

# Camp Pendleton 2019-20 General Hunting Rules

July 2019

***A Note from the Game Wardens:*** We created these rules to allow for sustainable and safe hunting that never interferes with military training. Violators will receive individual penalties, but the truth is, we all suffer. Unsafe and unethical hunting usually results in the whittling away of hunting opportunities. The hunting opportunities of today, including recent expansions of opportunities, are the direct result of the lawful and ethical practices of our previous hunters. Do your part and maintain this hunting opportunity by reading, understanding, following these rules, and tipping us off to violations.

## Authorized Personnel and Restrictions.

- The following categories can hunt on base:
  - Active Duty and Retired Military
  - DOD Civilian Employees and Retired DOD Civilian Employees
  - Drilling Reservists (not Inactive Ready Reserve, must show CAC ID)
  - Dependents with an ID card from the categories listed above
  - One immediate family member (child, parent, sibling, grandchild) can be sponsored by the above categories for the deer and waterfowl hunt
  - More than one immediate family member (child, parent, sibling, grandchild) can be sponsored by the above categories for small game and upland bird hunting
  - VIP hunter as authorized by the Base Commander or Chief Game Warden
- Minimum hunting age: 12 years old. All hunters under 18 years old must have an accompanying adult.
- All hunters must have a California Hunting License and appropriate “stamps” and tags.
- Game Warden personnel will enforce these rules through systematic checks and random inspections. Violations will result in a suspension or permanent revocation of the base hunting privilege in addition to any relevant state or federal citations. Hunters must submit to Game Warden compliance checks.
- Only Game Warden personnel can provide access to the base hunting program.

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). Hunters should use the most direct route to and from their hunting areas. Game Warden personnel may not permit hunters to check out after 1500 as this may disrupt other hunter’s prime hunting time or lead to a poorly planned hunt. Note the first/last shot time before heading to the field.

Area Availability. Game Warden personnel reserve hunting areas through Range Scheduling. The hunting areas are usually posted on the Game Warden website the Thursday or Friday prior to the hunting weekend. In general, Camp Pendleton hunting occurs on weekends and holidays in areas not used by military training. Fires and road conditions can limit hunting opportunities.

Alcoholic Beverages. No hunters may drink alcohol during their hunt. Beverage containers at a blind, in a vehicle, or with the hunter will result in removal and suspension of hunting privileges for a minimum of one year.

Weapons Registration. On base residents must register their weapons at the Provost Marshals Office building 1523. Contact PMO for more information, 760-725-0819.

Area Boundaries. The hunter has the sole responsibility of knowing and understanding their assigned area. Hunters can pick up hunting area maps at the Game Warden office or online through the Game Warden’s website/Facebook page. Hunters must have an Environmental Operations Map accessible during their hunt.

Violations/Suspensions/Seizures. A violation of a federal, state, local, base or Game Warden regulation may result in a temporary or permanent loss of base hunting privileges. Game Warden personnel may seize equipment, game, and permits that relate to specific violations as part of their official duties. A hunter has 72 hours upon notification to forfeit their hunting permit to the Game Warden office. Failure to do so may result in a longer suspension.

Scouting. Hunters may check out to scout an area and will follow the same procedures as hunting.

Hunter Helpers. Hunter helpers assist the hunter without handling a firearm. The general public cannot serve as a hunter helper on base. Hunter helpers should check in and out at the Game Warden office.

Litter. Hunters shall not leave behind litter or expended shells in their blinds or hunting areas.

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.

Weapons/Ammunition/Equipment.

- Deer: minimum caliber .223 or greater, shotgun slug, or archery equipment meeting CDFW standards.
- Coyote: minimum .22 or greater centerfire cartridge or shotgun slug.
- Rabbit/squirrel: .17 caliber or greater
- **Lead is no longer allowed for recreational hunting in California for any species.**
- Shotguns must have a plug which prohibits more than 2 shotshells in the magazine.
- No drones or trail cameras allowed.
- No baiting (food, salt, or other attractant) allowed.
- No electronic or manually controlled decoys.
- Coyote hunters may electronically call coyotes.
- No burst or military weapons allowed. All weapons must meet California DFW and DOJ standards.
- No unethical long distance shots that will likely wound instead of humanely kill the animal.
- No black powder hunting, except for the special muzzleloader deer hunt (see deer hunting rules).
- No pellet, BB, or air type weapons allowed for hunting.
- Game Warden personnel have the final say on authorized weapons.

Special Permission Areas. B3, J, M, N, SMR1, SMR2, parts of O1, and B3 have archery and shotgun only restrictions. See hunting maps for details.

Vehicles/Roads/Travel. Only use registered and insured high clearance vehicles, such as a SUV or truck, to hunt. Only drive on maintained roads, never drive off maintained roads or on a firebreak. No hunting with ATVs, motorcycles, bicycles, or on horseback. Park within your hunting area without crushing vegetation or blocking the road.

Impact Areas. Do not enter the Zulu, Quebec or Whiskey impact areas.

Changing Areas. Deer firearm hunters must physically change areas at the Game Warden Office. All others may do so over the phone after 9am.

Dogs. Dogs may not enter the hunting areas between 1 February to 30 June. Dogs must be under the control of the hunter. Do not release live animals to train dogs. Dogs can track wounded/dead deer, but cannot be used to pursue deer. Small game hunters cannot use dogs in areas occupied by deer hunters.

Safety. Hunters must wear hunter orange covering the majority of their torso while hunting, which must be clearly visible to other hunters and not covered up by a jacket, camelback, or backpack. Waterfowl and archery hunters do not have to wear hunter orange if they are not sharing an area with firearm deer and small game hunters. Carry binoculars and never use a rifle scope to glass and area. No target practice in the hunting areas. Do not touch UXO, record the location and pass information to Game Warden personnel. Limit fires: do not smoke in the field or park where vegetation contacts the hot underside of the vehicle. Do not shoot across roads or within 150 yards of a building. For this rule, roads are defined as maintained routes that are either asphalt or intersect with an asphalt road. Always store firearms and ammunition separately while driving to and from hunting areas. Bow hunters cannot notch or fit an arrow to their bow or a bolt to a crossbow until they are ready to fire. **Unethical behavior or poor judgment can result in suspension or revocation of hunting privileges.**