

**DEPARTMENT OF THE ARMY
FORT CAMPBELL INSTALLATION
2700 Indiana Avenue
Fort Campbell, Kentucky 42223-5656
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Environmental Quality

INSTALLATION HUNTING, FISHING, AND OUTDOOR RECREATION

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Glossary

Chapter 1

General

1-1. Purpose

This document prescribes policies, responsibilities, and procedures for hunting, fishing, and outdoor recreation on Fort Campbell Military Reservation (Fort Campbell or FCMR). This document is applicable to all persons who use Fort Campbell for hunting, fishing, and outdoor recreation. All persons who use Fort Campbell for hunting, fishing, and outdoor recreation must comply with all policies and procedures described in this document.

1-2. Applicability

a. This document is punitive in nature and applies to all military personnel, their family members, civilians, customers, partners, and contractors who perform duties, reside, utilize facilities, and/or enter and travel on the installation. A violation of any such provision is separately punishable as a violation of a lawful general regulation under Article 92, Uniform Code of Military Justice.

b. Penalties for violating any of these provisions include the full range of statutory and regulatory sanctions, both criminal and administrative and do not preclude prosecution of military personnel under other regulations, provisions of the Uniform Code of Military Justice, or other laws, when such prosecution is appropriate. Violations by civilian employees may be the basis for appropriate disciplinary action and civilian offenders may be removed from this installation, denied re-entry, and prosecuted for violating the exclusion order.

1-3. State and Federal Laws

a. All persons participating in outdoor recreation activities on Fort Campbell will comply with State and Federal fish, game, and natural resources laws, all Army and Fort Campbell regulations, and will cooperate fully with representatives of law enforcement agencies. All firearms brought onto the installation will be registered with Directorate of Emergency Services, Visitor Control Center (VCC) IAW AR 190-11, CAM Regulation 190-1, and CAM Regulation 200-4.

b. In addition to appropriate permits issued through Fish and Wildlife for hunting and fishing on Fort Campbell, individuals must possess valid licenses issued by Tennessee or Kentucky for each game species pursued. Kentucky requires different licenses based on species being hunted, and Tennessee requires different licenses based on weapon being used (e.g. muzzleloader license for deer, gun license for deer, archery license for deer). Depending which state you obtain your state licenses through, be sure they complement the weapon and species you will be pursuing on Fort Campbell.

c. An approved state hunter safety certification is required for all hunters of all ages to obtain a hunting permit through Fish and Wildlife.

d. All firearms brought onto the installation will be registered with the Directorate of Emergency Services, Visitor Control Center (VCC) IAW AR 190-11 and CAM Reg. 190-1. (Note: Firearms will not be transported inside the VCC building.) Civilians must print and bring the applications form, FC Form 2635, to the VCC for processing. IAW AR 190-11 Chapter 4-5 and AR 190-13, Chapter 8, non-Department of Defense ID card holders will be required to obtain a one day pass for a hunting permit only and favorably pass a criminal background check annually. A visitor pass and weapons permit will be required to obtain a hunters permit.

e. Migratory Bird Permit and Federal Duck Stamp are both required, in addition to appropriate permits sold by Fish and Wildlife, to hunt waterfowl on Fort Campbell.

f. Migratory Bird Permit is required, in addition to appropriate permits sold by Fish and Wildlife, to hunt woodcock on Fort Campbell.

1-4. Responsibilities

a. The Commanding General is responsible for outdoor recreation, wildlife and fisheries management, and the hunting and fishing programs at Fort Campbell. He has delegated management authority for these programs to the Garrison Commander. The Commanding General retains the exclusive approval authority for use of normally restricted areas for recreational purposes.

b. The Garrison Commander has delegated the authority to plan, coordinate, and implement fish and wildlife management in accordance with AR 200-1 and the Integrated Natural Resources Management Plan (INRMP) to the Director of DPW. The Director of DPW has further delegated the responsibility for fish and wildlife management to the Conservation Branch, Fish and Wildlife Manager.

c. The hunting and fishing program is administered through Fort Campbell Fish and Wildlife (Fish and Wildlife), Conservation Branch of DPW.

