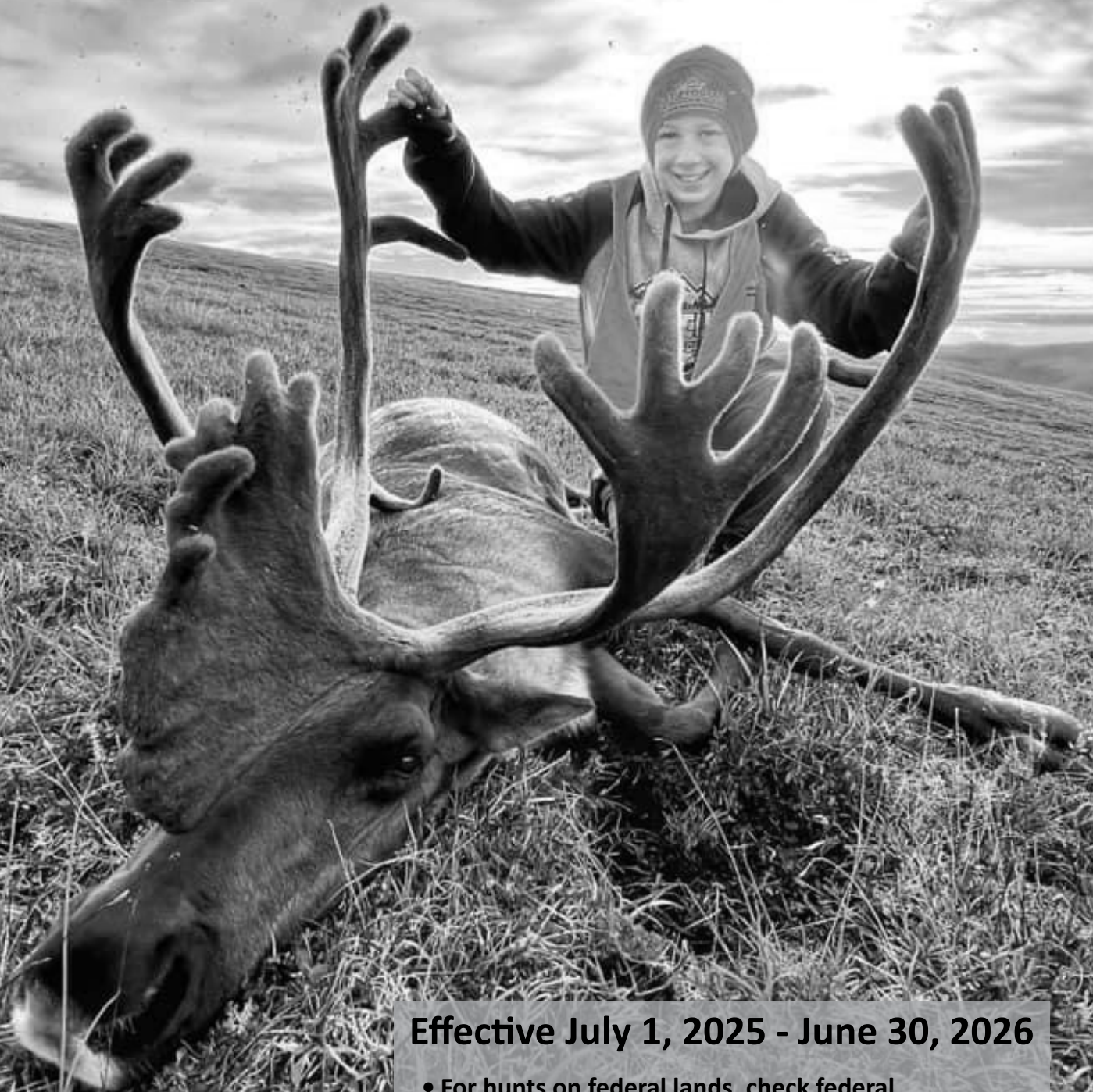




2025-2026 Alaska Hunting Regulations

Governing general, subsistence, and commercial uses of Alaska's wildlife



Effective July 1, 2025 - June 30, 2026

- For hunts on federal lands, check federal regulations to see if you are eligible to hunt
- Visit hunt.alaska.gov for the most up-to-date regulation information



The regulations in this publication are taken from Title 5, Alaska Administrative Code and Title 16 of Alaska Statutes, both available for inspection at any Alaska Department of Fish and Game office. Other sections of Title 5, Alaska Administrative Code are included in the following publications: Alaska Trapping Regulations, Alaska Migratory Bird Hunting Regulations, and Predator Control Supplements. These publications are also available at all Alaska Department of Fish and Game offices or at: hunt.alaska.gov.

This publication is an interpretive summary of the Alaska Hunting Regulations and contains rules, which affect most hunters, which have been simplified for your convenience. It is not a legal document and it is not quoted verbatim from state law. For further details, consult your local Alaska Department of Fish and Game (ADF&G), Division of Wildlife Conservation representative.

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Photo on the cover: Luke Hayes with his first big game animal, taken during the Fortymile Caribou Youth Hunt.

Photographs seen throughout this publication have been used with permission from the owners. Photographs submitted cannot always be used and must be accompanied by an accurate hunt description that can be verified, along with permission from the photographer for their use, and contact information for both the hunter and the photographer.

For information on submitting photos, see <https://alaska.gov/go/OAM6>.

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Comments or questions regarding this publication may be emailed to natalie.weber@alaska.gov.

Office Locations	ADF&G Wildlife Conservation:	ADPS Alaska Wildlife Troopers:
Anchor Point		(907) 235-8239
Anchorage	(907) 267-2257	(907) 352-5401
Aniak		(907) 675-4398
Bethel	(907) 543-2839	(907) 543-2294
Cantwell		(907) 768-4050
Coldfoot		(907) 678-5211
Cordova	(907) 424-3215	(907) 424-3184
Craig	(907) 826-2561	(907) 826-2291
Delta Junction	(907) 895-4484	(907) 895-4681
Dillingham	(907) 842-2334	(907) 842-5351
Douglas	(907) 465-4265	
Dutch Harbor		(907) 581-1432
Fairbanks	(907) 459-7206	(907) 451-5100
Galena	(907) 656-1345	
Girdwood		(907) 352-5401
Glennallen	(907) 822-3461	(907) 822-3263
Haines		(907) 766-2533
Homer	(907) 235-8191	
Hoonah		(907) 945-3620
Juneau		(907) 465-4000
Ketchikan	(907) 225-2475	(907) 225-5111
King Salmon	(907) 246-3340	(907) 246-3307
Kodiak	(907) 486-1880	(907) 486-4762
Kotzebue	(907) 442-3420	(907) 442-3241
Mat-Su West		(907) 352-5401
McGrath	(907) 524-3323	(907) 524-3222
Nome	(907) 443-2271	(907) 443-2429
Palmer	(907) 746-6322	(907) 745-4247
Petersburg	(907) 772-3801	(907) 772-3983
St. Marys		(907) 543-2294
Seward		(907) 224-3935
Sitka	(907) 747-5449	(907) 747-3254
Soldotna	(907) 262-9368	(907) 262-4573
Tok	(907) 883-2971	(907) 883-4471
Utqiagvik	(907) 852-3464	
Valdez		(907) 835-4307
Wrangell		(907) 874-3215

Alaska Wildlife Troopers in the Department of Public Safety enforce the hunting regulations outlined in this summary booklet. If you have witnessed a violation, please call the office nearest you from the list above or the Alaska Fish and Wildlife Safeguard toll-free at 1-800-478-3377 or text "AKTIPS" to 847411.


Dear Alaskan Hunters,

I came to Alaska in 1983, searching for opportunities and with a desire to explore our State's great wilderness. As your Governor and fellow hunter and outdoorsman, I am committed to supporting Alaskans' hunting opportunities.

The regulations in this book protect our resources so our children and grandchildren can grow up with the same outdoor opportunities we inherited. The licenses, tags, and permits we purchase fund game-management, conservation, and wildlife research programs that support hunting and recreation for all Alaskans, helping ensure we can pass our traditions on to the next generation. The staff at Alaska's Department of Fish and Game are standing by to assist you, if you have any questions.

We are blessed to live in this State, and I hope you will join me in the field this fall for your own great Alaskan hunting adventure. Stay safe and look out for each other. Happy hunting!

Sincerely,



Mike Dunleavy
Governor



Governor Dunleavy with lifelong Alaskan Israel Payton's incredible 80 inch bull moose. Harvested in 2017, the moose placed #2 in the all-time record book.

Dear Fellow Alaskan Hunters,

It is that time of year again and the 2025-2026 Alaska Hunting Regulations are out and available. The regulations booklet is intended to assist you in understanding Alaska's hunting regulations by location, species, and season. Sometimes it can be daunting to sort out all the information, so I encourage you to stop by or call any of our Division of Wildlife Conservation Regional and Area wildlife offices for assistance (see page 2 for contact information).

Both Alaskan and visiting hunters are making plans for their fall hunting adventures. While waiting for hunting seasons to open I encourage all Alaskans to take advantage of the summer opportunities to see and enjoy our wildlife. As Alaskans we are truly fortunate to have world-class wildlife resources; so much so that hunters and wildlife enthusiasts from far and wide visit our state each year.

Hunters and trappers play a significant role in the success of wildlife management in Alaska. From observations in the field, mentoring new hunters, and providing funding from the purchase of licenses, locking tags, and firearms and ammunition, hunters and trappers are essential to wildlife management in Alaska. This funding is used to ensure wildlife resources are appropriately managed through Survey & Inventory work, wildlife research, reintroductions such as wood bison, and to provide access to many locations across the state. Wildlife management and stewardship only happens with help from all Alaskans.

Whether you are hunting for moose, caribou, or deer for food for yourself, or others, or are embarking on that once in a lifetime hunt, I hope this season provides you with great memories and enjoyment.

Be Safe, Have Fun & Good Hunting!



Ryan Scott, Director
Division of Wildlife Conservation



Ryan Scott at the wood bison release and holding site, next to the Tanana River.

How Alaska’s Hunting Regulations are Changed

Alaska has a very public process of setting hunting regulations. The Board of Game determines the hunting regulations and meets at least twice a year. The board deals with topics on a rotating basis. When the agenda for the next meeting is set, the board issues a “Call for Proposals,” which is sent to various agencies, groups, individuals, and is published online and in Alaska newspapers.

Advisory committees were created to provide a local forum to discuss and make recommendations on fish and wildlife issues before the board. There are currently 84 local fish and game advisory committees. Advisory committees meet and develop proposals relating to the committee’s concerns, and meet after all proposals are published to comment and provide reasons opposing or supporting proposals.

Any individual or group in the state can propose a change in a hunting regulation:

- You can submit a proposal online at <https://www.adfg.alaska.gov/index.cfm?adfg=gameboard.main> or use the printed proposal form available at local ADF&G offices or boards support section.
- Use clear and concise wording on your proposal.
- State the Alaska Administrative Code number (for example, 5 AAC 92.990) for the regulation you want to change, or provide the general heading and page number in the present regulation book.
- State the problem you are trying to correct and list the reasons why you want the regulation changed.
- Submit your proposal before the deadline.
- Questions? Call Boards Support at (907) 465-4110 or (907) 267-2354.

Join the email list to receive notices for meetings, regulation changes, proposals, and other information from the Board of Game. Visit hunt.alaska.gov to sign up!

Following is a list of species referenced in this book, together with the section of Alaska Administrative Code that addresses seasons and bag limits for each species (5 AAC 85.xxx; for example, 5 AAC 85.015 pertains to black bear.)

bison	(.010)
black bear	(.015)
brown/grizzly bear	(.020)
caribou	(.025)
deer.....	(.030)
elk.....	(.035)
goat.....	(.040)
moose	(.045)
musk oxen	(.050)
Dall sheep	(.055)
wolf	(.056)
wolverine.....	(.057)
fur animals	(.060)
small game	(.065)
unclassified game.....	(.070)
deleterious exotic wildlife.....	(.075)

If an Alaska Wildlife Trooper, Alaska State Trooper, police officer, or authorized Alaska Department of Fish and Game (ADF&G) employee asks to see your license, locking-tags, harvest tickets, permits, game, or any equipment used to take game, you must show any or all of these items.

Plan ahead now - what’s happening and when?

July

- New hunting regulation books are available
- New harvest tickets for the regulatory year are available

November

- Drawing and Subsistence supplements are available
- Agenda Change Requests are due November 1 for the upcoming Board of Game meetings

December

- Online permit applications (Drawing and Subsistence) due by 5 p.m. (AKST) on December 15, 2025

January

- Board of Game work session, January 22, 2026 in Wrangell
- Board of Game meeting, Southeast Region, January 23-27, 2026 in Wrangell

January (continued)

- New hunting licenses and big game locking-tags are available

February

- Drawing and Subsistence permits awarded

March

- Undersubscribed Drawing permits announced
- Board of Game meeting, Southcentral Region, March 20-25, 2026 in Kodiak

April

- Proposals for winter 2026-2027 Board of Game meetings (Western Arctic, and Interior and Eastern Arctic regions) are due by end of the month

MAJOR CHANGES IN 2025-2026 REGULATIONS

This is a summary of changes adopted by the Alaska Board of Game for regulatory year 2025-2026. This is not a comprehensive list of all the detailed changes. It is your responsibility to read the Alaska Hunting Regulations carefully for complete information. Changes to existing hunts and new hunts are shown in red throughout this regulation book.

BROWN BEAR

Units 9D and 9E, RB368: lengthened season.
Units 9D and 9E, RB370: lengthened nonresident season.
Unit 13: increased bag limit to two bears every regulatory year.
Units 14A and 14B: lengthened season.
Unit 17: lengthened season.

CARIBOU

Unit 9D: lengthened season.

MOOSE

Unit 17A, DM570: lengthened season.

SHEEP

Statewide: extended the dates that prohibit the use of aircraft to locate sheep or direct hunters to sheep to Aug 1-Sept 20.
Unit 19C: closed the resident general season.

WOLVERINE

Unit 9: shortened season.

FUR ANIMALS

Unit 10, Pribilof Islands: shortened season and reduced nonresident bag limit for Arctic fox.

SMALL GAME

Unit 9 and 17, Alaska hare: closed season
Unit 13B, ptarmigan: shortened season.

