

Camp Pendleton 2019-20 Deer Hunting Rules

July 2019

These rules are in addition to the 2019-20 General Hunting Rules and offer deer specific information. These rules augment and do not replace relevant California Fish and Game Code.

Deer Tags: Camp Pendleton makes up the G10 deer hunting zone. The G10 tag allows a hunter to harvest a deer with a firearm or archery equipment. There are 250 G10 deer tags available each year. Hunters may purchase a G10 deer tag beginning August 7, 2019 at the STAR Card counter at the Pacific Views Exchange on a first come/first serve basis. Hunters may use the San Diego Archery Only (AO) tag on Camp Pendleton for archery, which is available for purchase anywhere a hunting license is sold, and is not limited in number.

Deer Limit: Hunters can harvest only one deer on Camp Pendleton regardless of method.

Weapons and Ammunition: Hunters cannot use burst or automatic weapons. Hunting weapons and ammo must adhere to all relevant State and Federal regulations. Shotgun hunters may only hunt with slugs. Hunters must use centerfire, non-lead ammunition for firearm hunting. Archers must use broadhead arrow tips. Crossbow hunters are categorized as firearm hunters, with a limited exception described under Hunters with Physical Limitations. Muzzleloaders cannot use loose powder or any flammable patch material. Sometimes the Fire Danger Rating may limit use of firearms. Firearm hunters can carry a center fire pistol with a minimum four inch barrel for the purpose of euthanizing a deer. State law prohibits archers from carrying firearms.

Hunters with Physical Limitations: The Camp Pendleton Game Warden's office will attempt to accommodate individuals with specific requests, such as reserving a hunting area with flat ground. A hunter with a doctor's note can receive permission from the California Department of Fish and Wildlife to hunt with a crossbow with an archery tag during archery season. In this circumstance, the hunter must coordinate with the Game Warden for an appropriate reserved area. The Game Wardens can assist hunters with amputations or other mobility limitations with an appropriate reserved area through prior coordination. The hunter is responsible for recovering the deer, perhaps with a hunter helper. Game Warden personnel will not retrieve the deer for you.

After the Harvest: The hunter must first fill out the tag (always bring a pen with you) prior to field dressing the deer. Contact the Game Warden office by cell phone from the field if your deer moved out of your area before expiring, if you will return late to the office due to the drag out of the field, or if you have other specific challenges. Gut the deer in the field. Do not leave the gut pile on a road, within 150 feet water, or in a conspicuous place that could affect military training. Bring the carcass back to the Game Warden's office. Game Warden personnel will collect data on the deer and validate your tag. The hunter will submit the tag data to the state by mail or online by following the instructions on the tag. The hunter may utilize the skinning rack, but do not rely on Game Warden personnel to assist skinning your deer. Discard animal parts in the "gut cans"; do not throw regular trash in the "gut cans". Retrieve your deer by the following Wednesday.

Area Assignments: Archers check in to an area in person on the day of the hunt on a first come, first served basis. Firearm hunters fill out an Area Preference Sheet to inform the Game Wardens when they can hunt, the members of their hunting party, and their preferred hunting locations. Use one sheet per hunting party. Change your Area Preference Sheet as much as you would like to keep it accurate as your schedule changes or your area preference changes. Pick up the preference sheet at the rifle safety brief and turn it in the Wednesday prior to the weekend you intend to hunt. Game Wardens will typically have the hunting areas confirmed by Thursday morning with Range Control and publish the firearm areas on the Game Warden website by Friday at noon, or earlier if possible. Sometimes fires, road conditions, fire danger ratings, and military training can cause a delay or change in area assignments. The Game Wardens will work as quickly as possible to resolve this and communicate through the website or the Facebook page.

Hunter Helpers: Deer hunters may bring additional non-deer hunters on their hunt to assist with spotting, stalking, and retrieval of the deer. The "hunter helpers" cannot hold any weapons and do not need to be listed on the Area Preference Sheet as they do not count as a hunter. Hunter helpers do not need a hunting license or permit, but must otherwise be eligible to participate in the Camp Pendleton hunting program.

Report Unauthorized/Unethical Hunting: Contact the Game Warden office as soon as possible if you see illegal, unsafe, or unethical hunting practices. The Game Warden's office responds quickly to these instances. Some of the most effective poaching cases start with a good tip. Remember to provide as much identifying information as possible (such as vehicle model, license plate, physical description) and specifically what you saw or heard. A delayed report reduces the chances of catching the illegal activity. Camp Pendleton's hunting program is dependent on hunters making safe, ethical, and legal choices. Please help the Game Warden ensure hunting will continue for years to come by reporting unsafe, unethical, or illegal hunting.

Check-in and Check-out Procedures: Until iSportsman is up and running on Camp Pendleton, all hunters must physically check in and out at the Game Warden office (bldg. 2648). Archers can change areas by phone (call 760-725-3360), firearm hunters must physically return to the Game Warden office to change areas.

First shot is ½ hour before sunrise, last shot is ½ hour after sunset. Here is the hunting day schedule:

- 0430-0700 Hunters with a reserved area based on their Area Preference Sheet can check out.
- 0900 Hunters can check out to remaining areas. Game Wardens may conduct a random drawing if there are limited areas and many hunters waiting to check out.
- 1500 Game Warden staff may begin limiting hunters checking out to avoid negatively impacting hunters in the field beginning their evening hunt.
- 2000 Last hunter checks in from the field. Hunters still dragging in a deer should contact the Game Warden when they suspect they might miss the 2000 deadline. At 2000 the Game Warden will begin searching the hunting area for missing hunters. Most missing hunter searches are false alarms due to a hunter not checking back in properly. Arriving after 2000 may result in a hunting suspension.

Spike Deer: Do not shoot a spike deer. If you do, bring it back to the office and forfeit the deer. Avoid gutting the deer as it will be donated to a nearby animal sanctuary. Fill out the relevant information on your deer tag and report it to the state. A spike is a male deer with unbranched antlers on both sides which are more than 3 inches in length. Eyeguards or bony projections on the lower one-third of the antler shall not be considered as points or branches. Spikes are typically young deer without the experience to avoid hunters, but still have the drive to mate and expose themselves during the mating season. If we harvest spikes (typically 1.5 years old), then we will not have as many 2.5 year old deer the following year, and 3.5 year old deer the next year, etc.

Displaying of Vehicle Pass: Each hunter checked out to an area must place their vehicle pass on the dashboard of their hunting vehicle. Multiple hunters carpooling will place multiple passes on the dashboard. Each firearm hunter will post their issued area pass on the dashboard as well, and return it at the end of the hunt.

Guzzlers: These artificial watering holes provide valuable water to thousands of animals each day during the dry season, which coincides with the deer hunting season. Deer hunters support the Game Wardens by maintaining the guzzlers with vegetation trimming, concrete work, or delivering water. Hunting over a guzzler is not an ethical hunting practice as it discourages wildlife from visiting the guzzler.

Hunter Orange: Archers in areas designated "Archery Only" for the day do not have to wear hunter orange. All other deer hunters must wear hunter orange as their outer most layer to cover the majority of their torso front and back.

Non-Deer Hunting: While checked out as a deer hunter, a hunter can only hunt deer and coyote.

Mandatory Firearm Safety Brief: All firearm hunters must attend an in-person safety brief. See the safety brief schedule for updated times and locations.

Ethical Shots: Only take shots that you can make based on your experience at the range. Do not take shots beyond your skill level or what the conditions allow. Archers in particular should exercise additional discipline to avoid maiming multiple deer. Next year the Game Wardens may require an archery test to reduce deer injury.