d. Fort Campbell Fish and Wildlife (Fish and Wildlife or FCFW) will perform the administrative functions necessary to assign hunters, fishermen, and other outdoor recreation participants to available areas of Fort Campbell.

e. The Fish and Wildlife Program Manager is authorized by the Garrison Commander to suspend and/or revoke hunting and fishing and outdoor recreation permits for violations of the policies and/or procedures prescribed in this circular.

f. The Fish and Wildlife Program Manager serves as the approving official for all requests by hunters with disabilities for special hunting considerations. The Fish and Wildlife Program Manager may be contacted at (270) 798-9854.

g. The Garrison Commander has delegated authority to the Provost Marshal as the Chief of the Game Wardens for enforcement of hunting and fishing laws and regulations, and for military, federal, state, and local police support in the Rear Area of Fort Campbell. Game Wardens/Law Enforcement personnel may be contacted at (931) 472-8730 (Lead Officer).

h. The Garrison Commander has delegated authority to Directorate of Plans, Training, Mobilizations, and Security, Range Division Chief, to release training areas for hunting, fishing, and outdoor recreational use.

1-5. Eligibility

a. The Commanding General has authorized members of the general public limited access to Fort Campbell for purposes of hunting, fishing, and other outdoor recreation in compliance with the Sikes Act (16 USC 670a-f) and under terms of the INRMP. Authorized patrons are set forth in AR 200-1.

b. Primary use of Fort Campbell is for military use. Hunting, fishing, and outdoor recreation opportunities may become available only after military requirements are met. This is no

guarantee that areas will be available for hunting, fishing, or outdoor recreation activity on any given day.

1-6. Authorized Activities and Permits

a. Before engaging in any activity not listed below, please contact Fish and Wildlife Manager for guidance concerning the permissibility of activities on Fort Campbell and need for a recreational permit and/or area assignment. Permissible activities on Fort Campbell are separated into three categories: 1) hunting, 2) fishing, and 3) outdoor recreation.

b. Outdoor recreation activities on Fort Campbell include: antler shed collection, biking, boating, camping, dog training/walking, field trials, hiking (includes running, jogging, and walking), horseback riding, nature watching, and scouting.

c. Opportunities for recreational use of natural resources will be available to all eligible persons within the quotas established by the Fish and Wildlife Manager. The Federal Government is not responsible for any injuries or liabilities incurred by any person while engaging in outdoor recreational activities. All persons requesting outdoor recreation privileges must complete a hold harmless agreement acknowledging the government's limited liability prior to issuance of a permit.

d. Appropriate permits must be obtained by individuals prior to participating in any hunting, fishing, or outdoor recreation activities. Access to any area on Fort Campbell must be appropriately permitted for safety purposes. This includes cemetery visits. Access to any area on Fort Campbell must pass through the Fish and Wildlife Office (Bldg. 6645).

e. Available permits and their associated fees are located in Appendix A. Additional permit fees or application fees for lottery drawings; such as those for white-tailed deer, turkey, and waterfowl; may be required due to high permit demand or management costs. Permit fees may be changed at any time by the approval of the Fort Campbell Garrison Commander.

f. Proof of a valid Tennessee or Kentucky hunting and/or fishing license is required prior to issuance of permits by Fish and Wildlife. Patrons must have appropriate state licenses and permits prior to hunting and/or fishing on Fort Campbell.

g. Proof of successful completion of an approved state hunter safety course is mandatory before individuals participate in hunting activities on Army land.

h. Proof of weapons permit issued by Fort Campbell Directorate of Emergency Services, Visitor Control Center.

i. Proof of a visitors pass for hunting permit only to validate a favorable criminal background check issued by Fort Campbell Directorate of Emergency Services, Visitor Control Center in accordance with AR 190-13, Chapter 8.

j. Annual permits issued by Fish and Wildlife for hunting, fishing, and outdoor recreation are valid from 1 March through the last day of February the following year.

k. Active Duty hunters who have become disabled and are remaining active duty have access to an active duty disabled hunting permit. This permit will allow them access to handicap hunting areas.

l. Permits must be purchased through Fish and Wildlife iSportsman <https://ftcampbell.isportsman.net>.

m. Free Fort Campbell outdoor recreation and hunting and fishing permits are issued to:

(1) Tennessee and Kentucky residents 65 years of age or older (proof of age required).