GAME MANAGEMENT UNITS & AREAS

Units 25: changed the boundary of Units 25C and 25D to the Steese Hwy between milepost 147 and Circle.
Unit 20E, Ladue Controlled Use Area: defined the beginning and end of the Nine Mile trail.

HUNTER EDUCATION

Statewide: added requirement for nonresident moose hunters to successfully complete a Nonresident Moose Hunting Orientation course prior to hunting.

Statewide: added requirement for goat hunters to successfully complete the Mountain Goat Identification quiz prior to hunting.

Statewide: beginning July 1, 2026, a person must have successfully completed a department-approved hunter orientation course before sheep hunting in any general season harvest ticket hunt from Aug 10-Sept 20, where the bag limit is one ram with full-curl horn or larger.

MISCELLANEOUS

Statewide: allowed proxy hunting for bison.

Statewide: allowed the Transfer of Possession Form to be captured digitally.



Riley Soboleff with a caribou she harvested.

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Natalie and Corey Holland on a moose hunt.

Hunting seasons, types of hunts, and other resources

Hunting seasons and bag limits for big game are listed by unit on pages 39-139 of this book. Hunting seasons and bag limits for other game are listed on pages 140-142. **If the species is not listed, you MAY NOT hunt that species.**

Sometimes seasons need to be changed on short notice. When this happens, ADF&G issues emergency orders to protect a wildlife resource. Emergency orders are as legally binding as regulations adopted by the Board of Game and statutes adopted by the legislature. Emergency orders are posted at ADF&G offices and at: hunt.alaska.gov

Not familiar with this book?

First, read the statewide general information on pages 7-38.

Game Management Unit (unit) descriptions for each area of the state are listed beginning on page 39. In each unit listing, you will find the big game species you may hunt as well as the bag limits and seasons for each species. A map of each unit is included for your reference. At the beginning of each set of unit pages, or on the map for that unit, restricted areas are clearly listed. Here you will learn which areas of that unit have restrictions, or are closed to hunting, or where methods of access are controlled by state Board of Game regulation. Remember, these restrictions are in addition to any restrictions imposed by landowners (e.g., private or federal).

Make your hunt a legal hunt

When planning a hunt, you should determine the following details and be certain you understand the ADF&G definition of each, as all these components play a factor in ensuring your hunt is legal.

- *Who is going to hunt? (Are you a resident, nonresident, nonresident alien, youth hunter, or a disabled hunter?)*
- *Where do you plan to hunt? (Which unit, which subunit? Is your hunt in a restricted area?)*
- *How are you going to hunt? (Are there weapons restrictions or access restrictions?)*
- *What species do you want to hunt? (Is there an open season for that species in the area you wish to hunt?)*
- *When do you plan to hunt? (Seasons)*
- *What is the legal animal? (Bull, cow, horn or antler restrictions?)*

Hunting seasons

There are hunting seasons for residents and nonresidents. Hunts are open to residents (R), nonresidents (N), and both residents and nonresidents (B), as shown in the far left column of the unit pages. See page 38 for an example of the format.

Nonresidents are allowed to hunt when there is enough game to allow everyone to participate. When there isn't enough game, nonresident hunters are restricted or eliminated first. If more restrictions are necessary, seasons and bag limits may be reduced or eliminated for some residents.

Types of hunts:

General Season
Drawing
Registration
Tier I/II
Community Subsistence Harvest
Targeted

More information on each type of hunt can be found on pages 14 and 15.

Reporting your harvest

To protect, conserve, and enhance our wildlife populations in Alaska, ADF&G needs to know how many animals are taken by hunters. ADF&G collects harvest information using a variety of methods.

Harvest reports are used in some general season hunts, permit reports are used in permit hunts, and sealing information is collected for certain species.

ADF&G requires hunters to return harvest and permit reports even when they did not hunt or no game was taken, in order to help measure hunting pressure and hunter effort. You can find more information regarding harvest and permit tickets and reports on pages 14 and 15.

Remember, ignorance is no excuse; YOU MUST KNOW THE LAW! Read and understand the hunting regulations BEFORE YOU HUNT. If you violate a game law, YOU ARE RESPONSIBLE FOR YOUR ACTIONS.

Other information sources

Each fall, we publish additional information regarding Drawing and Subsistence (Tier I/II and Community Subsistence Harvest) hunts in separate supplements available online, at ADF&G offices, and vendors. For more information on these hunts, see page 15.

Migratory game bird (waterfowl) hunting regulations are available in mid-August at ADF&G offices and vendors. To take waterfowl, if you are 18 years of age or older, you must have a hunting license, state and federal duck stamps (some exceptions apply, see the current waterfowl regulations for duck stamp requirements), and follow the seasons, bag limits, and methods and means permitted.

Marine mammal harvest is controlled by the federal government. For information on hunting walrus, polar bears, and sea otters, contact the U.S. Fish and Wildlife Service at (907) 786-3311. For information on hunting seals, sea lions, and beluga whales, contact the National Marine Fisheries Service at 1-800-853-1964.

For information on obtaining a copy of the federal subsistence regulations, see page 8.

Hunter Harassment Law

It is against state law (AS 16.05.790) to intentionally obstruct or hinder another person's lawful hunting, fishing, trapping or viewing of fish and game. Illegal activities include positioning one's self in a location where human presence may alter the behavior of fish or game another person is pursuing. It is also illegal to create a sight, sound, smell, or physical stimulus to alter the behavior of fish and game another person is attempting to take.

The law does not prohibit lawful competitive practices among hunters, fishermen, or trappers. Violators of this statute are subject to a fine of up to \$500 and/or up to 30 days in jail.

Know who owns the land where you plan to hunt

Land ownership and public access information

The U.S. Bureau of Land Management (BLM) and the Alaska Department of Natural Resources (DNR) maintain general land status records. Both agencies also maintain records indicating the availability of public access (roads, trails, campsites) that can be used to reach public lands and waters. Access and use of the State of Alaska’s navigable and public waters is protected under the state constitution and statutes. Use of these waters, below the ordinary high-water mark, does not require a permit from the upland owner. For more information on land status and access contact: BLM Public Information Center (907) 271-5960; DNR Public Information Center (907) 269-8400 or visit DNR’s website at <https://mapper.dnr.alaska.gov/>

Digital maps that display land ownership are also available commercially for GPS units and mobile devices.

State lands

State lands are open to hunting unless they are closed by state, local, or municipal laws.

State Park lands

Parts of the state park system are open to hunting. Laws about the discharge of firearms and land use regulations vary from park to park. For information call the DNR Public Information Center at (907) 269-8400.

State Refuge lands

Most state refuge lands are open to hunting, but there may be access or registration requirements. For more information call the ADF&G office nearest the refuge where you plan to hunt.

Federal public lands

Subject to federal restrictions and closures, most federal public lands are open to hunting under state regulations; however, National Parks and National Park Monuments are closed to hunting except by those eligible under National Park Service regulations.

Additionally, a ★ symbol in this book indicates other federal regulations may apply, and can be found in the Unit pages when applicable. If you are planning to hunt on federal lands consult the federal

subsistence regulations. Calling federal agencies is also advised as in-season closures can occur at any time and may not be reflected in their biennial regulatory publication.

For more information or a copy of the federal subsistence regulations, contact the U.S. Department of Interior, Office of Subsistence Management by phone 1-800-478-1456, by email subsistence@ios.doi.gov, or visit their website at <https://www.doi.gov/subsistence/osm> You may also contact the following agencies by phone:

<p>National Parks and Preserves: National Park Service (907) 644-3509</p> <p>National Wildlife Refuges: U.S. Fish and Wildlife Service 1-800-478-1456</p> <p>National Recreation Areas: Bureau of Land Management (907) 271-5960</p> <p>National Forests: U.S. Forest Service (907) 586-8806</p>
--

Local restrictions

Local, municipal, or federal governments may prohibit the discharge of firearms or access to an area. Check with the agency with jurisdiction for more information.

Private lands

State hunting regulations apply to private land, but do not guarantee access. Most of Alaska’s land is in public ownership and managed by federal or state agencies. However, a significant portion of the state is in individual or corporate ownership. If you intend to hunt on private lands in Alaska, make sure you have permission from the landowner.

Regional Native Corporation lands

The largest private landowners in the state are Native village and regional corporations. If you wish to hunt on these private lands, you must contact the appropriate land management office to determine if a land use permit and/or fees are required. Some of these lands are closed to use by non-shareholders. Many corporations have land status maps available. See table below:

Native Corporation lands contact information		
Unit	Corporation	Phone
1-5	Sealaska	(907) 586-1512
6-7	Chugach	(907) 563-8866
8	Koniag	(907) 486-2530
	Afognak	(907) 486-6014
9, 17	Bristol Bay	(907) 278-3602
10	Aleut	(907) 561-4300
11, 13	Ahtna	(907) 822-3476
14-16	Cook Inlet	(907) 274-8638
18-19, 21	Calista	(907) 279-5516
12, 19-21 & 24-25	Doyon	(907) 459-2030
22	Bering Strait	(907) 443-5252
23	NANA	(907) 442-3301
26	Arctic Slope	(907) 852-8633

Military lands

Civilians are allowed to hunt on some military lands. Hunters must obtain a recreation access permit prior to entering military lands. Access may be closed on short notice, and an access fee may be charged. All designated impact areas are permanently closed to access because unexploded ordnance (UXO) may be present in the area. Contact the Alaska State Troopers at (907) 451-5100 to report potential UXO. See box below for more information.

<p>Military contact information</p> <p>Eielson AFB.....(907) 377-5182</p> <p>Ft. Wainwright and Donnelly Training Area information can be found at: https://usartrak.isportsman.net</p> <p>Joint Base Elmendorf Richardson (JBER).....(907) 552-9453(907) 552-8609</p> <p>https://jber.recaccess.com/</p>
--

Alaska resident licenses and big game locking-tags

Big game locking-tags, not to be confused with harvest tickets (shown on page 14), are numbered metal locking objects that must be purchased prior to hunting. Resident locking-tags are not required for most species. In areas where a locking-tag is required, it must be locked on a part of the animal required to be salvaged (skull, hide, or meat) prior to leaving the kill site and must remain there until the animal is prepared for storage, consumed, or exported. Harvest tickets or permits may also be required prior to hunting.

Licenses and big game locking-tags are available online at: hunt.alaska.gov

An Alaska resident is...

- a person (including an alien) who is physically present in Alaska with the intent to remain indefinitely and make a home here, has maintained that person’s domicile in Alaska for the 12 consecutive months immediately preceding the application for a license, and is not claiming residency or obtaining benefits under a claim of residency in another state, territory, or country; OR
- a member of the military service or U.S. Coast Guard who has been stationed in Alaska for the 12 consecutive months immediately preceding the application for a license; OR
- a dependent of a resident member of the military service or U.S. Coast Guard who has lived in Alaska for the 12 consecutive months immediately preceding the application for a license.

A person who does not otherwise qualify as a resident may not qualify by virtue of an interest in an Alaska business.

If you have any questions about your residency call your local Alaska Wildlife Troopers (phone numbers on page 2).

Alaska residents ages 17 years or younger are not required to possess a license to hunt. Alaska residents ages 18 years or older must possess a valid license to hunt. Alaska residents ages 60 years or older may apply for a free permanent identification card in lieu of a license. **In addition to a license, all hunters must carry any required harvest tickets, permits, locking-tag(s) and duck stamps while hunting.** Children under 10 years old are not allowed to have their own harvest tickets or permits. (See youth hunting information, page 13.)

Resident license fees

Hunting.....	\$45
Trapping.....	\$25
Hunting/trapping.....	\$65
Hunting/sport fishing.....	\$60
Hunting/trapping/sport fishing.....	\$85
Low-income.....	\$5
Waterfowl stamp.....	\$10

Resident license requirements:

If you are...	you will need...
17 or under...	no license required
18-59...	license required
60 or over...	free permanent ID

Resident locking-tags

Residents hunting for most species are not required to obtain a locking-tag, but may be required to obtain a harvest ticket or permit.

Residents must possess a locking-tag before hunting brown/grizzly bears in some locations (see locking-tag requirements for bears, page 24).

Residents must possess a locking-tag before hunting muskox in nonsubsistence hunts; residents hunting muskox in Units 18, 21D, 24D, and 26B must pay the appropriate locking-tag fee. A locking-tag is not required for residents hunting muskox in subsistence hunts in Units 22, 23, and 26.

Resident locking-tag fees

Brown/grizzly bear.....	\$25
Muskox nonsubsistence hunts:	
• Unit 18	
Drawing.....	\$500
Registration.....	\$25
• Unit 21D, 24D, 26B	
Drawing.....	\$500

Buying your licenses and locking-tags

Licenses and big game locking-tags must be purchased and are available from most license vendors and online at hunt.alaska.gov. Hunting licenses and big game locking-tags are only valid for the calendar year printed on the license or locking-tag. Check with your local sporting goods or hardware store to see if they sell licenses and locking-tags.

Low-income licenses

You can buy a low-income license for \$5 if your family or household income is equal to or less than the most recent poverty guidelines for the state set by the U.S. Department of Health and

Human Services for the year preceding the application. The \$5 license is for hunting, trapping, and sport fishing; it is not a “subsistence” license. Low-income license holders do not need a king salmon or a state duck stamp; however, you must still obtain any required harvest tickets, permits, or locking-tags.

Alaska residents 60 or older

Resident hunters 60 years or older may apply for a free permanent identification card (PID) that replaces the annual licenses for hunting, trapping, and sport fishing. A PID is valid as long as Alaska residency is maintained. If you hold a PID, you no longer need to buy an annual king salmon or state duck stamp. However, you must still obtain any required locking-tags, harvest tickets, and permits.

Disabled Alaska veterans

Disabled veterans who are Alaska residents may qualify for a free hunting, sport fishing, and trapping license that is valid as long as Alaska residency is maintained. This replaces the annual licenses for hunting, sport fishing and trapping, as well as king salmon and state duck stamps. To receive this license you must have been honorably discharged from military service, be eligible for a loan under AS 18.56.101, and be certified by the U.S. Department of Veterans Affairs (VA) as having incurred a 50 percent or greater disability during military service. Written proof from the VA is required at the time of application.

