Coyote | Muskrat | Skunk |
| Fisher | Opossum | Weasel |
| Fox | Otter | |

(**Note:** There is also a trapping season for black bear. However, the black bear is not considered a furbearing animal, so the bear trapping rules will be explained separately.)

Except as explained in animal damage control laws, you are never allowed to trap for any species of wild bird, and you are never allowed to trap for any species of wild animal which does not have an open trapping season.

11. When does the trapping season

TRAPPING RULES

- open?** The general trapping season for bobcat, coyote, fox, mink, muskrat, opossum, otter, raccoon, red squirrel, marten, fisher, skunk, and weasel **opens on November 1, 2009, and closes on December 31, 2009. In 2010, opens on October 31, 2010 and closes on December 31, 2010.**
- 12. Am I allowed to trap for muskrats while I'm beaver trapping?** After the end of the general trapping season, you are allowed to continue to trap for muskrats in any area of the State which is open to beaver trapping.
- 13. What if I catch a mink or otter in my beaver (or muskrat) traps?** Although you are not allowed to trap for mink or otter after the general trapping season closes, you are allowed to keep a mink or otter if you catch one by accident during the beaver trapping season.
- 14. Are there "special" trapping seasons for any furbearing animals?** There is an early statewide fox and coyote trapping season prior to the regular trapping season, and there is an early muskrat trapping season in Wildlife Management Districts 1 through 6, 9, 10, and 11 prior to the regular trapping season. Details about these two early seasons will be explained later.
- 15. Am I allowed to put out bait or prepare sets before the trapping season begins?** Except for beaver and muskrat, you are allowed to go out before the season starts and make preparations in the area you plan to trap; however, you are never allowed to fasten a trap (set or unset) at any trap site location before opening day. You are not allowed to make any advance preparations for trapping beaver and muskrat. You may not use meat or fish as bait in trapping for beaver. Also, you are not allowed to set any steel footholds or killer-type traps within 50 yards of bait that is visible from above.
- 16. What does "advance preparation" include?** Advance preparation includes:
- the preparation of the site where your trap will eventually be set; and
 - the placement of trapping implements (such as drowning devices) or associated materials (such as trap stakes or guide sticks) IN the water or ON the ice of any wetland.
- 17. Is there a season limit on any species of furbearing animal?** The only furbearing animals which have a season limit are fisher and marten. You are not allowed to take or possess more than 25 marten or 10 fisher during the trapping season. (See special tagging requirements for marten and fisher.)
- 18. When and where am I allowed to set the different types of traps?** As already mentioned, you are allowed to use ordinary foothold traps, specialized duffer-type foothold traps, body gripping killer-type traps, cage-type live traps, colony traps and snares, but you must obey the following rules:
- Bait.** Steel foothold or killer-type traps must not be set within 50 yards of bait that is visible from above. Bait may be used for trapping if it is completely covered to prevent it from being seen from above, and it must be covered in such a way as to withstand wind action and other normal environmental conditions. Bait is defined as animal matter including meat, skin, bones, feathers, hair or any other solid substance that used to be part of an animal. This includes live or dead fish. For the purpose of this paragraph, bait does not include animal droppings (scat), urine or animals, dead or alive, held in a trap as the result of lawful trapping activity.
 - Foothold traps.** Ordinary foothold

TRAPPING RULES

traps may be used to trap for all legal species of furbearing animal, except that;

1. foothold traps with auxiliary teeth added to the jaws may not be used anywhere in the State unless they are covered by water at all times (auxiliary teeth are teeth which were not built into the trap at the time it was manufactured), and
 2. foothold traps manufactured with teeth may not be used in Wildlife Management Districts 12, 15, 16, 17, 20 through 26 prior to the start of the firearm season on deer unless they are covered by water at all times.
 3. in WMD's 1-6 & 8-11, no foothold trap (also known as a leghold trap) may be used that has an inside jaw spread of more than 5 3/8 inches, except that a foothold trap with an inside jaw spread of more than 5 3/8 inches may be used if it is set so as to be fully or partially covered by water at all times. Inside jaw spread is the distance, with the trap in the set position, from the inside center of one jaw (at the dog) to the inside center of the opposite jaw when measured directly across the center of the pan and perpendicular to the base plate. Every foothold trap used in these WMD's that is not set so as to be fully or partially covered by water at all times must be equipped with at least one chain swivel.
- c. **Duffer type traps.** Duffer-type foothold traps (also called egg traps, coon cuffs, bandit busters, etc.) that are designed primarily to catch raccoons and avoid incidental catches of other animals may be used throughout the trapping season.

d. **Killer-type (body-gripping) traps.**

Killer-type traps may be used to trap for all legal species of furbearing animal, but the size of the traps (jaw spread), and the Wildlife Management District, determines where you are allowed to set them:

1. Killer-type traps with a jaw spread of 5 inches or less are the **only** killer type traps which you are allowed to set at ground or snow level, except in WMDs 1 through 11. (They may also be set above ground level or under water.)
2. In Wildlife Management District 1 through 11 all killer-type traps must be set completely under water or at least 4 feet above the ground or snow level except that killer-type traps with an inside jaw spread of 5 inches or less can also be set:
 - partially covered by water at all times, or
 - under overhanging stream banks, or
 - in blind sets that use no bait, lure, or visible attractors (animal droppings or urine are allowed).Those traps that are required to be set 4 feet above the ground or snow level need to be set on poles or trees no greater than 4 inches in diameter and at an angle of at least 45 degrees from the ground.
3. Killer-type traps with a jaw spread from 5 to 8 inches may be used **only** if they are set completely underwater **or** at least 4 feet above the ground or snow.
4. Killer-type traps with a jaw spread greater than 8 inches may be used **only** during the beaver trapping season **and** must be set completely underwater.

e. **Cage-type live traps.** Cage-type live

TRAPPING RULES

traps may be used to trap for all legal species of furbearing animal (and bears, as explained later), except that in WMD's 1-6 & 8-11, no cage trap which has an opening of more than 13 inches in width or more than 13 inches in height may be used unless the cage trap is being used (1) for wildlife research and survey activities; (2) for the removal of animals that are causing damage to property; or (3) to capture bear.

- f. **Colony traps.** Colony traps may be used to trap for furbearing animals throughout the trapping season, except that:
1. the outside dimensions of colony traps may not exceed 7 inches high by 7 inches wide by 40 inches long, and
 2. all colony traps must be set so as to remain completely under water at all times.
- g. **Snares.** Snares may be used **only** in the following situations:
1. snares may be used to trap for beaver, but they **must** be set completely underwater,
 2. foot snares (cable traps) may be used **only** to trap for bear as explained later.
- h. After March 31 in those areas open to beaver trapping, muskrat trapping is restricted to use of killer-type traps & colony traps. Traps must be set to remain underwater at all times.

19. Am I allowed to set traps in the built-up section of a town? Unless you are on your own land, the only trapping you are allowed to do within 1/2 mile of the built-up section of a city or town is with the use of cage-type live traps and drowning sets.

20. What's a drowning set? A drowning set is a trap that is set completely under

water and rigged in such a way as to reasonably ensure the drowning of any species of trapped furbearer that would reasonably be expected to visit the set location and be held in the type of trap used at the set. (**Note:** You are allowed to trap in shallow water where a trapped animal is **not** likely to drown, but traps set in this manner are not considered to be drowning sets and are **not** allowed within 1/2 mile of the built up section of a city or town.)

- 21. Do I need permission to trap on land I don't own?** You are strongly encouraged to seek landowner permission before going on someone else's land for any purpose. The trapping laws, with some exceptions, require that you have prior written permission from the landowner before setting traps:
1. anywhere in an organized town,
 2. within 200 yards of any occupied dwelling, and
 3. on cultivated or pasture land in an unorganized township if someone is living there.

Landowner permission is not required when trapping for beaver that can be legally accessed via water. A new law has also eliminated the written landowner permission requirements:

1. when trapping with the use of drowning sets on state-owned land and on public rights of way, and
2. when trapping with the use of drowning sets along navigable rivers and streams on privately owned land as long as the traps are set at least 200 yards away from any occupied dwelling.

(***Note:** Although you are not always required to obtain written landowner permission before setting traps, you are never allowed to set traps on

TRAPPING RULES

privately owned land if the landowner has asked you not to trap there, either by a conspicuously posted sign or by word of mouth.)

When trapping on someone else's land, there are certain things you are never allowed to do unless the landowner has given you specific permission to do so:

- a. You are never allowed to tear down or destroy a fence or wall.
- b. You are never allowed to leave open a gate or bar way.
- c. You are never allowed to trample or destroy crops.
- d. You are never allowed to cut trees or remove branches from trees.

22. What are the rules about trapping around muskrat houses, beaver houses and beaver dams? You are not allowed to destroy or damage a muskrat house or den, a beaver house or a beaver dam. You are not allowed to set a trap within 10 feet of a muskrat house, a muskrat den, or a beaver house, and you are not allowed to set a trap within 5 feet of a beaver dam.

23. How do I know if a hole in the bank of a lake or stream is the entrance to a muskrat den or beaver house? For enforcement purposes, the Department uses the following definitions in deciding if a hole in the bank is part of a muskrat den or beaver house:

- a. **Muskrat den:** A muskrat den is any cavity which is capped by muskrats with vegetative matter, including but not limited to hollow stumps and bank cavities. Holes in the bank **not** capped with vegetative matter are **not** considered to be muskrat dens.
- b. **Beaver house:** The term beaver house includes any cavity in the bank which is capped by beaver with mud and sticks. Holes in the bank **not**

capped with mud and sticks are **not** considered to be beaver houses.