(2) Disabled Veterans who possess a valid Disabled Veteran hunting license from the state of Kentucky or Tennessee.

(3) Veterans who are determined to be disabled by the Veteran's Administration but do not qualify for Kentucky or Tennessee state Disabled Veteran hunting license will receive a Disabled Veteran permit, however they will be charged for the permit.

(4) Youth 9-17 years of age who possess a state approved hunter safety certification and appropriate Tennessee or Kentucky state licenses and/or permits.

(5) Active Duty Military on leave carrying leave papers are issued free hunting, fishing, and outdoor recreation permits. Hunter safety certification, weapons registration, and appropriate area assignment are required.

(6) Active Duty Military Personnel in pay grades E1 through E4.

(7) Members of the Warrior Transition Battalion awarded the Purple Heart.

1-7. Authorized Hunting, Fishing, and Outdoor Recreation Days

Outdoor recreational activities on Fort Campbell are authorized, depending on area availability, on Sundays, Mondays, Thursdays, Fridays, and Saturdays (closed on Tuesdays and Wednesdays). All outdoor recreation activities will be closed on **Thanksgiving Day, Christmas Eve, Christmas Day, and New Year's Day**. Hunting seasons and bag limits are listed in Appendix B. All seasons and bag limits are subject to change. Fort Campbell and FCFW reserves the right to close all activities on any given available date for any necessary reasoning.

1-8. Vehicle Control

- a. All vehicles must be driven directly to and from assigned area.
- b. Vehicles with unchecked game are prohibited to exit Fort Campbell.
- c. POV operation on Fort Campbell is restricted to authorized roads only (see Appendix D for list of authorized roads; visit the Fort Campbell iSportsman portal for a detailed map on authorized and unauthorized roads).
- d. POVs must be parked on Fort Campbell in the area assigned and within 30 feet of an authorized name roadway. Use of adjacent private property is prohibited for all individuals hunting, fishing, or participating in outdoor recreation activities.
- e. Off-road use of any vehicle type is prohibited. Exceptions are: 1) ATVs and outdoor power chairs used to transport handicapped hunters directly to and from their hunting location with written permission from Fish and Wildlife Manager; 2) hunters utilizing an ATV to retrieve a harvested deer on designated firebreaks. ATV use is prohibited off designated firebreaks.

1-9. Conduct

Hunting, fishing, and outdoor recreation ethics are taken very seriously at Fort Campbell. Great efforts are made to provide outdoor opportunity, therefore the following laws are strictly enforced with zero tolerance and will result in immediate suspension of hunting, fishing, and/or outdoor recreation privileges:

- a. Use of alcohol or illegal drugs on Fort Campbell property.
- b. Disruption of operations at Fish and Wildlife facilities.
- c. Interference with any individual at Fish and Wildlife facilities.
- d. Intentional interference with lawful take of wildlife resources.
- e. To drive, harass, or intentionally disturb any wildlife resources for purposes of disrupting lawful take of these resources.

1-10. Disposition of Dead Wildlife

- a. Road-killed Animals
 - (1) As provided by Kentucky and Tennessee law, turkey and white-tailed deer that are road-killed may, at the discretion of the DES, be given to the person driving the vehicle if the driver wants the animal.
 - (2) At the discretion of the investigating officer, the animal may be added to the donated deer list and issued to any individual included on the donation request list. The Fish and Wildlife Manager develops and maintains the Installation's donation list.
 - (3) For management information or educational purposes, the Fish and Wildlife Manager, may request the removal and transfer of portions of road-killed wildlife, such as teeth, scales and embryos.

b. Legally Harvested Animals

(1) All harvested wildlife are considered Federal property until logged into the Fort Campbell Harvest Database and issued a harvest tag. All transported wildlife species must be equipped with a temporary harvest tag which includes the date of harvest, area, and name of the permitted individual.