To obtain a license

Licenses for Alaska residents 60 years and older or disabled veterans are available online at hunt.alaska.gov and at any ADF&G office. Licenses for Alaskan residents who are 70 percent physically disabled, or developmentally disabled are available at any ADF&G office.

For applications and information, contact:	ADF&G Licensing Section PO Box 115525 Juneau, AK 99811-5525	(907) 465-2376 (phone) (907) 465-2440 (fax) adfg.license@alaska.gov
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Nonresident/nonresident alien licenses and locking-tags

Big game locking-tags, not to be confused with harvest tickets (shown on page 14), are numbered metal locking objects that must be purchased prior to hunting and are required for big game species. The locking-tag must be locked on a part of the animal required to be salvaged (skull, hide, or meat) prior to leaving the kill site and must remain there until the animal is prepared for storage, consumed, or exported. Harvest tickets or permits may also be required prior to hunting.

A nonresident...

- is anyone who is not a resident of Alaska, but is a U.S. citizen; or an alien who maintains a permanent place of abode in the United States.

-who hunts for brown/grizzly bear, Dall sheep, or mountain goat, must be accompanied in the field by an Alaska-licensed guide or resident relative within second-degree of kindred age 19 or older** who possesses a valid Alaska hunting license. The guide or resident relative must be within 100 yards of the nonresident when they attempt to take game.

See guide information on right side of page.

A nonresident alien...

- is anyone who is a citizen of a foreign country and who is not a resident of Alaska.

- must be accompanied in the field by an Alaska-licensed guide to hunt any big game animal. The guide must be within 100 yards of the nonresident alien when they attempt to take game.

All nonresidents, regardless of age, must have appropriate licenses and big game locking-tags. Hunting licenses and big game locking-tags are valid for a specific calendar year. In addition to licenses and locking-tags, all nonresidents 10 years or older must also have appropriate harvest tickets or permits. Nonresidents under the age of 10 will not be issued harvest tickets or permits. (See youth hunting information, page 13.)

Nonresident big game locking-tags

Nonresident and nonresident alien hunters must buy the appropriate locking-tag before hunting a big game animal. Prior to leaving the kill site, the locking-tag must be locked on a part of the animal required to be salvaged. The locking-tag must remain on the animal until the animal is prepared for storage, consumed, or exported.

A big game locking-tag may be used for a species of equal or lesser value. You must have obtained a harvest ticket or a permit for the other species prior to hunting. For example, if you purchase a \$1,000 brown bear locking-tag, but do not take a brown bear, and take a moose instead, you may use the bear locking-tag on the moose, because the moose has a lesser locking-tag value.

A locking-tag may not be used more than once. The value of two or more locking-tags may not be combined.

Nonresident license fees

Small game hunting.....	\$60
<i>Small game: grouse, hare (other than Belgian hare), ptarmigan, waterfowl, crane, and snipe</i>	
Hunting (all game).....	\$160
Hunting and trapping.....	\$405
Alien hunting.....	\$630
Waterfowl stamp.....	\$10

Nonresident locking-tag fees

(Prices are for one locking-tag each)

Black bear.....	\$450
*Brown/grizzly bear.....	\$1,000
Bison.....	\$900
Caribou.....	\$650
*Dall sheep.....	\$850
Deer.....	\$300
Elk.....	\$600
Moose.....	\$800
*Mountain goat.....	\$600
Muskox.....	\$2,200
Wolf ¹	\$60
Wolverine.....	\$350

Nonresident alien locking-tags fees:

(Prices are for one locking-tag each)

*Black bear.....	\$600
*Brown/grizzly bear.....	\$1,300
*Bison.....	\$1,300
*Caribou.....	\$850
*Dall sheep.....	\$1,100
*Deer.....	\$400
*Elk.....	\$800
*Moose.....	\$1,000
*Mountain goat.....	\$800
*Muskox.....	\$3,000
*Wolf ¹	\$100
*Wolverine.....	\$500

*guide required

¹a locking-tag is not required for wolves in Units 1, 3, 9-10, 12-13, 15-21, and 24-25; however, a guide is still required for nonresident aliens

See Unit pages 39-139 for harvest ticket and permit requirements.

Guide & Transporter information

Nonresidents who hunt brown/grizzly bear, Dall sheep, or mountain goat must be personally accompanied in the field by an Alaska-licensed guide OR an Alaska resident relative 19 years or older within second-degree of kindred** holding a current Alaska hunting license. The guide or relative must be within 100 yards of the nonresident when they attempt to take game.

Nonresident aliens (non-U.S. citizens) hunting any big game must be accompanied in the field by an Alaska-licensed guide and the guide must be within 100 yards of the nonresident alien when they attempt to take game.

It is illegal for anyone, except an Alaska-licensed guide, to be compensated for any supplies, equipment, or services (other than transportation) provided to a big game hunter in the field. Transporters and individuals cannot legally be compensated for vehicles, fuel, bait, camping, hunting, bear baiting, or game processing equipment, or any hunting services such as cleaning of game, glassing, packing, etc. from a permanent, or nonpermanent structure in the field, or on a boat on saltwater.

Licensed transporters may provide transportation services and accommodations (room and board) only at a personally-owned permanent structure in the field, or on a boat on saltwater. It is illegal for a transporter to accompany or remain in the field at a nonpermanent structure with a big game hunter who is a client of the transporter except as necessary to perform transportation services. Unlicensed individuals may not legally provide transportation or accommodations for compensation.

**Second-degree of kindred:

father, mother, brother, sister, son, daughter, spouse, grandparent, grandchild, brother/sister-in-law, son/daughter-in-law, father/mother-in-law, stepfather, stepmother, stepsister, stepbrother, stepson, or stepdaughter.

Vendors:

You may issue harvest tickets whether or not a locking-tag has been purchased for a particular species. Contact any ADF&G office if you have questions.

Military licenses and locking-tags

All military personnel must comply with Alaska regulations, regardless of where they hunt. License and locking-tag requirements are explained below; however, harvest tickets or permits may also be required prior to hunting.

Resident military personnel

Active members of the Alaska National Guard, U.S. Army Reserve, U.S. Air Force Reserve, U.S. Navy Reserve, U.S. Marine Corps Reserve, or U.S. Coast Guard Reserve may qualify for a free hunting license. The application for this license may be completed online at hunt.alaska.gov and can only be issued by the Licensing Section in Juneau.

Nonresident military personnel on all lands

Active duty members of the U.S. military or the U.S. Coast Guard and their dependents, who do not qualify as residents and who are permanently stationed in Alaska (with Permanent Change of Station) may obtain a special nonresident military hunting license. Nonresident military license holders must follow nonresident seasons and bag limits until they qualify as a resident (see page 9). Active duty nonresident military personnel and their dependents that receive this nonresident military hunting license are required to purchase locking-tags for brown/grizzly bear and muskox at the resident rates. Locking-tags for sheep and goat are also required but may be obtained at no cost. Locking-tags are not required for the other big game species, however guides are still required for brown/grizzly bear, Dall sheep, and mountain goat. (See pg. 10 for more guide information.)

Nonresident military license fees

Hunting.....	\$45
Hunting/sport fishing.....	\$60

Nonresident military locking-tag fees

(Prices are for one locking-tag each)

*Brown/grizzly bear.....	\$25
*Dall sheep.....	free
*Mountain goat.....	free
Muskox	
Drawing hunt.....	\$500
Registration hunt.....	\$25

*guide required

Deployed military personnel permit transfers and reissues

Active duty military personnel **deployed for official business** who are unable to use their Drawing or Tier II permit may qualify for the following permit provisions:

- Drawing permit holder may be reissued a permit for the same hunt the following regulatory year.
- Tier II permit holder may transfer their permit to a substitute hunter who is a resident of Alaska. The person originally issued the permit has all rights to the game harvested under this permit transfer.

Forms and additional information are available online at hunt.alaska.gov or by contacting your nearest ADF&G office.

Completed forms should be emailed to dfg.dwc.huntpermit.reissue@alaska.gov or mailed to:

**Alaska Department of Fish and Game
Division of Wildlife Conservation
ATTN: Permit Hunt Administrator
1801 S Margaret Dr, Ste 4
Palmer, AK 99645**

Hunters: You can help fight hunger in Alaska

Hunters have donated thousands of pounds of wild meat to charitable organizations in recent years. Such donations of unprocessed meat are legal and can represent a significant contribution to their programs. Hunters are encouraged to consider donating surplus or unneeded moose, caribou, or deer carcasses to Food Bank of Alaska. With prior notification, some air carriers will fly donated carcasses to Anchorage at no cost to the hunter. Check with air carrier(s) in your hunt area before taking the carcass to an airport for flight information and other details. Food Bank of Alaska will pay for processing costs in Anchorage. The finished product will be donated to shelters, soup kitchens, and more than 250 other agencies serving the needy statewide. Use the Transfer of Possession Form on the inside back cover of this publication, or create your own to donate the meat to Food Bank of Alaska. For further information on donating unprocessed game, call the Food Bank of Alaska at (907) 272-3663.

A current list of licensed guides, transporters, and general information on guiding is available online at: <https://www.commerce.alaska.gov/web/cbpl/ProfessionalLicensing/BigGameCommercialServicesBoard.aspx>

or may be obtained by mail for \$5 from:

Alaska Department of Commerce, Community & Economic Development
(ADCCED) Division of Corporate, Business & Professional Licensing
P.O. Box 110806
Juneau, AK 99811-0806
(907) 465-2543

Proxy hunting provisions for disabled and elderly Alaskans

An Alaska resident (the beneficiary) may obtain an authorization allowing another Alaska resident (the proxy) to hunt bison, caribou, deer, moose, or muskox, for them if they are blind, 70-percent physically disabled, 65 years of age or older, or are developmentally disabled. A person may not be a proxy for more than one beneficiary at a time.

Proxy hunting is allowed for bison hunts, most caribou hunts, most deer hunts, some moose hunts, and some muskox hunts. See below for details:

You may proxy hunt for bison in all units.

You may proxy hunt for caribou EXCEPT:

- Mulchatna Caribou Herd (RC503) hunts before Nov 1 in Units 9A, 9B, 9C within the Alagnak River drainage, 17B, 17C, 18, 19A, 19B, and 19E.

You may proxy hunt for deer EXCEPT:

- in Unit 5A, Youth Hunt Mgmt. Area from Oct 15-Oct 31.

You may proxy hunt for moose in:

- Tier II hunts;
- bull hunts with no antler restrictions;
- antlered bull hunts with no antler restrictions;
- antlerless moose hunts;

EXCEPT, you may NOT proxy hunt moose in:

- 20D moose (DM795);
- Unit 20E moose (RM865);
- Units 21B, 21C, 21D, and 24 if either the proxy hunter or the beneficiary holds a Drawing permit for moose in Units 21B, 21C, 21D, and 24.

You may proxy hunt for muskox in Tier II hunts.

Antler destruction in proxy hunts:

- Consists of removing at least one antler from the skull plate, or cutting the skull plate in half to destroy the trophy value.
- Is required for moose, caribou, and deer.
- Is required for each animal taken by the proxy hunter (both the proxy hunter's animals and the beneficiary's animals).
- Must occur at the kill site unless uncut antlers must be submitted to ADF&G for measuring. Antler destruction will be completed after measuring by ADF&G.

Additional special restrictions:

- Unit 13, you may not be a proxy hunter more than once per season per species.
- Units 20B, 20D, 20E, 20F, and 25C caribou Registration hunts (RC860 and RC867) you may not be a proxy hunter more than once per regulatory year.
- Units 20A and 20B, you may not be a proxy hunter more than once per season for moose.

Either party may obtain the Proxy Hunting Authorization form to be completed and signed by both parties. Both beneficiary and proxy must have obtained licenses, regardless of age, and any necessary harvest tickets and/or permits, before applying for a Proxy Hunting Authorization at any ADF&G office or other issuing location. Resident hunters age 10–17 may proxy hunt, but must obtain a current hunting license.

In order for the beneficiary to qualify based on a physical or developmental disability, a physician's affidavit is required. The affidavit must document a 70-percent or greater physical disability, or a qualifying developmental disability, and must be signed by an Alaska-licensed physician. Physician's affidavits and definitions of qualifying physical and developmental disabilities may be obtained online at hunt.alaska.gov.

Once validated, this authorization will allow the proxy to hunt for the beneficiary until the end of the regulatory year. As a proxy, you may hunt for the beneficiary and yourself at the same time, as long as the appropriate licenses, harvest tickets and/or permits for both hunters are in your possession. The beneficiary may not hunt while the proxy is hunting for them.

The beneficiary is responsible for all harvest and permit reporting, whether or not the proxy is successful.

The proxy is responsible for providing the beneficiary with the information necessary for the beneficiary to properly report. The Proxy Hunting Authorization may not be used in federal subsistence Registration hunts.

Complete details of proxy hunting are available at ADF&G offices; see page 2 for phone numbers.

To ensure the efficient and timely completion of your proxy paperwork, please verify your physician's affidavit clearly states a developmental disability or a 70-percent or greater physical disability.

Other disability provisions

Those who are at least 70-percent physically disabled qualify for the special provisions outlined below:

A person with physical disabilities may obtain a permit to shoot big game from a boat in Units 1-5, or black bear from a boat in Unit 6D. Permit holders may only shoot from a boat when the motor is turned off and when progress from the motor has ceased. Applications are available at the ADF&G office nearest the hunt area.

A person with physical disabilities may take game from a motorized vehicle in portions of Units 7 and 15 within the Kenai National Wildlife Refuge. This person must require a wheelchair for mobility, obtain a permit from ADF&G, and be in compliance with Kenai National Wildlife Refuge regulations. ADF&G may require that the permit holder be accompanied by another hunter with a valid hunting license capable of assisting with the retrieval of game taken by the permit holder. For more information on acquiring a permit to hunt within the Kenai National Wildlife Refuge, contact ADF&G in Soldotna at (907) 262-9368.

For further information on disability provisions, contact ADF&G by phone at (907) 465-4148 or by email at dfg.dwc.permits@alaska.gov.

Hunter Education Requirements

ADF&G offers four types of certification courses: **Basic Hunter Education, Bowhunter Education, Crossbow Education and Muzzleloader Education.** If certification is required, proof of that certification is required in the field. For more information, call (907) 267-2187, visit the Hunter Education web site at <http://huntereducation.alaska.gov>, or email dfg.dwc.hitprogram@alaska.gov.