24. Am I allowed to set traps on an abandoned beaver dam which no longer holds back water? Yes. As long as the dam is inactive or breached, is in disrepair and is no longer being maintained by a beaver and shows no evidence of beaver activity.

25. Am I required to set my traps a certain distance away from another person's traps? You are required to set your traps at least 4 feet away from another person's beaver traps; however, as a matter of common courtesy you should always set your traps a reasonable distance away from any trap which has been set by someone else.

26. How do I know if my traps are set the required distance away from a muskrat house or den, a beaver house or another person's beaver traps? If there is any question, you should always measure the distance to your trap using the following guidelines:

- a. Beaver and muskrat houses should be measured from where the nearest edge of the house meets the water or ice. If the house or den is a capped cavity in the bank, the measurement should be made from where the nearest edge of the cap meets the ground, water or ice.
- b. Beaver dams should be measured from where the nearest edge of the dam meets the ground, water or ice.
- c. All measurements should be made from the trap itself. Sticks and poles used to construct the set or to secure the trap are **not** considered part of the trap.

27. Do my traps need to be marked or identified in any way? Each trap you set must be clearly labeled with your full name and address. (**Note:** The recom-

TRAPPING RULES

mended method for labeling traps is to attach to each trap chain with a piece of wire a small metal tag preprinted with your name and address.)

- 28. When trapping beaver (or other animals) under the ice, am I required to display my name and address above the ice on the pole to which my trap is attached?** The law only requires that you label each trap with your name and address. However, most trappers label both their trap and the pole to which their trap is fastened. This eliminates the need for a warden to chop out or otherwise disturb the set in order to identify the trapper. (It is a Department policy that if the trapper's name and address are displayed on the trap pole above the ice, the warden will not chop out the set to check the trap for a label.)
- 29. I trap with a partner, and we use each other's traps. Do the traps need to have both names on them?** The purpose of the trap labeling law is to make sure that the trapper can be located if there's a problem. Therefore, if two people are trapping together, it is not necessary to have the name and address of both trappers on each trap.
- 30. How often do I need to tend (visit or check) my traps?** That depends on where you trap and what types of traps you use. Under ice drowning sets for beaver and muskrat have no specific tending requirements. All other traps must be tended, as follows:
- a. In organized towns;**
1. killer-type traps must be tended at least once every three days, and
 2. all other traps must be tended each day.
- b. In unorganized towns;**
1. killer-type traps or drowning sets must be tended at least once every five days, and
 2. all other traps must be tended each day (including all foothold traps placed in the water at non-drowning sets).
- 31. Am I allowed to have someone else tend my traps for me?** If you are unable to tend your traps, you are allowed to give permission to another **licensed trapper** to tend your traps for you.
- 32. Am I allowed to carry a firearm while tending my traps?** Any licensed trapper (unless you are prohibited from possessing a firearm under Title 15 (felon) and have not obtained a permit) is allowed to carry a firearm at any time while tending traps (including nights and Sundays) for the sole purpose of dispatching trapped animals. (**Note:** If you have a hunting license, you are also allowed to use this firearm for legal hunting purposes.)
- 33. Am I allowed to hunt for furbearing animals with my firearm?** You may use a firearm or bow and arrow to hunt for bobcat, coyote, fox, opossum, raccoon, red squirrel and skunk during the open hunting season on these animals. You are **not** allowed to hunt for beaver, fisher, marten, mink, muskrat, otter, or weasel at any time.
- 34. What do I do when I catch an animal in one of my traps?** Any animal you find in one of your traps **must** be removed. If the animal is alive, it may either be released or humanely dispatched. You are not allowed to keep a trapped animal alive unless you also have a license to possess captive wildlife. (Contact the Department for more information about captive wildlife.) See the Trapper Information handbook for information on what to do and who to contact if you catch a lynx or bald eagle.
- 35. What if I catch an animal that I'm not allowed to keep?** If you catch an

TRAPPING RULES

animal at a time when you are not allowed to trap for that species, you must immediately release the animal alive. If the animal is found dead in the trap, you must report the incident to a game warden as soon as possible and turn the animal over to the Department.

36. What are the details about the early fox and coyote trapping season and the early muskrat trapping season?

During the seasons explained below, there are rules, in addition to the general trapping rules, which you **must** follow. Failure to follow these rules could result in the loss of your trapping license.