(2) All harvested wildlife become property of harvesting individual upon issuance of the Fort Campbell harvest tag.

(3) Harvested wildlife may be subjected to post harvest inspection or examination for research purposes. Samples of tissues and/or fluids may be taken by Fish and Wildlife biologists, the Game Wardens, or the Fort Campbell Veterinary Services for developing information to improve conservation management, disease control or other official purposes.

(4) Failure to provide fish or game for examination, when requested, may result in suspension outdoor recreation activity privileges.

1-11. Concealed Weapons

Carry permits or concealed carry permits of any state are not recognized as authority to allow a person to carry a weapon on Fort Campbell at any time. Possession of handguns while hunting, fishing, hiking, horseback riding or camping on Fort Campbell is prohibited.

1-12. Miscellaneous Unlawful Activities

- a. No littering or dumping on Fort Campbell.
- b. No camping unless in authorized area with proper authorization from Fish and Wildlife.
- c. Unleashed animals are prohibited except for authorized hunting and training.
- d. Take of all plants, fungi, animals, and their parts on any part of Fort Campbell is prohibited unless authorized by Fish and Wildlife.
- e. Introducing any plant, fungi, or animal is prohibited. This includes bringing in seed source or transplanting/translocating any plant, fungi, or animal.
- f. Entry to Fort Campbell for purposes of locating, possessing, or removing artifacts or antiquities without written permission from Headquarters 101st Airborne Division (Air Assault) and Fish and Wildlife is prohibited.
- g. IAW CAM Regulation 190-5 POV operation on Fort Campbell is restricted to named roads only. Exceptions are listed in Appendix D.
- h. Entry into off-limits areas, impact areas, or closed areas is prohibited.
- i. All off-road vehicles are prohibited unless authorized by Headquarters 101st Airborne Division (Air Assault) and/or Fish and Wildlife.
- j. Photography, making notes, drawings, maps, or graphic representations of any portion of Fort Campbell is prohibited unless authorized by Headquarters 101st Airborne Division (Air Assault). This includes use of trail cameras, video cameras, still cameras, cell phone cameras, or any other photo or video capturing devices.
- k. Use of drones of any type is prohibited.

1-13. Violations and Enforcement

Violators of Federal and State game and natural resource laws are subject to prosecution before the U.S. Magistrate. Violators subject to the Uniform Code of Military Justice are also subject to prosecution under that Code for violation of this regulation. Actions taken by the magistrate or commanders under the Uniform Code of Military Justice will be in addition to the administrative suspension or revocation of hunting, fishing, and/or outdoor recreation privileges. Violations and penalties are listed in Appendix C.

1-14. Revocation and Suspension Procedures

a. Consumptive and non-consumptive activities provided through the iSportsman system on Fort Campbell are provided to Department of Defense personnel and the general public by the Garrison Commander. These activities are privileges granted to qualified military and civilian personnel. These privileges may be revoked or suspended for violations of procedures of any content of this regulation or violations of other installation regulations while participating in recreational activities. Revocation or suspension will be in addition to any other administrative action, which may be taken by military authorities, or any judicial action that may be taken in the Federal Magistrate Court or Federal District Court.

b. Individuals for whom revocation of these privileges is proposed of one year or less will be notified by letter from the Fish and Wildlife Manager, Environmental Division, Directorate of Public Works. Individuals for whom revocation of these privileges is proposed of more than one year will be notified by letter from the Chief, Environmental Division, Directorate of Public Works. Individuals wishing to appeal suspension or revocation of privileges must do so in writing within 10 days of receipt of the revocation notice addressed to the Fish and Wildlife Manager, Conservation Branch, Directorate of Public Works. Appeals must contain reasons for the appeal.

1-15. Proponent

The proponent of this regulation is the Environmental Division, Conservation Branch, Directorate of Public Works (DPW).