Requirements for all hunters:

Hunter education is mandatory in most states. In Alaska, all hunters must successfully complete a Basic Hunter Education course before hunting in the following areas:

- Eagle River Management Area (14C bears and small game)
- Eklutna Lake Management Area (14C bears)
- Anchorage Coastal Wildlife Refuge (14C)
- Joint Base Elmendorf-Richardson Management Area (JBER) (14C small game and big game)
- Mendenhall Wetlands State Game Refuge (1C; hunters under 13 years old may complete Basic Hunter Education or hunt under the direct supervision of an adult 21 years old or older who has completed Basic Hunter Education.
- Palmer/Wasilla Management Area (14A shotgun for big game)

In addition, hunters wishing to hunt in a weapons restricted area must successfully complete a course for the weapon with which they will be hunting. Weapons specific courses do not satisfy the Basic Hunter Education certification, and Basic Hunter Education does not satisfy bowhunter, crossbow, or muzzleloader certifications. See page 20 for information on restricted weapons.

Classes fill up quickly, do not wait until the last minute. If you have successfully completed a hunter education course elsewhere, check to see if you need to attend the Alaska course. ADF&G recognizes approved hunter education courses from other states.

Requirements for hunters before hunting in Units 7, 13, 14, 15, and 20:

If you were born after January 1, 1986 and are 18 years old or older, you must have successfully completed a Basic Hunter Education course before you hunt in the units listed above.

If you are under 18 years of age, you must have either successfully completed a Basic Hunter Education course or be under the direct immediate supervision of a licensed hunter who:

- (a) is 18 years of age or older and has successfully completed a Basic Hunter Education course, OR
- (b) was born on or before January 1, 1986.

Hunter Education contact numbers:

Statewide	(907) 267-2373
Southeast	(907) 465-4345
Southcentral	(907) 267-2241
Interior/Arctic	(907) 459-7211



Youth Hunting

Big game bag limit for hunters under age 10, all hunts:

Hunters under age 10 may not have their own big game bag limit, so they may not obtain harvest tickets or permits. They may only take big game on behalf of a licensed hunter at least 18 years of age, and they must be under the direct, immediate supervision of that hunter. The supervising adult hunter is responsible for ensuring all legal requirements are met, and must comply with big game locking-tag requirements, if applicable, and validate required harvest tickets or permits.

Big game *general season* hunts for hunters age 10 and older:

Hunters age 10 and older have their own big game bag limit and must obtain their own harvest tickets. Adult supervision is not a requirement for hunters with their own harvest tickets.

Big game *youth* hunts only:

Basic Hunter Education is required for all youth hunters participating in “youth hunts.” See page 35 for “youth hunt” definition and additional information, and see page 16 for bag limit information.

Big game *permit* hunts for hunters age 10 and older:

Hunters age 10 and older are allowed their own big game bag limit and may obtain their own permits. Adult supervision is not a requirement for hunters with their own permits (except youth hunts).

Hunters age 10–17 who have successfully completed a Basic Hunter Education course are allowed to hunt on behalf of an adult permit holder, under the direct, immediate supervision of that adult. The adult permit holder must be a licensed hunter, 18 or older, and is responsible for ensuring all legal requirements are met. This does not apply to harvest tickets.

In all cases, if a youth is hunting big game on behalf of an adult, the bag limit and responsibility to report belongs to the adult.

Hunter Education volunteers

Each year, ADF&G trains volunteer instructors to provide quality training and education to thousands of Alaskans, teaching Hunter, Bowhunter, Crossbow, and Muzzleloader education certification courses. Common themes taught in each of these courses are hunter responsibility, ethics, wildlife conservation, management and the safe handling of firearms, muzzleloaders, crossbows, and archery equipment. During calendar year 2024, volunteer instructors around the state provided 4,629 hours of valuable instruction to 2,394 students. The 2024 Hunter Education Instructor of the Year was **Ralf Lysdahl of Wasilla**. The 2024 HIT Program Outstanding Educator of the Year was **Sarah Stallone of Anchorage**. The 2024 Apprentice Instructor of the Year was **Rylee Lemons of Ninilchik**. **Larry Boyle of Anchorage** was given a Lifetime Achievement Award. **Greg Jacobs of Palmer** and **Randy Pitney of Fairbanks** were recognized with a Legacy Award. **Heather Thomas of Anchorage** was given a Rookie of the Year Award.

General Season Hunts - Harvest tickets and reports

General season hunts are the least restrictive hunts. These hunts are generally open to most people and require less pre-planning than permit hunts. They are not managed as conservatively as permit hunts and are subject to fewer emergency closures. These hunts are indicated in the unit sections with the letters “HT” in the “permit/hunt #” column. Reporting your harvest is mandatory for most big game species. You must submit a harvest report for every harvest ticket you possess, even if you did not hunt. Information below explains how to complete harvest tickets and reports.

Harvest tickets

Harvest tickets are required in general season hunts for caribou, Sitka black-tailed deer, moose, and sheep in all units. Harvest tickets are also required in general season hunts for black bear in Units 1-7, 11-16, and 20. Harvest tickets are free and available online, from license vendors, and at ADF&G offices. They are valid from the date issued through June, or until the season ends. The harvest ticket number must be written on your hunting license. Harvest ticket numbers issued during the previous calendar year which are still valid must be recorded on your new hunting license.

Harvest tickets are not required or valid for hunts where permits are required.

Your harvest ticket(s) must be carried in the field and must be validated by cutting out the month and day immediately upon killing game. You must keep each validated harvest ticket(s) in your possession until that animal has been delivered to the location where it will be processed for human consumption.

You must use your deer harvest tickets in sequential order, and you must carry any unused deer harvest tickets on your person whenever you are hunting deer. Do not use deer harvest tickets to report any mule or white-tailed deer harvested (see page 28).

Harvest reports

Harvest reports are attached to your harvest tickets. All hunters who obtain a harvest ticket are required to report.

The report need not be carried in the field, but must be completed and returned within 15 days of taking the bag limit, or within 15 days after the close of the season, even if you did not hunt or did not take an animal.

For sheep, the harvest report must accompany the horns at the time of sealing. See page 33 for sealing information.

Reports of personal harvest locations are confidential.

Reporting your hunt online

In many cases, hunters may now report their hunting activities online at hunt.alaska.gov.



Filing your hunt reports electronically has many advantages over reporting by mail. Using this system, you can be sure we have received your report. Online reporting also allows you to verify which reports you have filed and which you have not.

When you file online, you will immediately see a confirmation number, and you will receive a certified receipt by email. If there is ever a question, we will accept this receipt as proof you filed your report. When you file electronically, you'll help save printing, postage, and labor costs. Not all hunts have this option available.

2025-2026 MOOSE HARVEST OVERLAY

2025 - GM00X-XXXXXXX-XX

MOOSE HARVEST TICKET (NON-TRANSFERABLE) REGULATORY YEAR 2025-26

1. UPON TAKING A MOOSE, INCLUDE THIS TICKET BY CUTTING OUT MONTH AND DAY OF TAG.

2. BEFORE THIS HARVEST TICKET FROM REPORT AND KEEP IT IN YOUR POSSESSION AT ALL TIMES UNTIL MOOSE IS DELIVERED TO THE LOCATION WHERE IT WILL BE PROCESSED. SEE YOUR STATE AND FEDERAL REGULATIONS.

2025-2026 MOOSE HARVEST REPORT

2025 - GM00X-XXXXXXX-XX

DO NOT USE THIS CARD FOR REPORTING ACTIVITIES OF A PERMIT HUNT.

DO NOT WRITE OR PRINT THE REPORT IN PINK & GREEN INK. DO NOT WRITE THE TAG DATE OF HUNT IN RED INK. DO NOT WRITE THE DATE OF HUNT IN RED INK. DO NOT WRITE THE DATE OF HUNT IN RED INK.

DO NOT WRITE OR PRINT THE REPORT IN PINK & GREEN INK. DO NOT WRITE THE TAG DATE OF HUNT IN RED INK. DO NOT WRITE THE DATE OF HUNT IN RED INK.

This portion stays with the vendor and is returned to ADF&G for hunt administration.

Use this number when referencing your harvest report.

Carry this portion in the field, and immediately after taking an animal, notch out the month and date.

Complete and return this portion after your hunt. You may also report online at hunt.alaska.gov.

If you give false information when applying for or reporting on a license, permit, locking-tag or harvest ticket, these documents are void and you have broken the law. It is illegal to alter, change, loan, or transfer any license, permit, locking-tag, or harvest ticket issued to you, and you may not use anyone else's license, locking-tag, permit or harvest ticket. There is an exception provided for Alaska residents who are blind, physically disabled, 65 or older, or developmentally disabled (see proxy hunting, page 12). A person whose hunting license privileges have been revoked/suspended in any other state may not purchase an Alaska hunting license during the period of the revocation/suspension.

Permit hunts

When hunter demand is higher than a game population can sustain, harvest is often restricted by permits. Six kinds of permit hunts are used: Drawing, Registration, Targeted, Tier I, Tier II, and Community Subsistence Harvest. These hunts may close early by emergency order. It is your responsibility to check with the department for hunt closure information prior to hunting. Hunt information can be found at hunt.alaska.gov. Each type of hunt is described below:

Drawing permit hunts

These hunts limit harvest by restricting the number of hunters. Hunters apply for permits in November and December and pay a nonrefundable application fee. Permits are awarded by random lottery.

Prior to applying for Drawing permits, the applicant must obtain or have applied by mail or internet for the appropriate hunting license. This license requirement does not apply to residents under the age of 18. If you have a hunting license, the license number must appear on the Drawing permit application or the application will become void.

Details about permit hunts and applications are included in a Drawing permit hunt supplement available at hunting license vendors and ADF&G offices or online at hunt.alaska.gov.

One Drawing application period is held each year in November and December with a mid-December deadline.

Tier II subsistence permit hunts (residents only)

These hunts are held when there is not enough game to satisfy all subsistence needs. Hunters must answer questions on the application concerning their dependence on the game for their livelihood and availability of alternative resources. Applications are scored based on responses to the questionnaire and permits are issued to those with the highest scores. Details are included in a subsistence supplement which is available in offices or online at hunt.alaska.gov during November and December.

Permit tickets and reports

Conditions and procedures applicable to permit tickets and reports for all permit hunts:

- A permit ticket is not valid until you sign it.
- You must carry the permit ticket while hunting.
- In most cases, you may not transfer your permit to another hunter.
- Special conditions allowing transfer apply to military personnel deployed for official business (see page 11).
- For Drawing hunts, you may apply for a permit as an Alaska resident (see page 9) only if you qualify as a resident by the start date of the hunt.
- You must validate the permit ticket by cutting out the month and day immediately upon killing game.
- You must keep the validated permit ticket in your possession until the animal has been delivered to the location where it will be processed for human consumption.
- All permit holders must complete the permit report, including those who did not hunt, those who were unsuccessful, and those who were successful.
- You must complete and return the permit report to ADF&G within the time period specified on the permit.
- If you fail to report, you will be ineligible for any permits the following regulatory year, and you may be cited.

Registration permit hunts

These hunts do not generally limit the number of permits, although a few Registration hunts limit the number of permits on a first-come first-serve basis. Registration permits are available as listed for each Registration hunt as described in this booklet. Seasons will be closed by emergency order if a harvest quota is met. In most cases you must apply in person, but some hunts allow application by mail or online. Registration hunts have very specific hunt boundaries. **A person may be limited to one big game Registration permit at a time in Units 1, 7, 15, 17, 19A, 19E, 20E, 22, and 23.**

Tier I hunts

Some Registration hunts are Tier I subsistence hunts and limited to residents only. In the Unit 13 Tier I caribou hunt, each household is limited to one permit. An application is required for each household during November and December for hunts occurring the following regulatory year. See subsistence supplements for further details.

Targeted hunts

Targeted hunts are similar to Registration hunts but require hunters to apply only during a specific time. A random lottery is then held and permits are awarded based on order drawn.

Community Subsistence Harvest hunts

Community Subsistence Harvest hunts are established to accommodate traditional subsistence hunting practices and create group bag limits rather than individual bag limits. Hunters who sign up for a Community Subsistence Harvest hunt during a regulatory year cannot hunt for the same species under other regulations during the same regulatory year, except in specific circumstances. Other people can hunt in a Community Subsistence Harvest hunt area, however, they will have individual bag limits.

The Board of Game will consider proposals to establish Community Subsistence Harvest hunt areas during regularly scheduled meetings to consider seasons and bag limits for affected species in a hunt area. If the Board of Game has established a Community Subsistence Harvest hunt area for a big game population, either a group or community must then apply to the department, designating a hunt coordinator. Currently, there are three Community Subsistence Harvest hunt areas:

- Chalkyitsik - moose
- Yukon Flats - black bear
- Copper Basin - moose and caribou

Permit ticket:
Carry this portion in the field, and immediately after taking an animal, notch out the month and date.

Permit report:
Complete and return this portion, after your hunt. You may also report online at hunt.alaska.gov for some hunts.
Reports of personal harvest locations are confidential.

Bag limit

The bag limit is the maximum number of animals of any one game species a person may take during a regulatory year.

Bag limits are assigned by unit or portions of units. A bag limit applies to a regulatory year (July 1–June 30) unless otherwise specified, and includes animals taken for any purpose, including subsistence.

You may hunt a species if the number of animals in the bag limit in your hunt area is greater than the number of animals of that species (regardless of legal animal definition) you have already taken anywhere in the state. If the limit is greater, you may take the number of animals needed to reach the limit.

For example: if you took one black bear from Unit 6 (which has a limit of one black bear) and then go to Unit 9 (which has a

limit of three black bears), you may take up to two more black bears in Unit 9.

But if you hunt in Unit 9 first (limit of three black bears) and kill one black bear, you may not hunt black bear in Unit 6 (limit of one black bear) within the same regulatory year because you have attained the bag limit for that unit.

When there is a hunting season and a trapping season for the same species, the bag limit under hunting regulations is separate from the bag limit for trapping.