Early Fox and Coyote Trapping Season

Opens Sunday, October 18, 2009, and closes Saturday, October 31, 2009. In 2010, opens on Sunday, October 17, 2010 and closes on Saturday October 30, 2010.

- You **must** set all traps at or below ground level.
- You are **not** allowed to use killer-type traps.
- You are **not** allowed to set traps in the water.
- You are **not** allowed to use any exposed bait or visible attractor.
- You are allowed to keep any incidental opossum, raccoon or skunk which you catch in your fox and coyote traps. Any other furbearing animal caught incidentally in your fox and coyote traps must be immediately released alive, or, if found dead, must be left there in the trap and be reported to a game warden as soon as possible.

Early Muskrat Trapping Season

Wildlife Management Districts 1, 2, 3, 4, 5, 6, 9, 10, 11 only. Opens Sunday, October 25, 2009 and closes Saturday, October 31, 2009. In 2010, opens on Sunday, October 24, 2010 and closes on Saturday, October 30, 2010.

- You **must** set all traps at or below

ground or water level.

(**Note:** For enforcement purposes, traps will be considered set "at or below ground or water level" when set on objects which muskrats frequently visit, such as floating logs, logs extending from the water onto the bank and tree stumps located in or near the water.)

- The **only** traps you are allowed to use are foothold traps not larger than size number 11/2, killer-type traps with a jaw spread of not more than 5 inches and colony traps (colony trap restrictions explained on page 46).
 - You are **not** allowed to use any exposed bait or visible attractor.
 - You are allowed to keep any incidental mink or raccoon which you catch in your muskrat traps. Any other furbearing animal caught incidentally in your muskrat traps must be immediately released alive, or, if found dead, must be left there in the trap and be reported to a game warden as soon as possible.
- 37. Do the furbearing animals which I take by trapping or hunting need to be tagged?** The skins of all beaver, bobcat, coyote, fisher, fox, marten, mink and otter **must** be tagged within 10 days after the end of the season on each species. There is a 25 cent tagging fee for each skin. (**Note:** The skins of all bobcats **taken by hunting** must be tagged within 72 hours from the time they were taken.) Tags must be attached to the skins of these furbearing animals **before** you are allowed to sell them, give them away, send them anywhere or take them anywhere. Skins of other furbearing animals (muskrat, opossum, raccoon, red squirrel, skunk and weasel) **do not** need to be tagged.
- 38. If the beaver trapping season closes at different times in different districts, do some beaver skins have**

TRAPPING RULES

to be tagged sooner than others?

All beaver **must** be tagged within 10 days of the final closing date on beaver. If beaver are allowed to be trapped in some districts until April 30th, all beaver skins (regardless of where they were taken) **must** be tagged by May 10th.

39. What are the special tagging requirements for marten and fisher?

When you obtain your trapping license you will be given 25 temporary marten tags and 10 fisher tags. One of these tags **must** be immediately attached to each marten and fisher at the time you remove the animal from your trap. This temporary tag allows you to keep the marten or fisher until you are able to have it officially tagged by the Department. Trappers who are not required by law to have a trapping license (residents under 10 years of age and residents trapping on their own land) may use, in lieu of the official temporary tag, a substitute tag (string tag) on which the name and address of the individual has been clearly written in ink.

40. What if I bring the skins of furbearing animals into Maine from another state or province?

The skins of furbearing animals taken in another state or province must be tagged in that state or province before being brought into Maine. If that state or province has no tagging requirements, you must have the skins tagged in this State. (The tagging of imported fur applies only to those eight species for which Maine requires tagging.) (**Note:** Skins imported by taxidermists solely for taxidermy purposes do not require tagging.)

41. Am I allowed to have a skin tagged before removing it from the carcass?

Yes, you may have a skin tagged while it's still attached to the carcass, but you may find it more difficult to

properly prepare the skin if it has already been tagged.

42. What about tagging frozen skins?

If a skin will be frozen at the time it is presented for tagging (even if it hasn't been removed from the carcass), you should insert a popsicle stick, tongue depressor, or similar object from the mouth hole through one of the eye holes before you freeze it. Removal of the stick at the time of tagging allows the tag to be inserted in the skin without thawing it out. Tagging agents may refuse to tag frozen skins which have not been prepared in this manner.

43. Where do I get my furs tagged?

Except for bobcat and otter, you can get your furs tagged at one of the many fur tagging stations which are located throughout the state. In addition to fur tagging stations, furs may be tagged at any regional office of the Department and, through prior arrangement, by any Department game warden or wildlife biologist. Bobcat and otter must be tagged by Department personnel.