Chapter 2

Hunting on Fort Campbell

2-1. Weapon Restrictions

a. Game animals may be taken with the following weapon systems only: shotgun, muzzle loading rifles and shotguns, rim fire rifles, crossbows, compound bows, and traditional bows. ALL CENTERFIRE RIFLES ARE PROHIBITED ON FORT CAMPBELL.

b. Use of full metal jacket or nonexpanding bullets is prohibited.

c. Use of handguns is prohibited.

d. Use of fully automatic weapons is prohibited.

e. Use of any type air rifle or air bow is prohibited.

f. Weapons used for raccoon hunting (rim fire rifles and 12 gauge or smaller shotguns) are the only authorized use of any weapon 30 minutes after official sunset or 30 minutes prior to official sunrise.

g. Discharge of any weapon from a vehicle is prohibited. Exception: use of immobilized boat for waterfowl hunting purposes.

h. Discharge of any weapon from within 100 feet of centerline of any named road is prohibited.

i. Discharge of any weapon from within 300 feet of any building, camping area, or military training is prohibited.

j. All firearms and archery equipment transported in a vehicle must be unloaded and encased. Firing caps or pan powder must be removed when transporting muzzleloaders.

k. Firearms, fireworks, and explosives are prohibited unless appropriate authorization is obtained.

l. Minors 15 years old and younger will remain in immediate control of an adult 21 years or older while hunting.

m. All hunters are subject to CAM Regulation 190-1, Fort Campbell Physical Security Program, Chapter 9 and AR 190-11 for registration of firearms at FCMR.

n. Target shooting on FCMR is prohibited except on designated public ranges.

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o. Authorized archery equipment are only weapons authorized for use in areas designated as "Archery Only".

p. Authorized archery equipment are as follows: 1) any compound, traditional (recurve or longbow) with a rated pull of 45 pounds or more using arrows or bolts having nonpoisonous, non-explosive, and non-barbed broad heads not less than 7/8 inches wide only; 2) any crossbow having a draw weight of 100-200 pounds (no more or less), a working safety device, using arrows or bolts at least 16 inches long having nonpoisonous, non-explosive, and non-barbed broad heads not less than 7/8 inches wide only. Scopes or red dot sights are authorized for use on authorized crossbows, as long as it does not emit any light towards the target (e.g. laser scopes).

q. Archery equipment is authorized in "Gun" areas, but all regulations regarding fluorescent orange must be followed when entering a "Gun" area.

r. Muzzleloaders must be .40 caliber or larger. Muzzleloaders can be percussion cap or flintlock. Muzzleloaders can only fire a single round ball, mini ball, maxi ball, or sabot slug. In-line muzzleloaders are authorized. Scopes or red dot sights are authorized for use on authorized muzzleloaders, as long as it does not emit any light towards the target (e.g. laser scopes). Muzzleloaders using an electronic ignition are prohibited.

s. Muzzle loading shotguns are authorized for turkey and all species described in small game hunting (see section 2-5.b.(8)).

t. For descriptions of authorized shotgun use on Fort Campbell, see each individual species' section under Big Game Hunting and Small Game Hunting.

2-2. General Hunting Regulations

a. No person shall take any wildlife resource on FCMR without state and federal authorization under guidelines of Army and FCMR regulations (see Appendix B for seasons and bag limits).

b. Hunters are required to make a reasonable effort to locate and retrieve wounded animals. All wounded animals must be immediately dispatched. Possession or transport of live wildlife, at any time, is prohibited.

c. Entry into a hunting area is prohibited until 90 minutes prior to official sunrise on day of hunt. Exception: raccoon hunters are allowed to enter hunting areas at 90 minutes after official sunset and hunt their assigned area until 0300 (3:00AM) the following day.

d. Use of artificial lights, motor vehicles, motorboats (except as immobilized hunting stands), or airplanes to take any wildlife resources is prohibited. Exceptions: raccoon hunters are authorized to use artificial lights while raccoon hunting; bullfrog hunters are authorized to use artificial lights while bullfrog hunting.