For example: the hunting bag limit in Unit 16A is one wolverine. The trapping bag limit is two wolverine. If you buy both a hunting and trapping license, you may take three

wolverine in Unit 16A, one by hunting and two by trapping.

A person who has wounded game should make every legal effort to retrieve and salvage that game. Animals disturbed while hunting do not count against your bag limit; however, bears wounded in Units 1-5, and 8, and elk wounded in Unit 8 **do** count toward your bag limit for the regulatory year.

A big game animal taken under a youth hunt, *except for deer in an area where the bag limit is one*, will count against the bag limit for both the youth and the accompanying adult. See page 35 for “youth hunt” definition.

All hunters, regardless of age, have their own small game bag limit.

Sealing requirements

Sealing means having an authorized ADF&G representative place a seal on an animal hide and/or skull.

When sealing is required, hunters must present, in person, the required items **unfrozen**: for bears, hide if required (with claws and evidence of sex naturally attached), and skull; for lynx, wolf, and wolverine, hide only; for moose, antlers attached to the uncut skull plate; for sheep, horns attached to the skull plate. The sealing officer asks questions about when, where and how the animal was taken, and may measure the skull and take some biological samples. The seal must remain on the hide and/or skull until it has been transported from Alaska or until the tanning process has begun (for hide) or cleaned for display (skull).

In units where sealing is required, wolves, wolverine, lynx, brown bears, and black bears must be sealed within 30 days of the kill, or a lesser time if designated (see bear information, pages 24-27).

Where sheep horn sealing is required, the horns must be presented for sealing and will be **permanently** sealed by an ADF&G representative within 30 days of the kill, or a lesser time if designated. The harvest report must be presented at the time of sealing.

If you are unable to bring in an animal for sealing within the required time, you must complete and sign a temporary sealing form (available at ADF&G offices) so another person can have the animal sealed. This form must be presented at the time of sealing.

Sealing is required for:

- Brown/grizzly bears, except those taken in and not removed from the brown bear subsistence areas under a subsistence Registration permit, see page 25.
- Black bears taken in Units 1-7, 14A, 14C, 15-17, and 20B.
- Any untanned bear hide or skull transported or exported from Alaska.
- Black and brown bear hides and skulls intended for sale.
- Sheep taken in Units 7, 9, 11-16, 19-20, and 24.
- Sheep rams with horn restrictions in Units 23, and 25-26 (except RS595).
- Lynx, wolf, and wolverine.

Check the information relative to your particular hunt to see the specific sealing requirements.

REMEMBER, ALL HIDES AND SKULLS MUST BE UNFROZEN AT THE TIME OF SEALING.

Emergency taking of game

In defense of life or property

You may kill game animals in defense of your life or property if you did not provoke an attack or cause a problem by negligently leaving human food, animal food, mineral supplements, or garbage in a manner that attracts wildlife and if you have done everything else you can to protect your life and property.

Property means your dwelling, means of travel, pets or livestock, fish drying racks, or other valuable property necessary for your livelihood or survival.

The meat of a game animal you have legally taken becomes your property, but you may not kill another wild animal to protect the meat unless the meat is necessary for your livelihood or survival. In this situation you still must do everything possible to protect the meat by storing meat properly, scaring off scavengers, etc. before you may kill the scavenger.

Game animals taken in defense of life or property belong to the state. If you kill a bear, wolf, wolverine, coyote, beaver, fox, lynx, mink, weasel, muskrat, marten or river otter, you must salvage the hide and skull and surrender them to the state.

For bear hides, the claws must remain naturally attached. A surrendered hide and skull must have been completely removed from the carcass.

If you kill a bison, caribou, deer, elk, moose, muskox, sheep, or mountain goat in defense of life or property, you must salvage horns or antlers and the meat.

You must immediately notify ADF&G or Alaska Wildlife Troopers of the kill and surrender what you salvaged. Within 15 days, you must also complete and submit a questionnaire explaining the circumstances of the incident. If you attempted to take an animal, but it escaped and may have been wounded, you should also report the incident to ADF&G or Alaska Wildlife Troopers immediately.

For food in a dire emergency

If you are in a remote area and unintentionally run out of food and cannot expect to get food from another source soon enough, you may kill wildlife for food to save your life or prevent permanent health problems. If this happens, you must salvage all meat and surrender what is left to the state after your rescue. You will be asked to fill out a statement about the circumstances.

Use of game

Game taken under a hunting license **MAY NOT** be used for the following purposes:

(exceptions noted)

Buying or selling of game meat, EXCEPT hares.

Buying, selling, or bartering of any part of a bear gall bladder.

Buying or selling of any part of a brown/grizzly bear, EXCEPT:

- an article of handicraft made from the fur of a brown bear (see definition of handicraft, page 34);
- brown bears taken in a brown bear control area with a control permit, where ADF&G will issue permits allowing permittees to sell untanned hides (with claws attached) and skulls, after sealing;
- brown bear hides (with claws attached) and skulls from bears harvested in areas with a two brown bear bag limit per regulatory year may be sold after sealing; a permit is required. Hides and skulls will be permanently marked by ADF&G;
- trophies may be sold; a permit is required.

Buying or selling of any unsealed beaver taken in Units 1-11 and 13-17, lynx, wolf, or wolverine pelt.

Buying or selling of any big game animal skulls, EXCEPT black bear, wolf, and wolverine, taken under a hunting license.

Buying, selling, or bartering horns or antlers, UNLESS they have been naturally shed or have been completely removed from any part of the skull. HOWEVER, in Unit 23:

- you **MAY NOT** remove caribou antlers from the skull and buy, sell or barter them, **UNLESS** they have been transformed into a handicraft (see definition, page 34);
- you **MAY** buy, sell, or barter naturally shed, unmodified caribou antlers, **AS LONG AS** the pedicle is still attached to the antler;
- you **MAY** remove caribou antlers from the skull for your own use, but you **MAY NOT** sell them before they are transformed into a handicraft.

You MAY NOT barter, advertise, or otherwise offer for barter a big game trophy, including any trophy made from any part of a big game animal.

You MAY barter subsistence taken game meat, EXCEPT: individuals or businesses licensed under AS 43.70 or AS 43.75, or if you are an Alaska resident employed by an individual or business holding a license under AS 43.70 or AS 43.75 to engage in the commercial sale of the food items or nonedible items provided by the barter exchange, or to engage in providing the services provided by the barter exchange.

Using the meat of game as bait or food for pets and livestock. HOWEVER, you MAY use the following as bait or food for pets or livestock:

- the skin, guts, heads, or bones of game legally taken or killed by vehicles, after the salvage of edible meat,
- brown bear meat (**EXCEPT** taken under a subsistence brown bear management permit),
- black bear meat taken June 1 - Dec 31 (as long as the black bear hide is salvaged),
- the skinned carcasses of furbearers and fur animals, and the meat from small game (other than birds) and unclassified game, and
- game that died of natural causes **MAY** be used as bait, **AS LONG AS** the game is not moved from where it was found. Natural causes do not include death caused by humans.

Illegally taken game

Any game animal taken illegally is the property of the state. If you mistakenly take an animal you thought was legal, you must comply with salvage requirements for that species. (See page 36.)

You may transport game taken illegally only if your purpose is to salvage and transport the game to the nearest office of ADF&G or Alaska Wildlife Troopers and surrender it.

If you comply with this regulation, you will not be prosecuted for illegally possessing the animal, and you are less likely to be punished severely for illegally taking the animal. You may not possess, transport, give away, receive, or barter any illegally taken game or game parts.

Roadkills

Any wildlife killed or injured by a vehicle belongs to the state. If your vehicle hits and injures or kills a big game animal, you must notify the Alaska Wildlife Troopers as soon as possible.

Marked or tagged game

Unless otherwise prohibited, it is legal to harvest marked or tagged game, however, data provided by that animal is important and the department asks hunters to avoid taking marked or tagged game. If you do take a marked or tagged animal, you must notify ADF&G when and where you took it, and return the identification equipment to ADF&G. If sealing is required, any tag, collar, tattoo, or other identification must be retained until sealed. Even if you just find any of these items, returning them to ADF&G provides biologists with valuable insight into the animal's movements, habitat, and lifespan.

General hunting restrictions for all game:

Please see page 19 for additional requirements specific to big game. You **MAY NOT** take any game by:

- Shooting on, from, or across the driveable surface of any constructed road or highway.
- Driving, herding, harassing, or molesting game with any motorized vehicle such as an aircraft, airboat, snowmachine, motor-driven boat, etc.
- A motor-driven boat or motorized land vehicle, unless the motor has been shut off and the progress from the motor's power has ceased (see page 19 for additional restrictions in Units 1-5 and Unit 6D), **EXCEPT**:
 - » A **motor-driven boat** may be used as follows:
 - in Units 23 and 26 to take caribou;
 - in Unit 22 to position hunters to select individual wolves for harvest;
 - under the authority of a permit issued by the department.
 - » A **motorized land vehicle** may be used as follows:
 - under the authority of a permit issued by the department;
 - in Units 7 and 15 with a permit, see page 12;
 - A **snowmachine** may be used to position a caribou for harvest, and a caribou may be shot from a stationary snowmachine in Units 22, 23, and 26A;
 - A **snowmachine** may be used in Unit 17 to assist in the taking of a caribou and caribou may be shot from a stationary snowmachine. In Unit 17, "Assist in the taking of a caribou" means a snowmachine may be used to approach within 300 yards of a caribou at speeds under 15 miles per hour; in a manner that does not involve repeated approaches or that causes a caribou to run. A snowmachine may not be used to contact an animal or to pursue a fleeing caribou;
 - A **snowmachine** may be used to approach and pursue wolves and wolverine, but the snowmachine may not come in contact with a live animal;
 - A **snowmachine** may be used to position hunters to select a bear for harvest in bear control areas and bears may be shot from a stationary snowmachine, see predator control supplement online at hunt.alaska.gov for area descriptions;
 - An **ATV** may be used to position hunters to select individual wolves for harvest, and wolves may be shot from a stationary ATV in Units 9B, 9C, 9E, 17, 22, and 25C, except on any National Park Service or National Wildlife Refuge lands not approved by the federal agencies.
- Using an electronic control Taser-type device that temporarily incapacitates wildlife, **EXCEPT** under the authority of a permit issued by the department.
- Using poison or other substances that temporarily incapacitates wildlife, without written permission from the Board of Game.
- Using a bow that shoots more than one arrow at a time.
- Using a machine gun, set gun, or shotgun larger than 10 gauge.
- Pursuing with a vehicle an animal that is fleeing.
- Using a helicopter for hunting or for transporting hunters, hunting gear, game meat, trophies, or any equipment used to pursue or retrieve game, **EXCEPT** helicopter use may be authorized to rescue hunters, gear, or game in a life-threatening situation.
- Using a crossbow in a hunt restricted to bow and arrow only. You may use a crossbow in any hunt that does not restrict weapons. For big game, minimum standards are listed on page 19.
- Using a pit, fire, laser sight (excluding rangefinders), electronically-enhanced night vision, any forward looking infrared device, any device that has been airborne, controlled remotely, or communicates wirelessly, and used to spot or locate game with the use of a camera or video device, any camera or other sensory device that can send messages through wireless communication, artificial salt lick, explosive, expanding gas arrow, bomb, smoke, or chemicals (excluding scent lures), **EXCEPT**:
 - » Electronic calls may be used for all game animals except moose;
 - » Scent lures, without urine from the deer (*Cervidae*) family, may be used for ungulates, and for bears **ONLY** under a black bear baiting permit.
- Using or being in immediate possession of urine from any species of the deer (*Cervidae*) family, including scent lures.
- Using wireless communication to take a specific animal by a person until after 3:00 a.m. following the day after the use of the device, **EXCEPT**:
 - » Communications equipment may be used for safety but may not be used to aid in taking of game;
 - » In the Unit 20D bison hunt, the use of ground-based wireless communications to locate bison is allowed;
 - » In Targeted moose hunts, the use of ground-based wireless communication to locate individual moose for harvest is allowed.
- Using artificial light, **EXCEPT**:
 - » Artificial light may be used while tracking and dispatching a wounded game animal; however, a hunter may not be on or in a motorized vehicle while using artificial light;
 - » Artificial light may be used by resident hunters taking black bear under customary and traditional use activities at a den site Oct 15-Apr 30 in Unit 19A, Unit 19D upstream from the Selatna and Black River drainages, Unit 19E, and Units 21B, 21C, 21D, 24, and 25D.
- Using a trap or a snare to take big game, fur animals, or small game, **EXCEPT**: you may use a trap or snare to take grouse, hare, and ptarmigan (see definitions of fur animals and small game, pages 34-35).
- Intentionally or negligently feeding deer, elk, moose, bear, wolf, coyote, fox, wolverine, sheep, or deleterious exotic wildlife (see page 142), or intentionally leaving human food, animal food, mineral supplements or garbage in a manner that attracts these animals, **EXCEPT**: you may hunt wolves, fox, and wolverine with game parts that are not required to be salvaged. (See page 17 for list of game parts that are allowed to be used for bait.) Use of any type of bait other than those allowed on page 17 will be considered a violation of the feeding regulation.
- Wearing foot gear with felt soles or other absorbent fibrous material while wading in freshwater streams.

Additional hunting restrictions specific to big game:

Big game includes black bear, brown/grizzly bear, bison, caribou, Dall sheep, Sitka black-tailed deer, elk, mountain goat, moose, muskox, wolf, and wolverine.