44. What if I want to take or ship my furs out of the State?

If your furs have been properly tagged, you are allowed by Maine law to take or ship your furs out of the State, but Federal Law requires an export permit for black bear, bobcat, otter and ermine (weasel) before these animals may be transported outside the United States. For information and permit applications, please contact:
U.S. Fish and Wildlife Service
Office of Management Authority
4401 North Fairfax Drive, Room 420C
Arlington, VA 22203
(703) 358-2104

BEAR TRAPPING

There is an open season on trapping bear from September 1 thru October 31 annually. With the appropriate license, you are allowed to take only one black bear a year, either by trapping or hunting. (Persons who hold a trapping license are also required to obtain a bear trapping permit).

If you trap for black bear you are required to follow the same general rules that apply to the labeling of traps, the tending of traps and the need to obtain landowner permission. If you trap a bear, you are required to follow the same transportation and registration rules as apply to bear which have been taken by hunting (see page 27). In addition, you are required to follow other rules which apply specifically to bear trapping, as follows:

- a. You are **not** allowed to have more than one trap set for bear at any time.
- b. The **only** types of traps you are allowed to use when trapping for bear are the cable trap (foot snare), and cage type live trap.
- c. If you use a cage-type live trap, you **must** enclose the trap, as follows:
 1. the trap **must** be enclosed by at least 2 strands of wire, one strand 2 feet from the ground and one strand 4 feet from the ground;
 2. the wire **must** be held securely in position;
 3. the wire **must** always be at least 5 yards but not more than 10 yards from the trap;
 4. the enclosure **must** be plainly marked with signs that say "BEAR TRAP" in letters not less than 3 inches high; and
 5. the signs **must** be securely fastened to the top strand of wire **and** be spaced around the entire enclosure not more than 20 feet apart.
- d. If you use a **cable trap**, the trap **must** have a closing diameter of not less than 2- 1/2 inches.
- e. Whenever cable traps (foot snares) are used to trap for bear, each trap must be set at or below ground level in such a manner as to catch the animal only by the foot or leg.
- f. All bear traps **must** be tended at least once each day.
- g. You are **not** allowed to catch a bear in a trap and allow another person to kill or register the bear.
- h. You are **not** allowed to continue to trap for bear after you have already killed or registered one.
- i. Bears caught in traps must be killed or released and not moved away from the catch site. A bear caught in a trap may not be used in conjunction with a hunt or to train a dog for bear hunting.
- j. The same rules apply to hunting and trapping for bear with the use of bait. (See page 25 for rules about the use of bear baits.)
- k. A line of demarcation of at least 500 yards shall be established at sites permitted or licensed for the disposal of solid waste. A person may not trap within the demarcation area (except that an agent of the commissioner is exempt for the purpose of live trapping of nuisance bear).

You are not allowed to trap within 500 yards of a site permitted or licensed for the disposal of solid waste, except for agents of the commissioner who are exempt for the purpose of live trapping of nuisance bear.
- l. A person under 10 years of age may not trap bear.

CHRONIC WASTING DISEASE TRANSPORTATION OF CERTAIN WILDLIFE INTO MAINE FROM OUTSIDE OF THE STATE

Chronic Wasting Disease or CWD is a fatal brain disease of white-tailed deer, mule deer, caribou, moose and elk. It now occurs in several mid-western and western states and a couple of western Canadian provinces. Where it is established, CWD can be very destructive to local deer, caribou, moose and elk herds, as well as to the hunting economies these populations support. Although there is no known link between CWD and any human disease, health officials advise against consuming meat from CWD-infected deer. The CWD disease agent, a type of protein, accumulates in certain high-risk tissues in a sick deer, caribou, moose or elk's body. These include: the brain, spinal cord, spleen, lymph nodes, tonsils, eyes, saliva, urine, and feces. Deer meat is not known to harbor the disease agent, unless it is contaminated by other high-risk tissues.

In Maine, we have been monitoring for the presence of CWD in wild and captive deer since 1999. To date, no CWD

diseased animals have been detected. To keep Maine free of CWD, the Department of Agriculture (captive deer and elk) and the Department of Inland Fisheries and Wildlife (white-tailed deer) are actively working to prevent the introduction of CWD. Here's how hunters can help:

Urine-based Deer Lures At this time, we do not know whether any captive/farmed deer or elk used by the lure industry have ever contracted CWD. To date, urine-based deer lures are not being checked for the presence of CWD proteins. Until more is known about whether commercial deer lures pose a risk of spreading CWD, we recommend that hunters use caution in spreading urine-based lures in the environment, and avoid placing the lures on their clothing or skin. Avoid placing deer lures on the ground or on vegetation where deer can reach them. Deer lures can be safely placed above deer height, allowing air circulation to disperse the scent.

It is illegal for individuals to bring into Maine cervid carcasses or parts, except that the following carcass parts may be imported and possessed: 1) boned-out meat; 2) hardened antlers; 3) skull caps that have been cleaned free of brain and other tissues; 4) capes and hides with no skull attached; 5) teeth, and 6) finished taxidermy mounts.