e. Use of bait is prohibited. Bait is considered anything used to attract wildlife in consumable form. All salt, salt blocks, and minerals are considered bait. All grain or plant matter is considered bait. All consumable commercial attractants are considered bait. Exception: urine scents and other scent attractants are authorized in form of aerosol, liquid applied to a drag line or hanging wick or piece of cloth. Applying any scents directly to the ground or to vegetation is prohibited.

f. Entry into any restricted or off-limits area is prohibited. **ALL IMPACT AREAS ARE OFF LIMITS.** Entry into or removal of any item from an impact area, restricted area, or off-limits area is a violation of federal law.

g. All hunters must stay within boundaries of their assigned hunting area.

h. Use of elevated stands are authorized. All elevated stands are considered temporary and must be removed prior to leaving the assigned area. Use of screw in climbing pegs is prohibited.

i. All hunters are required to use a safety harness while hunting from an elevated stand.

j. Obscuring sex or age of any harvested animal is prohibited.

k. Electronic game calls are prohibited. Exception: daytime use for coyote and bobcat hunting only.

l. Hunters may ride horses while squirrel, raccoon, quail, and rabbit hunting only. Hunters must dismount prior to discharging any weapon. Please refer to 4-2 for horseback riding on FCMR.

m. Hunting is prohibited on archery range and within boundaries of Lake Kyle Area (except waterfowl hunting when designated as open for waterfowl hunting).

n. Guiding hunts for compensation is prohibited. No one person shall receive any form of compensation for the efforts of another to facilitate any type hunting or harvest of any animal on FCMR.

2-3. Big Game Hunting Regulations

a. Deer Hunting

(1) Deer harvested on FCMR do not count towards Tennessee or Kentucky daily limits or season limits.

(2) Hunters must possess appropriate Tennessee or Kentucky deer hunting licenses that authorize deer hunting and compliment weapon system being used (shotgun, muzzleloader, or archery).

(3) Harvested deer must be equipped with an area assignment prior to moving from harvest location and prior to transporting to FCFW check station.

(4) All deer must be checked in at FCFW check station and provided a permanent tag issued by FCFW before leaving FCMR. Harvested deer must be checked in within 90 minutes of official sunset. All deer must be field dressed prior to transport to FCFW check station (i.e. all internal organs must be removed). If a hunter recovers a deer following check station closure, that hunter must contact the acting U.S. Fish and Wildlife Officer for check-in details.

(5) Archery, shotgun, and muzzleloader hunting all occur throughout the entire duration of deer season, but only areas designated for each weapon system. Crossbows, compound bows, and traditional bows are authorized in "Archery Only" areas and "Gun" areas. Shotguns and muzzleloaders are prohibited in "Archery Only". Shotguns and muzzleloaders are the only weapons authorized for use in "Gun" areas. All hunters hunting in "Gun" areas must follow fluorescent orange regulations.

(6) Authorized shotguns are as follows: any 20, 16, 12, or 10 gauge using ammunition loaded with rifled or sabot slugs only. Shotguns must be plugged or have a magazine constriction so that shotguns can be loaded with no more than 3 shells at a time. Scopes or red dot sights are authorized for use on authorized shotguns, as long as it does not emit any light towards the target (e.g. laser scopes).

(7) Muzzleloaders must be .40 caliber or larger. Muzzleloaders can be percussion cap or flintlock. Muzzleloaders can only fire a single round ball, mini ball, maxi ball, or sabot slug. In-line muzzleloaders are authorized. Scopes or red dot sights are authorized for use on authorized muzzleloaders, as long as it does not emit any light towards the target (e.g. laser scopes). Muzzleloaders using an electronic ignition are prohibited.

(8) Authorized archery equipment are as follows: 1) any compound, traditional (recurve or longbow) with a rated pull of 45 pounds or more using arrows or bolts having nonpoisonous, non-explosive, and non-barbed broad heads not less than 7/8 inches wide only; 2) any crossbow having a draw weight of 100-200 pounds (no more or less), a working safety device, using arrows or bolts at least 16 inches long having nonpoisonous, non-explosive, and non-barbed broad heads not less than 7/8 inches wide only. Scopes or red dot sights are authorized for use on authorized crossbows, as long as it does not emit any light towards the target (e.g. laser scopes).