In addition to general hunting restrictions listed on page 18, you **MAY NOT**:

- Hunt big game using a firearm other than a shotgun, muzzleloader, or rifle or pistol using a center-firing cartridge, **EXCEPT**: in Units 23 and 26, swimming caribou can be taken with a firearm using rim fire cartridges.
- Hunt big game with a muzzleloader unless it is a shoulder mounted long gun, .45 caliber or larger, with a barrel that is either rifled or smooth bore, and discharges a single projectile.
- Hunt big game with a muzzleloader equipped with a scope, or a muzzleloader using smokeless powder as a charge, during any permitted, registered or special season hunt for muzzleloaders only.
- Hunt big game with a bow, **UNLESS**:
 - » the bow is at least:
 - 40 pounds peak draw weight when hunting caribou, wolf, wolverine, black bear, Dall sheep, and deer;
 - 50 pounds peak draw weight when hunting mountain goat, moose, elk, brown bear, muskox, and bison;
 - » the arrow is at least 20 inches in overall length, tipped with a broadhead, and at least 300 grains in total weight;
 - » the broadhead is a fixed, replaceable or mechanical/retractable blade type and not barbed.
- Hunt big game with a crossbow, **UNLESS**:
 - the crossbow is at least 100 pounds peak draw weight;
 - the bolt is at least 16 inches in overall length, tipped with a broadhead, and at least 300 grains in total weight;
 - the broadhead is a fixed, replaceable or mechanical/retractable blade type and not barbed;
 - no electronic devices are attached to the crossbow, except scopes or electronic sights that do not project light externally;
 - the crossbow is shoulder-mounted.
- Hunt big game with a slingbow, airbow, or airgun; however, you may hunt deer and caribou with an airgun provided the airgun is at least .35 caliber or larger and pre-charged pneumatic, including an arrow shooting airgun capable of producing 250 feet per second with broadheads 7/8 inches or greater.
- Take a cub bear or a sow accompanied by cub(s), **EXCEPT**: black bear cubs and sows accompanied by cubs, may be taken by resident hunters Oct. 15-Apr. 30 under customary and traditional use activities at a den site in Unit 19A, Unit 19D upstream of the Selatna and Black River drainages, Unit 19E, Units 21B, 21C, 21D, and 24; in Unit 25D, black bear cubs and sows accompanied by cubs may be taken year-round. Cub bear means a brown/grizzly bear in the 1st or 2nd year of life, or a black bear (including the cinnamon and blue color phases) in the 1st year of life.
- Shoot big game from a boat in Units 1-5 or black bear in Unit 6D, **UNLESS** you have obtained a Permit to Hunt From a Boat, see page 12.
- Shoot big game animals while they are swimming, **EXCEPT** caribou in Units 23 and 26.
- Use bait, **EXCEPT for**:
 - » bears under specific conditions, see page 26 or online at hunt.alaska.gov;
 - » wolves and wolverines under specific conditions, see page 18. See the definition of bait, page 34.
- Hunt moose with the use of electronic calls.
- Hunt sheep, mountain goat, or muskox using domestic goats or domestic sheep as pack animals.
- Hunt big game with the aid or use of a dog, **EXCEPT**: dogs may be used to hunt black bears under a permit issued by ADF&G. A single, leashed dog may be used in conjunction with tracking and dispatching a wounded big game animal.

Same day airborne:

It is against the law to hunt or help someone else take big game until 3:00 a.m. the day following the day you have flown. This does not apply if you have flown on a regularly scheduled commercial or commuter airplane. **EXCEPTIONS**:

- You may hunt deer the same day airborne (provided you are 300 feet from the airplane).
- In Units 7, 9, 11-13, 14A, 14B, 15-21, 23-25, 26B, and 26C black bears may be taken at permitted bait stations the same day you have flown, provided you are at least 300 feet from the airplane. Same day airborne take is not allowed on National Park Service lands. ★
- In Units 7, 11-13, 14A, 14B, 15-16, 18, 19, 20A, 20B, 20C, that portion of 20D north of the Tanana River, 20E, 20F, 21, 23, 24B, 24C, 24D, and 25D, brown bears may be taken at permitted bait stations the same day you have flown, provided you are at least 300 feet from the airplane. Same day airborne take is not allowed on National Park Service lands. ★
- You may hunt black bear in Unit 16 from Oct. 1-Aug. 9 the same day you have flown, provided you are at least 300 feet from the airplane

From Aug 1-Sept 20, aircraft may only be used by and for sheep hunters to place and remove hunters and camps, maintain existing camps, and salvage harvested sheep. A person may not use or employ an aircraft to locate sheep or direct hunters to sheep during the open sheep hunting season.

Fur animal restrictions

Beaver, coyote, Arctic fox, red fox, lynx, and squirrel are fur animals; further restrictions are listed on page 140.

Furbearer restrictions

Fisher, marten, marmot, mink, muskrat, river otter, and weasel are furbearers and **may be taken only under trapping regulations with a trapping license**.

Wolf and wolverine are also furbearers and may be taken with a trapping license during trapping seasons.

See trapping regulations online at:

www.adfg.alaska.gov/index.cfm?adfg=trapping.main

Water Body Crossings

A fish habitat permit is required for the operation of motorized vehicles within catalogued anadromous water bodies (e.g. those that support migratory fishes such as salmon). For more information, visit: <https://www.adfg.alaska.gov/index.cfm?adfg=uselicense.main> or call the nearest ADF&G Habitat Section office:

Anchorage.....	(907) 267-2342
Craig.....	(907) 862-2560
Douglas.....	(907) 465-4105
Fairbanks.....	(907) 459-7289
Palmer.....	(907) 861-3200
Soldotna.....	(907) 714-2475

Weapons restricted hunts

A bow and arrow, crossbow, or muzzleloader may be used to hunt during any open season unless otherwise restricted. Hunts or areas may be restricted to “Certified bowhunters only”, or “bow and arrow only”, or “crossbow only”, or “muzzleloader only”, or specifically exclude the use of other weapons, including crossbows. If certification is required, proof of that certification is required in the field. ADF&G recognizes approved bowhunter and hunter education courses from other states. See page 13 for course information.

Archery/Bow and Arrow

In any hunt or area specifically restricted to bow and arrow only, you **MAY NOT**:

- Hunt with a crossbow.
- Hunt with a bow designed to shoot more than one arrow at a time.
- Hunt with expanding gas arrows.
- Hunt using poisons or substances that temporarily incapacitate wildlife.

Equipment:

You **MAY NOT** hunt big game with a bow, **UNLESS**:

- the bow is at least:
 - » 40 pounds peak draw weight when hunting black bear, Dall sheep, caribou, Sitka black-tailed deer, wolf, wolverine;
 - » 50 pounds peak draw weight when hunting bison, brown/grizzly bear, elk, moose, mountain goat, muskox;
- the arrow is at least 20 inches in overall length, tipped with a broadhead, and at least 300 grains in total weight;
- the broadhead is a fixed, replaceable or mechanical/retractable blade type and not barbed.

You **MAY NOT** use electronic devices or lights attached to the bow, arrow, or arrowhead *with the exception of a non-illuminating camera or a lighted nock on the end of the arrow or a battery-powered sight light.*

You **MAY NOT** use scopes or other devices attached to the bow or arrow for optical enhancement.

You **MAY NOT** use any mechanical device that anchors a nocked arrow at full or partial draw unaided by the bowhunter.

Definitions:

Bow - a longbow, recurve bow, or compound bow; that is, a device for launching an arrow which derives its propulsive energy solely from the bending and recovery of two limbs. The device must be hand-held and hand-drawn by a single and direct pulling action of the bowstring by the shooter with the shooter's fingers or a hand-held or wrist-attached release aid. The energy used to propel the arrow may not be derived from hydraulic, pneumatic, explosive, or mechanical devices, but may be derived from the mechanical advantage provided by wheels or cams so long as the available energy is stored in the bent limbs of the bow. No portion of the bow's riser (handle) or an attachment to the bow's riser may contact, support, or guide the arrow from a point rearward of the bowstring when strung and at rest. “Bow” *does not* include a crossbow or any device which has a gun-type stock or incorporates any mechanism that holds the bowstring at partial or full draw without the shooter's muscle power;

Muzzleloader

You **MAY NOT** use a muzzleloader for **big game**:

- **UNLESS** it is a shoulder-mounted long gun and is at least .45 caliber or larger with a barrel that is either rifled or smooth bore and discharges a single projectile.
- that is equipped with a scope or uses smokeless powder during any permitted, registered, or **special season hunt for muzzleloader only**.

Crossbow

You **MAY NOT** use a crossbow for **big game UNLESS**:

- the crossbow is at least 100 pounds peak draw weight;
- the bolt is at least 16 inches in overall length, tipped with a broadhead, and at least 300 grains in total weight;
- the broadhead is a fixed, replaceable or mechanical/retractable blade type and not barbed;
- no electronic devices are attached to the crossbow, except scopes or electronic sights that do not project light externally;
- the crossbow is shoulder-mounted.

Education Requirements:

Bowhunters

If you:

- were born on or after January 1, 1986 and are hunting big game; OR
 - are participating in an archery-only hunt for big game (regardless of age);
- you must have successfully completed a bowhunter certification course.

An International Bowhunter Education Program (IBEP) or equivalent certification is required to hunt big game with a bow and arrow in weapons restricted hunts.

A hunter who applies for a “certified bowhunter only” permit hunt must have successfully completed an ADF&G approved bowhunter certification course prior to submitting a permit application.

Muzzleloader Hunters

You may not hunt with a muzzleloader in any hunt or area with weapon restrictions for the taking of big game unless you have successfully completed a muzzleloader hunter education course that includes ballistic limitations of muzzleloading weapons and a proficiency test.

A hunter who applies for a “certified muzzleloader hunter only” permit hunt must have successfully completed a muzzleloader certification course prior to submitting a permit application.

Shotgun Hunters

You may not hunt for big game with a shotgun in a weapons restricted hunt unless you have successfully completed a Basic Hunter Education course.

Crossbow Hunters

If you:

- were born on or after January 1, 1986; OR
- are participating in a crossbow-only hunt (regardless of age);

you must have successfully completed a crossbow certification course.

A hunter who applies for a “certified crossbow only” permit hunt must have successfully completed an ADF&G approved crossbow certification course prior to submitting a permit application.

Barbed - an arrowhead with any fixed portion of the rear edge of the arrowhead forming an angle less than 90 degrees with the shaft when measured from the nock end of the arrow; a notch or space of no more than two millimeters between the base of the blade and the shaft shall not be considered a barb;

Broadhead - a fixed, replaceable, or mechanical/retractable blade-type arrowhead that is not barbed, with two or more sharp cutting edges having a minimum cutting diameter of seven-eighths inch (7/8”);

Bow peak draw weight - the peak poundage at which a bow is drawn through or held at full draw by the shooter at the shooter's draw length;

Muzzleloader - any firearm where firing components are loaded into the muzzle end of the firearm.

Exporting meat or other wildlife parts

State export requirements

Raw furs

You may not transport or export any untanned fur or hide from Alaska until sealing requirements have been met (see pg. 16).

Federal shipping and export requirements

Shipping between states

If you ship any wildlife parts between states, packages must be clearly marked on the outside with both the name and address of the shipper and consignee, and an accurate list of the package contents by species and number of each species.

Shipping outside the United States

As well as the above requirements if you ship any wildlife parts or products out of the United States, federal regulations require that you complete a “Declaration of Importation or Exportation of Fish and Wildlife” (Form #3-177), available online at <http://www.fws.gov/le/declaration-form-3-177.html>. In addition, if you ship hides, skulls, meat, or products of brown/grizzly bears, black bears, wolves, lynx, or river otters out of the United States, you must first obtain a federal CITES permit. These forms are not available through ADF&G, but are available at the U.S. Fish and Wildlife offices listed in the green box below.

Transporting to or through Canada

If you take any wildlife parts or products out of the United States, federal regulations require that you complete a “Declaration of Importation or Exportation of Fish and Wildlife” (Form #3-177) available online at <http://www.fws.gov/le/declaration-form-3-177.html>. You are also required to obtain a federal CITES permit for brown/grizzly bears, black bears, wolves, lynx, or river otters. However, an exception has been made for residents of Canada and the U.S. to transport their own legally harvested untanned black bear hides (fresh, frozen, or salted with paws and claws attached) accompanied by the meat or skull using only Form #3-177. This will allow you to transport these items as noncommercial items accompanying personal baggage into or through Canada to other states. For more information and forms, contact the Duty Wildlife Officer at (907) 271-6198, U.S. Fish and Wildlife Service offices listed below, or Canadian border stations. **Canadian federal wildlife legislation requires that CITES controlled wildlife entering Canada from the USA be accompanied by a U.S. Fish and Wildlife Service CITES export or re-export permit and be accompanied by a Canadian issued CITES re-export permit at the time of export out of Canada. For more information on how to obtain a Canadian CITES permit please contact (819) 997-2800 or visit <http://www.ec.gc.ca/cites/>.**

U.S. Fish and Wildlife Service
Inspection Office in Anchorage.....(907) 271-6198
Tetlin National Wildlife Refuge in Tok(907) 883-5312
(Form #3-177 only, not CITES)

Transporting requirements

You must transport all meat to your departure point from the field (landing strip, trail head, road, river, etc.) before transporting antlers, horns, or bear hides and skulls (when required to be salvaged) from the kill site. Antlers, horns, bear hides and skulls may be transported simultaneously with the last load of meat. After leaving the field, antlers or horns being transported must be accompanied by all edible meat unless possession of the meat has been transferred to and accepted by someone else (see *Transfer of Possession* below).

“Field” means an area outside established year-round dwellings, businesses, or other developments usually associated with a city, town, or village. “Field” does not include permanent hotels or roadhouses on the state road system or state or federally maintained airports.

Transfer of Possession

A Transfer of Possession Form can be found on the inside back cover of this booklet.

Unprocessed meat and other game parts may be transferred to others permanently (given as a gift) or may be transferred temporarily for the purpose of transport. In doing so, both you and the person taking possession must be able to provide a signed statement including: both of your names and addresses, signatures, when and where the game was taken, what specific game or parts of game changed hands, and hunting license number of the person who harvested the game. You must show this statement and the meat to an ADF&G representative if asked.

It is your responsibility to make sure that game was legally taken before you accept or transport it. If you accept game or parts of game from someone else, either permanently as a gift or temporarily in order to transport that game, it becomes your responsibility to salvage all edible meat for human consumption.

Firearms advisory for nonresident aliens

Federal regulations are in effect for temporarily importing firearms and ammunition into the United States.

Nonresident aliens (someone who is neither a citizen nor a permanent resident of the United States) must provide U.S. Customs with a pre-approved U.S. import permit and evidence they fall into an exemption category (e.g., by providing a valid Alaska hunting license/permit) before they will be allowed to import firearms or ammunition.

The Bureau of Alcohol, Tobacco and Firearms (ATF) issues the required import permit. This permit can be obtained by completing a form (Form 6 Part 1, Application and Permit for Importation of Firearms, Ammunition and Implements of War), which is available from ATF or on the ATF website. It can take 6 to 12 weeks to process the application so the permit should be applied for well in advance.