This transportation restriction applies to both any cervid wild by nature and to any cervid killed in a commercial hunting preserve, that are taken in any state, province, or country outside of Maine. Any person who imports into Maine any cervid carcass or parts described above and is notified that the animal has tested positive for CWD must report the test results to the Department within 72 hours of receiving notification.

It is legal for individuals to transport *through* the state of Maine cervid carcasses or parts destined for other states, provinces, and countries. Such transportation is to occur without undue delay and using the most reasonably direct route through Maine to the final destination for the cervid carcass or parts and in a manner that is both leak-proof and that prevents their exposure to the environment.

More detailed information about CWD can be found on the Department web site: www.maine.gov/ifw, or contact us at (207) 287-8000.

TARGET IDENTIFICATION WHILE HUNTING

This is a summary of 12 MRSA §11222.

While hunting, a hunter may not shoot at a target without at that point in time being certain that it is the wild animal or wild bird sought.

A reasonable and prudent hunter:

- Bears the risk of loss of legitimate prey to avoid the risk of the destruction of human life; neither disregards the risk of causing the death of another human being nor fails to be aware of that risk as a consequence of misidentification; and never bases identification upon sound alone or even upon sound in combination with what appears to be an appendage of the wild animal or wild bird sought.

- Bases identification upon obtaining an essentially unobstructed view of the head and torso of the potential target.
- Recognizes that these sound and sight target-determining factors are affected by a number of other considerations, including, but not limited to the distance to the target, surrounding or intervening terrain and cover, lighting and weather conditions, the hunter's own ability to hear and see, the hunter's own experience and the proximity of other persons in the hunter's immediate vicinity.

REPORTING ACCIDENTS AND AIDING VICTIMS

Any person who knows or has reason to believe that they have inflicted injury to another person by the use of firearms or bow and arrow is required to make themselves known to the victim and render such first aid and

assistance as they are capable of under the circumstances. The incident must be reported by the quickest means, to a game warden or other law enforcement officer.

BIG BUCK CLUB

Maine has a club for deer hunters called "The Biggest Bucks in Maine Club", which is sponsored by:

The Maine Sportsman
183 State St., Suite 101
Augusta, ME 04330

To qualify, the minimum dressed weight (without heart, lungs, and liver) must be 200 pounds. Application blanks are available from Department wardens and biologists or by calling The Maine Sportsman at 207-622-4242

COMMERCIAL SHOOTING AREAS

A person may not charge any fee for access to land if the fee is contingent upon the taking of game on that land or directly related to the taking of game on the land, unless the land is an authorized commercial shooting area licensed as follows: The Commissioner may issue licenses for the establishment and operation of commercial shooting areas, authorizing the owner of a commercial shooting area to charge others for the opportunity to hunt mallard ducks, pheasants, quail, Chukar partridge, and Hungarian partridge in that area (12 MRSA section 12101).

The operator of a commercial shooting area may authorize a person to hunt other wild birds or wild animals in a commercial shooting area during the regular open season on those species, in accordance with the provisions of 12 MRSA Part 13, as long as the person possesses a valid state hunting license that allows the hunting of those wild birds and wild animals.

The operator of the commercial shooting area shall provide to each person taking birds in that area a receipted invoice or bill of sale for possession and transportation of those birds.

Enforcement: Enforcement of the trespass laws of a commercial shooting area is the responsibility of the owner and may not in any manner be considered an obligation of the Department.

Commercial Shooting Areas:

Hunting on commercial shooting areas is governed by the license provisions of Section 12101. For a complete copy of this law, and to obtain a list of commercial shooting areas, call the Information Center at (207) 287-8000.

MAINE ANTLER & SKULL TROPHY CLUB

Any hunter who takes a trophy deer, bear, moose, or Wild Turkey may wish to obtain information concerning the Maine Antler & Skull Trophy Club:

MASTC
150 Ames Rd.
Dover-Foxcroft, ME 04426
(207) 564-7614
mastc1@gmail.com
www.mastc.info

ATTENTION OUTDOOR SPORTSPEOPLE

Do you need to take an outdoor safety course to obtain your license for firearms, archery, crossbow, or trapping? Maine law requires completion to obtain your adult license unless you have previously done so or have held an adult license.

These courses are made available in your area by VOLUNTEER INSTRUCTORS certified by the Department of Inland Fisheries & Wildlife. Pre-registration is requested and/or required. Courses will include 6 to 12 hours of instruction dependent on the subject. Sponsors include school districts, sports clubs, civic groups, and others. Courses will be scheduled based on instructor availability.

For information on becoming a Volunteer Instructor, contact the Regional Safety Coordinator below or the Recreational Safety Division Office at (207) 287-5220.