The application form for the import permit must be accompanied by a copy of an Alaska (or other U.S.) hunting license.

Contact Information:

Bureau of Alcohol, Tobacco and Firearms
Firearms and Explosives Imports Branch
Telephone: 1-800-800-3855
Website: <http://www.atf.gov>

Canadian firearms restrictions

Canadian laws significantly restrict transportation of firearms. To transport firearms through Canada, you must pay a \$25 fee (Canadian) and fill out a firearms declaration form. To transport a handgun through Canada, you must also receive an “Authorization to Transport” (ATT) permit; this permit must be authorized BEFORE you arrive at the border. If not, your handgun may be confiscated. An ATT permit is free, however you will still have to pay the \$25 fee and fill out a firearms declaration form. For more information or to order a copy of the Firearms Act, its regulations, application forms and other Canadian Firearms Centre publications, contact them at: 1-800-731-4000 or <http://www.rcmp-grc.gc.ca> or email: cfp-pcaf@rcmp-grc.gc.ca

Salvage and possession of game

Salvage of meat means to transport the edible meat to the location where it will be processed for human consumption. Successful hunters must validate their harvest ticket or permit immediately upon taking game. Once you have validated your harvest ticket or permit, you can begin to salvage. Edible meat in all cases must be salvaged, and the following information will help you understand what other requirements may be necessary for salvaging game.

Meat Salvage

Wanton waste of big game meat is an extremely serious offense punishable by a fine of up to \$10,000 and 1 year in jail.

You must salvage all the edible meat of bison, caribou, Dall sheep, deer, elk, moose, mountain goat, muskox, and spring black bear, for which seasons and bag limits exist.

You must salvage either the hide or meat of Alaska hare (in Units 18, 22, and 23), snowshoe hares, beaver, pika, and ground squirrel; for small game birds, the breast meat must be salvaged, except for geese, cranes, and swans; for these you must salvage the meat of the breast, legs, and upper wings. Additional salvage requirements for Copper Basin Community Subsistence Harvest hunts exist, see the CSH hunt conditions online at hunt.alaska.gov.

You must salvage meat unless it has been stolen, taken, or destroyed by a wild animal, lost to unanticipated weather conditions or other acts of God, or transferred to someone who accepts responsibility for salvaging and removing the meat from the field.

Big game meat you must salvage (excluding bear) includes:

- all of the neck meat;
- all of the chest meat (brisket);
- all of the meat of the ribs;
- front quarters as far as the distal joint of the radius-ulna (knee);
- hindquarters as far as the distal joint of the tibia-fibula (hock);
- all of the meat along the backbone between the front and hindquarters (backstraps and tenderloins).

When the salvage of bear meat is required, you must salvage the meat of the front quarters and hindquarters and meat along the backbone (backstraps). When the salvage of brown bear meat is required under a subsistence permit, you must also salvage all of the meat of the neck, brisket and ribs (see bear information, pages 24-27). The meat is required to be salvaged first, and bear hides and skulls (when required to be salvaged) may be transported simultaneously with the last load of meat.

You are not required to salvage the meat of the head, guts, bones, sinew, and meat left on the bones after close trimming, or meat that has been damaged and made inedible by the bullet or arrow. These portions of the animal may be left in the field because they are not included in the definition of edible meat that must be salvaged.

Hide Salvage


You must salvage the hide of a wolf, wolverine, coyote, fox, or lynx. You must salvage either the hide or meat of Alaska hare (in Units 18, 22, and 23), snowshoe hare, beaver, pika, and ground squirrel.

You must salvage the entire hide (with claws attached) and skull of a brown/grizzly bear unless it was taken in (and not removed from) one of the subsistence hunt areas under a subsistence Registration permit (see page 25). Salvage requirements for black bear are listed on page 26.


Antler/Horn Salvage

In hunts with antler/horn restrictions, antlers/horns must be salvaged and may not be altered unless required by permit conditions. Antlers must remain naturally attached to the unbroken/uncut skull plate if the required number of brow tines aren't present.

In big game hunts with antler/horn restrictions, antlers/horns may only be transported from the kill site when all edible meat salvage has been completed. The antlers/horns may accompany the last load of meat.



Horn and Antler Possession
You may not possess the horns or antlers of hunter harvested big game animals unless you also salvaged and removed the meat from the field.
You may possess horns or antlers if they were given to you by someone who salvaged and removed the meat from the field, or if you have already eaten the meat of the animal you killed.




Legal
No boning of meat in field


Meat that must be left on the bone when salvaged prior to Oct 1:

UNIT	Caribou	Moose	Bison
9B	FQ, HQ	FQ, HQ	
13	FQ, HQ, R	FQ, HQ, R	
17	FQ, HQ	FQ, HQ	
18	FQ, HQ	FQ, HQ	
19	FQ, HQ, R	FQ, HQ, R	FQ, HQ, R
21A, E	FQ, HQ, R	FQ, HQ, R	
21B, C, D		FQ, HQ, R	
23	FQ, HQ, R	FQ, HQ, R	
24	FQ, HQ, R	FQ, HQ, R	
25A, B, D	FQ, HQ, R	FQ, HQ, R	
25C		FQ, HQ, R	


FQ = Front Quarters
HQ = Hindquarters
R = Ribs



Legal
Meat removed by close trimming (bones left in field)



Illegal →
In some units prior to Oct 1



Illegal
Poor trimming, causing waste of meat

Evidence of Sex

If you take a brown/grizzly bear anywhere in the state, evidence of sex (penis sheath or vaginal orifice) must remain naturally attached to the hide until sealing requirements have been met.

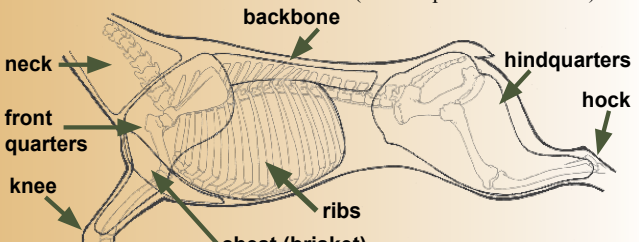
If you take a black bear in Units 1-7, 14A, 14C, 15-17, or 20B, evidence of sex (penis sheath or vaginal orifice) must remain naturally attached to the hide or meat (see Black bear salvage requirements on page 26) until sealing requirements have been met.

If you kill a big game animal (other than a sheep) where the bag limit is restricted to one sex, you must keep enough of the sex organs (penis, scrotum, testicles, udder, teats, vaginal orifice) naturally attached to part of a hind quarter to show the sex of the animal, until the animal is processed for human consumption. Antlers are not proof of sex, except for deer when the antlers are naturally attached to the entire carcass with or without the viscera.

Horns are evidence of sex for Dall sheep, and they must be kept with sheep meat until it is processed for human consumption, unless a person has completed and maintains in their possession a transfer of possession form. Horns may be transported simultaneously with the final load of meat.

Do you know how much meat the law requires you to take?
It's not just four quarters...If you take a moose, caribou, sheep, mountain goat, wild reindeer, deer, elk, bison, muskox, or subsistence brown bear, you must salvage:

- all of the neck meat;
- all of the chest meat (brisket);
- all of the meat of the ribs;
- front quarters to the knee;
- hindquarters to the hock;
- all of the meat along the backbone (backstraps and tenderloins).



Proper meat care

After you have harvested an animal, it is your responsibility to follow salvage requirements, see page 22.

Never eat raw game meat. Always cook game meat thoroughly to prevent disease. Some parasites cannot be seen but may be present in the meat of any mammal. Cooking meat thoroughly eliminates risk from disease or parasites.

Field dressing

Hunters should know how to field dress and care for game meat. Some hunters waste a lot of nutritious, tasty meat because they do not know how to properly field dress game. You will be successful with any method of field dressing as long as you remember these keys to meat care: keep the meat cool, clean, and dry.

Always keep meat cool, clean, and dry

Heat is the greatest threat to game meat. To cool meat, remove the hide as quickly as possible and get the meat away from internal organs. The warmer the weather, the more urgent this becomes. Meat around the hip joint in the ham (hind leg) spoils most quickly. In weather over 60 degrees, it may be necessary to actually place the meat in cool water for 30-45 minutes to reduce the heat. A nearby creek, river, or lake will do the job. If this is necessary, the meat must be immediately dried after removing it from the water.

Boned meat is difficult to keep clean and dry

Some hunters bone the meat, that is, remove all edible meat from the bones to reduce the weight to be packed. The problem with boning is that chunks of meat placed together in a game bag are harder to keep cool and dry. In some management units in Alaska it is illegal to bone the meat in the field. The fewer cuts you make in the field, the more meat you'll get at home.

After the meat is removed from the animal it should be placed in cotton game bags. Good game bags allow air to circulate to the meat but are tough enough to hold heavy loads. The game bags also help keep the meat clean.

Game care at camp

Back at camp hang the bagged meat off the ground to help keep the meat clean and cool.

Wildlife Parasites and Diseases

Never eat raw game meat. Microscopic parasites such as toxoplasmosis and bacteria such as Brucellosis, can be present in the meat and cause severe illness. Always cook game meat to an internal temperature of 160°F and game birds to 165°F. **If you harvest an animal you believe sick or diseased, you are still required by Alaska law to salvage the meat.** You must transport all required meat from the field to fulfill salvage requirements, even if you think the meat is not fit for consumption. ADF&G appreciates reports of diseases to better understand the health of the wildlife populations. Contact the local office with information on location, description, photographs, etc. of abnormalities you encounter while hunting or observing wildlife, or submit a report by email at dfg.dwc.vet@alaska.gov.

High risk to humans

- **Trichinosis** - This roundworm, *Trichinella nativa*, occurs most commonly in the muscle of **bears, lynx, and walrus**. It cannot be seen so all bear, walrus, and lynx meat should be treated as if infected, and cooked to an internal temperature of at least 160°F to be safe. Freezing, smoking, drying, salting, or microwaving do not kill this parasite.
- **Brucellosis** - A distinct, raised swelling on the knee, hock, or swollen testes of caribou is filled with this bacteria that causes stillbirths. Do not cut into swellings as this bacteria can make people very sick. Wash knives, hands and cutting boards after butchering game. Do not eat raw bone marrow and cook roasts to 160°F.

No known risk to humans

- **Tapeworm cysts** - These are common and different types are found in the muscle, liver, and lungs of **ruminants, including moose, caribou, deer, etc.** They are oblong, semi-clear, fluid-filled sacs with a white spot 'head' at one end. People cannot get the adult tapeworm directly from the animal. Simply cut the cysts from the meat or cook the meat thoroughly.
- **Legworm** - This roundworm is a white worm up to eight inches long under the skin of the legs or brisket and is found in **moose and caribou**. It does not affect humans, or the edibility of meat. For details and more information on moose or caribou health and diseases, look for our pocket field guides at any ADF&G office.

A tarp should be loosely placed over the meat pole to keep rain off the game bags. All meat should be checked daily. Any loose pieces of meat in the "hamburger" bag should be moved around each day to ensure the meat remains cool and dry. If you don't have access to a meat pole, gather branches and layer them in a grid to keep the meat off the ground. The goal is to provide good air circulation. Loosely cover the pile with a tarp to keep the meat dry.

Spray meat with citric acid to slow bacterial growth

Once all the meat is hung, remove the bags and spray the meat with a citric acid/water mixture. The meat should be sprayed until the mixture begins to run off the meat. About two ounces of citric acid for each quart of water will do the job.

Food grade citric acid can be purchased at most pharmacies or feed stores. The citric acid will slow down bacterial growth that spoils meat. It also creates a dark outer crust that makes it harder for flies to lay their eggs on the meat. Don't worry about the citric acid mixture getting the meat too wet. The mixture will dry quickly.

River float/winter hunt meat care

If you are on a river float hunt it is very difficult to keep the meat dry and cool when it is stacked inside the raft. You must remove the meat from the raft every night before you camp and hang it where it can stay cool. **REMEMBER, A RAFT IS NOT A REFRIGERATOR!**

If participating in a winter hunt, a phenomenon called cold shortening may affect the quality of your meat. If the meat is allowed to freeze too quickly, before the rigor-relaxation process can occur, the muscle can shrink due to loss of water, vitamins, minerals, and water soluble proteins.

Cold shortening also results in tough meat. Depending on the temperature, you may want to leave the skin on the meat or pack it with snow to prevent it from chilling too quickly until you are ready to process it.

Under surveillance

- **Respiratory diseases in wild sheep and goats** - If harvested animals have abnormal lung tissue (lungs should be spongy and uniform pink, except for bloodshot areas), call the nearest ADF&G office and send an email to dfg.dwc.vet@alaska.gov. Record the location, take photos of the carcass and abnormal tissue, and collect a lung for submittal to your nearest ADF&G office.
- **Moose winter tick** - No risk to humans, high risk to moose. Hair loss in a triangle pattern on the neck is a sign of moose winter tick. Present in B.C. and the Yukon Territories but has not been detected in Alaska. Report signs of 'ghost moose' or neck hair loss November-March and **submit ticks from big game only** to ADF&G.
- **Chronic Wasting Disease (CWD)** - No risk to humans, high risk to deer, elk, and moose. To date, CWD has NOT been detected in free ranging Alaska wildlife. Elsewhere, infected deer species show signs including extreme weight loss, excessive salivation, stumbling, and tremors. Report these signs to ADF&G with an exact location/waypoint.
- **Brain worm/moose sickness** - No risk to humans. Carried by mule and white-tailed deer. Causes moose to hold head tilted, walk in circles, and appear to be blind. Report these signs to ADF&G with an exact location/waypoint.
- **Highly Pathogenic Avian Influenza** - this infection has been deadly in some birds and wild carinvores in Alaska. It is a concern for domestic animals and human health. Do not consume animals that behave abnormally or were found dead and do not let pets scavenge dead birds/wildlife.

Go to www.adfg.alaska.gov and search "Parasites and Diseases" for links to additional information and hot topics.

Definitions

airport - an airport listed in the current Federal Aviation Administration Alaska supplement and aviation chart.

antler - the annually cast and regenerated bony growth originating from the pedicle portion of the skull in members of the deer family.

antlerless - the absence of antlers.

ATV (all-terrain vehicle) - a motorized tracked vehicle, or a vehicle with four or more wheels operated on land weighing less than 1,000 pounds dry weight, except for snowmachines.

bag limit - the maximum number of animals of any one game species a person may take in the unit or portion of a unit in which the taking occurs. Animals disturbed in the course of legal hunting do not count toward the bag limit.

bait - any material, excluding scent lures, placed to attract an animal by its sense of smell or taste; bait does not include those parts of legally taken animals that are not required to be salvaged as edible meat if the parts are not moved from the kill site.

big game - black bear, brown/grizzly bear, bison, caribou, Sitka black-tailed deer, elk, mountain goat, moose, muskox, Dall sheep, wolf, and wolverine.

boat - a vehicle, vessel, or watercraft operated in or on water deep enough to float it at rest; includes hovercraft, airboats, personal watercraft, and amphibious vehicles.

bow - see page 20.

brow tine - a tine emerging from the first branch or brow palm on the main beam of a moose antler; the brow palm is separated from the main palm by a wide bay; a tine originating in or after this bay is not a brow tine; an antler point or tine originating within 2 inches from the base, and less than 3 inches in length, will not be counted as a brow tine; see pages 30-31.

brown bear - *Ursus arctos*, including grizzly bears; the terms brown bear and grizzly bear are synonymous.

buck - a male deer.

bull moose - a male moose.

calf - a moose, caribou, elk, muskox, or bison less than 12 months old.

crossbow - a bow, mounted on a stock, which mechanically holds the string at partial or full draw, that shoots projectiles which are generally called bolts or quarrels.

cub bear - a brown/grizzly bear in 1st or 2nd year of life, or a black bear (including the cinnamon and blue color phases) in the 1st year of life.

dire emergency - a situation in which a person:

- (A) is in a remote area;
- (B) is involuntarily experiencing an absence of food required to sustain life;
- (C) will be unable to perform the functions necessary for survival, leading to high risk of death or serious and permanent health problems, if wild game food is not immediately taken and consumed; and
- (D) cannot expect to obtain other food sources in time to avoid the consequences described in (C) above.

domestic mammals - muskox, bison, elk, and reindeer, if lawfully owned.

domicile - the true and permanent home of a person from which the person has no present intention of moving and to which the person intends to return when the person is away.

drainage - the area of land drained by a creek, stream, or river unless further defined in regulation.

Drawing permit - a permit issued to a limited number of people selected by means of a lottery held for people who have submitted a valid application for the permit and who agree to abide by the conditions specified for each hunt.

edible meat -

big game (except bear): the meat of the ribs, neck, brisket, front quarters as far as the distal joint of the radius-ulna (knee), hindquarters as far as the distal joint of the tibia-fibula (hock), and the meat along the backbone between the front and hindquarters;

bear: the meat of the front quarters and hindquarters and meat along the backbone (backstrap);

small game birds (except cranes, geese, and swan): the meat of the breast;

cranes, geese, and swan: the meat of the breast, the meat of the legs (femur and tibia-fibula), and the meat of the upper wings (humerus);

However, edible meat of big game or small game birds does not include: meat of the head, meat that has been damaged and made inedible by the method of taking; bones, sinew, and incidental meat reasonably lost as a result of boning or a close trimming of the bones; or viscera.

field - an area outside of established year-round dwellings, businesses, or other developments associated with a city,

town, or village; "field" does not include permanent hotels or roadhouses on the state road system or state or federally maintained airports.

front quarter - the front leg and shoulder, including the scapula, as far as the distal joint of the radius-ulna.

full-curl horn - see page 33.

fur animal - beaver, coyote, Arctic fox, red fox, lynx, flying squirrel, ground squirrel, or red squirrel that has not been domestically raised; fur animal is a classification of animals subject to taking with a hunting license.

furbearer - beaver, black bear, coyote, Arctic fox, red fox, lynx, fisher, marten, mink, weasel, muskrat, river otter, squirrel, marmot, wolf, or wolverine; furbearer is a classification of animals subject to taking with a trapping license.

game - any species of bird, reptile, or mammal, including a feral domestic animal, found or introduced in the state, except domestic birds and mammals; game may be classified by regulation as big game, small game, furbearers or other categories.

grizzly bear - the terms brown bear and grizzly bear are synonymous.

handicraft - a finished product in which the shape or appearance of the natural material has been substantially changed by skillful use of hands, such as sewing, carving, etching, scrimshawing, painting, or other means and which has substantially greater monetary and aesthetic value than the unaltered natural material alone.

harass - to repeatedly approach an animal in a manner which results in the animal altering its behavior.

hide - see skin.

highway - the driveable surface of any constructed road.

hindquarter - means the hind leg, excluding the pelvis, as far as the distal joint of the tibia-fibula (hock).

household - that group of people domiciled in the same residence.

hunting area - that portion of a game management unit where a season and a bag limit for a species are set.

inboard motor - any motor located within the confines of the boat.

meat-on-bone - meat remains naturally attached to the bone. Requirements vary by area or type of hunt. Check specific hunt requirements.

Continued...

Definitions (continued)

moose antler - see pages 30-31.

motorized vehicle - a motor-driven land, water, or air conveyance.

motorized land vehicle - any motorized vehicle operated on land; includes hovercraft and airboats.

muzzleloader - see page 20.

naturally shed antler - any portion of an antler which has the base (burr) intact and has not been physically removed by cutting, sawing, or breaking from the skull.

nonresident - a person who is not a resident of Alaska.

nonresident alien - a person who is neither a citizen nor a permanent resident of the United States.

peace officer - a police officer of the state or a person authorized by the Commissioner of Fish and Game.

permit hunt - a hunt for which permits are issued on a Drawing, Registration, Targeted, or Tier II hunt basis.

processed for human consumption - prepared for immediate consumption or prepared in such a manner, and in an existing state of preservation, as to be fit for human consumption after a 15-day period.

Registration permit - a hunting permit issued to a person who agrees to the conditions specified for each hunt; permits are issued in the order applications are received, and are issued:

- (A) beginning on a date announced by the department and continuing throughout the season, or until the season is closed by emergency order when a harvest quota is reached;
- (B) beginning on a date announced by the department and continuing until a predetermined number of permits have been issued.

regulatory year - July 1 through June 30 of the following calendar year.

resident -

- a person (including an alien) who is physically present in Alaska with the intent to remain indefinitely and make a home here, has maintained that person's domicile in Alaska for the 12 consecutive months immediately preceding application for a license, and is not claiming residency or obtaining benefits under a claim of residency in another state, territory, or country; or
- a member of the military service or U.S. Coast Guard who has been stationed in Alaska for the 12 consecutive months immediately preceding this application for a license; or

- a dependent of a resident member of the military service or U.S. Coast Guard who has lived in Alaska for the 12 consecutive months immediately preceding this application for a license; or

- a person who does not otherwise qualify as a resident may not qualify by virtue of an interest in an Alaska business.

salvage - to transport the edible meat, heart, liver, kidneys, head, skull or hide, as required by statute or regulation, of a game animal or small game bird to the location where the edible meat, heart, liver, or kidneys will be consumed by humans or processed for human consumption in a manner which saves or prevents the edible meat from waste, and the head, skull or hide will be put to human use.

sealing - the placement of an official marker or seal by an authorized representative of the ADF&G on an animal hide and/or skull, and may include:

- (A) collecting and recording biological information concerning the conditions under which the animal was taken;
- (B) measuring the specimen submitted for sealing;
- (C) retaining specific portions of the animal for biological information such as a pre-molar tooth from a bear.

second-degree of kindred - a father, mother, brother, sister, son, daughter, spouse, grandparent, grandchild, brother- or sister-in-law, son- or daughter-in-law, father- or mother-in-law, stepfather, stepmother, stepsister, stepbrother, stepson, or stepdaughter.

skin, hide, and pelt - are all the same, and mean any untanned external covering of any game animal's body; but does not include a handicraft or other finished product; skin, hide, or pelt of a bear means the entire external covering with claws attached.

small game - all species of grouse, hare (other than Belgian hare), ptarmigan, waterfowl, cranes, and snipe.

snowmachine - a motor vehicle of 850 pounds or less gross vehicle weight, primarily designed to travel over snow, and supported, in part by skis, belts, or tracks; snowmachine and snowmobile are synonymous.

take - taking, pursuing, hunting, fishing, trapping, or in any manner disturbing, capturing, or killing or attempting to take, pursue, hunt, fish, trap, or in any manner capture or kill fish or game.

Targeted permit - a permit issued on short notice and a lottery basis to an applicant who has previously registered

and is willing to participate in a hunt under short notice.

Tier I - when the board has identified a game population that is customarily and traditionally used for subsistence and where it is anticipated that a reasonable opportunity can be provided to all residents who desire to engage in that subsistence use.

Tier II - when the board has identified a game population that is customarily and traditionally used for subsistence and where, even after nonsubsistence uses are eliminated, it is anticipated that a reasonable opportunity to engage in the subsistence use cannot be provided to all eligible residents.

tine or point - see page 31.

transport - ship, carry, import, export, or receive or deliver for shipment, carriage, or export.

trophy - a mount of a big game animal, including the skin of the head (cape) or the entire skin, in a lifelike representation of the animal; trophy also includes a "European mount" in which the horns or antlers and the skull or a portion of the skull is mounted for display.

unclassified game - any species of game not otherwise classified as big game, deleterious exotic wildlife, fur animal, furbearer, or small game.

unit - one of the 26 geographical areas listed under Game Management Units in the codified hunting and trapping regulations and the game unit maps of Alaska.

wireless communication - electronic communication of any form that is transmitted through the air without requiring any cable or wires between two or more devices.

year - calendar year unless another year is specified.

youth hunt - a hunt limited to a child aged 10-17 and an accompanying adult that is a licensed resident hunter 21 years of age or older. If the child is a nonresident, the accompanying adult must be a resident parent, stepparent, or legal guardian of the child. For big game, the bag limit counts against both the youth and the accompanying adult, see page 16 for exceptions for deer.

Note: Some of these definitions appear elsewhere in this book, where they are most needed for reference. The form shown in other parts of the book may be slightly different to help the reader better understand the intent of the language.

Common violations

Below are some common violations hunters should be aware of:

- Leaving the kill site for any reason without first validating your harvest ticket or permit (see *Harvest tickets*, page 14 and *Permits*, page 15).
- Failing to salvage all meat of big game animals (except wolves and wolverines) and small game birds for human consumption. Some restrictions apply to bears taken at certain times of the year in specific areas. If you don't want all of the meat, contact someone in the nearest community and offer them the meat. You may legally transfer the meat to another person (see *Salvage*, page 22, *Transfer of Possession*, page 21, and *Definitions: edible meat*, page 34).
- Failing to leave evidence of sex naturally attached to the meat when the hunt is restricted to one sex. Antlers are not proof of sex, except for deer when the antlers are naturally attached to an entire carcass. Horns are proof of sex for Dall sheep; both horns must be salvaged. In most units, the evidence of sex must remain naturally attached to the hide of bears (see *Evidence of Sex*, page 22).
- Transporting antlers or horns to the departure point from the field (landing strip, trail head, road, river, etc.) before bringing out the meat. Antlers or horns may be transported simultaneously with the last load of meat (see *Transporting requirements*, page 21).
- Leaving any part of a harvested animal on a public road or right-of-way is littering and is illegal. Leave guts, hides, etc., in the field and out of sight of roads and trails.

Illegal take of game

Every hunter is responsible for taking legal game. Sometimes, mistakes happen and the animal harvested is not legal. When this happens, the hunter is subject to criminal penalties. What is the best thing a hunter can do if this happens?

Under hunting and trapping regulations in Alaska, there is no law that requires a person to self-report their unlawful take of game. Ethical hunters will obligate themselves to take ownership of the mistake and self-report to authorities, but they may not know the best steps to proceed.

Each year, self-reporting of violations accounts for some wildlife cases where animals have been taken unlawfully. By reporting yourself to Alaska Wildlife Troopers you maintain high ethical standards and will be treated differently than if your actions were discovered through investigations by authorities.

Follow these steps if you have taken game illegally:

1. Immediately validate your harvest ticket or permit for the appropriate species.
2. As soon as possible after taking illegal game, contact your local Alaska Wildlife Troopers office (see page 2 for a list of office locations and phone numbers). Advise them of your situation and your location.
3. After harvesting an animal, you must comply with salvage requirements for that species. The Alaska Wildlife Troopers will tell you where to take the animal.
4. Keep the meat in the best condition possible. This may mean you will need to come out of the field to prevent spoilage.

After self-reporting your violation, you can expect an Alaska Wildlife Trooper will speak to you about your hunt and taking of game. Any salvaged meat, hide, antlers, or horns will be seized. According to Alaska law, animals taken unlawfully are the property of the state. The meat is usually donated to a charitable organization but may be retained as evidence. Hides, horns, or antlers will be retained by Alaska Wildlife Troopers until instructed by the court. You will likely receive a citation for taking the animal illegally; however you will receive a substantially lower fine and other potential leniency compared to not self-reporting. In most situations, Alaska Wildlife Troopers will recommend that fines be consistent with self-reporting in other areas of the state and that the illegal take be resolved as a "violation" instead of a "criminal" offence.

Hunters who do not self-report their error risk being discovered by Alaska Wildlife Troopers in the future. Carefully consider your actions after you take an animal unlawfully in Alaska. Your next decision can determine the consequences of your actions.

Maximum Weights of Some Alaska Species			
<i>Estimated maximum weights of animals that hunters might handle and transport.</i>			
<i>species</i>	<i>live weight (lbs.)</i>	<i>carcass weight (lbs.)^a</i>	<i>boned-out carcass weight (lbs.)^b</i>
<i>bison</i>	2000	1200	684
<i>black bear</i>	350	210	120
<i>brown bear</i>	1250	750	428
<i>caribou</i>	500	300	171
<i>Dall sheep</i>	230	138	79
<i>elk</i>	1350	810	462
<i>moose</i>	1650	990	564
<i>mountain goat</i>	280	168	96
<i>muskox</i>	800	480	274
<i>Sitka black-tailed deer</i>	200	120	68

^aWeight following removal of viscera, head, hide, and lower legs.
^bWeight of carcass meat after all bones are removed.