For course listings visit our web site at www.maine.gov/ifw

| COORDINATOR | COUNTY |
|--|---|
| Reggie Read, Phippsburg (207) 442-8421 | Lincoln/Sagadahoc |
| Michael Feeney, Fayette (207) 446-8822 | Kennebec |
| Kevin Quist, Presque Isle (207) 551-2393 | Northern Aroostook |
| VACANT | Knox/Waldo/Hancock (assist) |
| Perry Edwards, South Paris (207) 743-6290 | Oxford/No. Androscoggin |
| Jonah Bloom, South China (207) 215-2987 | Cumberland/So. Androscoggin |
| Harland Hitchings, Princeton (207) 796-2282 | Washington/Hancock |
| Bruce Martin, Biddeford (207) 284-4692 | York |
| Clinton Gaskill, Jr., Passadumkeag (207) 732-4300 | Penobscot/Piscataquis/ Northern Somerset |
| Richard Tidd, Houlton (207) 532-5658 | Southern Aroostook/ Northern Penobscot |
| Rick Rogers, Phillips (207) 639-5421 | Somerset/Franklin |

TAXIDERMYP TIPS ON FIELD CARE

Information provided by the Maine Chapter of the National Taxidermy Association and Maine Association of Taxidermists.

Hunting and fishing season are upon us and we are all hoping to harvest the trophy of a lifetime. For many of you this will lead you to a taxidermist to preserve that trophy forever. The steps you take after the kill will determine the quality of the finished mount. The following tips should help you to avoid any problems when you arrive at the taxidermist with your trophy.

Large and Small Mammals

The most important thing to remember is to cool down the carcass as soon as possible. This is of great importance during the early bow season and bear season.

Excess exposure to heat can cause irreversible damage. Once this happens, there is nothing even the most experienced taxidermist can do. Upon killing the animal, field dress it in the usual manner. Do not cut the throat and do not split the brisket past the armpit area. Small mammals should not be field dressed. They can be bagged and frozen at this point. On large mammals, if you are considering a full mount, remove the viscera only and leave all other body parts intact.

You must be careful dragging your animal out of the woods. The hair is easily damaged. The best way to remove them is to wrap them in a tarp before dragging or remove them with an all terrain vehicle. When you get home, wipe off any excess blood and dirt. A quick rinse with cold water is okay, but don't soak the animal.

When you arrive at the butchers, inform them that you want to mount the animal. The carcass should be kept in a cooler and processed within two or three days of the harvest date. Even if temperatures are near freezing, you should not let the carcass hang more than a few days.

Many butchers prefer to split deer and moose capes up the back of the neck. It is best not to do this as it is often improperly done and results in additional repair costs later. The skin should be rolled down the neck during skinning until you reach the skull neck junction. The head is then severed, taking care not to cut the hide. If you cannot get to a taxidermist immediately, double bag, removing as much air as possible, and freeze.

Birds

The most important step to having a beautiful mount begins the moment you shoot your birds. Birds must be handled carefully; the feathers can be damaged very easily. If you are hunting with a dog, take the bird away from them immediately. Once you have the bird in hand, remove any excess blood and debris.

Do not field dress the bird. The best way to protect your bird is to slip it into a pair of pantyhose or a sock. This will hold the feathers tightly against the body, preventing damage. If this is not possible, they can be wrapped in a shirt of slipped carefully into a pocket. With pheasants, grouse, and turkeys take care not to damage or bend the tail feathers, and as with any specimen, they can be placed in a bag. Seal the bag first, removing as much air as possible. The bird can then be put on ice or frozen in a freezer. A properly packaged bird can remain frozen for as much as a year with no ill effects.

MAINE RESIDENT LIFETIME LICENSE



Pass on a Maine tradition ...
and a gift that will last a lifetime.

Your investment in a lifetime license for yourself or as a gift, will allow the bearer to fish, trap, and/or hunt for their lifetime, regardless of where they will live in the future. The revenues generated by the sale of these licenses will be deposited in a special trust fund that will provide long-term financial support for Maine's fish and wildlife.

Cost of the License for Residents:

| Age Group | Fishing | Hunting | Archery | Trapping | Combination of any two* | Combination of any three* |
|-----------------|---------|---------|---------|----------|-------------------------|---------------------------|
| 5 years & under | \$150 | \$150 | \$150 | \$150 | \$250 | \$400 |
| 6 - 15 years | \$300 | \$300 | \$300 | \$300 | \$500 | \$800 |
| 65 years of age | \$50 | \$50 | \$50 | \$50 | \$80 | \$110 |
| 66 years of age | \$40 | \$40 | \$40 | \$40 | \$64 | \$94 |
| 67 years of age | \$30 | \$30 | \$30 | \$30 | \$48 | \$78 |
| 68 years of age | \$20 | \$20 | \$20 | \$20 | \$32 | \$52 |
| 69 years of age | \$10 | \$10 | \$10 | \$10 | \$16 | \$26 |

* hunting, fishing, archery

Applicants 70 years of age:

For a one-time fee of \$8, a senior lifetime license entitles the holder to hunting, trapping, archery, and fishing privileges, including bear, muzzleload, crossbow, migratory waterfowl, pheasant, spring and fall turkey, coyote night hunt, and one expanded archery antlerless deer permit. (Does not include any-deer or moose permits).

Cost of the License for Nonresidents: (only for youth)

| Age Group | Fishing | Hunting | Archery | Trapping | Combination of any two* | Combination of any three* |
|-----------------|---------|---------|---------|----------|-------------------------|---------------------------|
| 5 years & under | \$450 | \$450 | \$450 | \$450 | \$750 | \$1,200 |
| 6 - 15 years | \$900 | \$900 | \$900 | \$900 | \$1,500 | \$2,400 |

* hunting, fishing, archery

Maine prides itself on our rich outdoor heritage.

For more information about the Lifetime License Program please call (207) 287-8000.



We all have a stake in Maine's Outdoor Future

We at the Department of Inland Fisheries and Wildlife take a leading role in making Maine's outdoor future a bright one. Part of our job is to provide useful information to Maine's citizens and visitors, to better enable them to access and enjoy the numerous activities available in our woods and on our waters.

That's why we developed the Outdoor Partners Program, operated by the Maine Warden Service. Look for us at outdoor events, fairs, and festivals or along a highway near you. Whether you hunt or fish, watch wildlife, boat, snowmobile, or just enjoy being outdoors in Maine, take a moment to check us out. Your game wardens will have plenty of information, maps, brochures, and guides to help you get about, and perhaps a hot cup of coffee if it's chilly, or a refreshing drink of water if you're thirsty.

Enjoy the outdoors safely. Treat the land, water, and wildlife resources like it's your own backyard. Working together through knowledge and understanding, we'll be able to preserve what we have for generations to come.

Outdoor Partners



KITTERY TRADING POST



L.L.Bean



Caring for Maine's Outdoor Future
www.maine.gov/ifw

Fort Kent Ski-Doo

The Outdoor Partners Program greatly appreciates the support from Poland Spring Natural Spring Water, Kittery Trading Post, Trout Unlimited, B.A.S.S. Federation of Maine, L.L. Bean, and Bombardier Recreational Products (Fort Kent Ski-Doo).

Hunting in Maine!

Below: Nature Artist, Georgette Kanach
and her hunting companion Sambo.

Photo taken by: Kristina Lee

Right: Miss Diamond Girl.

Photo taken by: Georgette Kanach



Left: Fern Jacques

Photo taken by: Bob Jacques

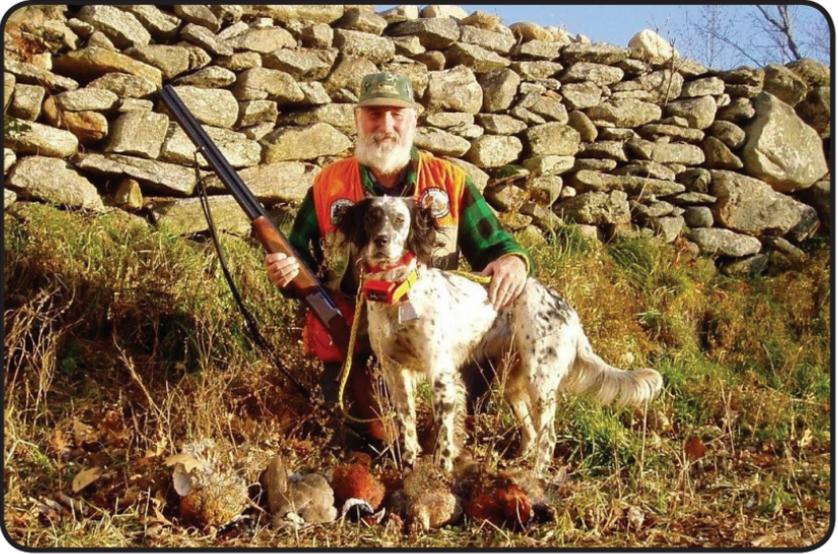


Above: Hunting in the Allagash
with Barney.

Photo taken by: Herbert Brazier

Below: Herb Moreshead and his hunting companion Echo.

Photo taken by: Dennis Jellison



Left & Below: Guinness

Photos taken by: Luke Pennington



Below: Cover Dog, Daicey

Photo taken by: Dave Chabot