(9) Archery equipment is authorized in "Gun" areas, but all regulations regarding fluorescent orange must be followed when entering a "Gun" area.

- (10) Decoys for deer hunting are prohibited.
- (11) Electronic calls for deer hunting are prohibited.

b. Turkey Hunting

(1) Use of any call that imitates or produces any sounds made by turkeys is prohibited outside of authorized turkey hunting.

(2) All harvested turkeys must be checked in at FCFW check station and provided a permanent tag issued by FCFW before leaving FCMR. Harvested turkeys must be checked in within 90 minutes of official sunset. All harvested turkeys must be checked in prior to removal of any part of turkey (e.g. tail fan, legs, or beard) and prior to field dressing (i.e. removal of internal organs).

(3) Non-bearded (without a visible beard) turkeys may be harvested on any authorized "Archery Only" deer hunt.

(4) White turkeys may be harvested only during an authorized turkey hunting season.

(5) Authorized weapons for turkey hunting are as follows: 1) shotguns .410, 28, 20, 16, 12, or 10 gauge using number 4 or smaller shot; 2) muzzle loading shotguns using number 4 or smaller shot; 3) authorized archery equipment is as follows: 1) any compound, traditional bow (recurve or longbow) with a rated pull of 45 pounds or more using arrows or bolts having nonpoisonous, non-explosive, and non-barbed broad heads not less than 7/8 inches wide only; 2) any crossbow having a draw weight of 100-200 pounds (no more or less), and a working safety device, using arrows or bolts at least 16 inches long having nonpoisonous, non-explosive, and non-barbed broad heads not less than 7/8 inches wide only. Scopes or red dot sights are authorized for use on authorized crossbows, as long as it does not emit any light towards the target (e.g. laser scopes).

(6) Use of dogs for hunting turkeys is authorized only during Late Fall Turkey Season.

(7) Turkey hunters may hunt in groups of 3 during any "Gun Only" Fall Turkey Season II hunt. Hunters can check-in additional group members as "guests" through iSportsman. All members of the hunting party must remain together at all times while hunting. Hunters must sign into an area individually during "Archery Only" Fall Turkey Season I hunts and any Spring Turkey hunts with the exception of companions (see below).

(8) Turkey hunters are authorized to check-in a non-hunting companion as a "guest" when checking in to an area in iSportsman. Limit is one guest per hunter. Guests must print their own area assignment and check-out of the area after the hunt. Guests must have all required licenses and permits for turkey hunting on FCMR. Guests are prohibited from harvesting or assisting in direct act of harvest while assisting a hunter.

(9) Use of electronic decoys and electronic turkey calls or locator calls is prohibited.

(10) Use of stationary decoys is authorized. Use of tail fans or decoys imitating strutting gobblers are authorized. Use extreme caution when attempting to use stationary or mobile (non-electronic) turkey decoys.

c. Feral Hog Hunting

(1) Trapping, transporting, and/or moving feral hogs to or from Fort Campbell is prohibited.

(2) Actively hunting, stalking, following, attempting to lure, or otherwise pursuing feral hogs is prohibited. Please report all feral hog sightings to Fort Campbell Fish & Wildlife.

(3) Hunters participating in authorized big game or small game hunt may choose to harvest a feral hog if encountered.

(4) See Appendix B for more information regarding harvesting feral hogs on Fort Campbell.

2-4. Small Game Hunting Regulations

a. Bullfrog Hunting

(1) Bullfrogs may be hunted from boats.

(2) Giggling and grabbing are only authorized methods of take when bullfrog hunting.

(3) Artificial lights are authorized for bullfrog hunting.

b. Coyote and Bobcat Hunting

(1) Coyote and bobcat hunters are authorized to check-in a hunting partner as a "guest" when checking in to an area in iSportsman. Limit is one guest per hunter. Guests must print their own area assignment and check-out of the area after the hunt. Guests must have all required licenses and permits for coyote hunting on FCMR. Guests are authorized to harvest coyotes.

(2) Coyote and bobcat can only be hunted 30 minutes prior to official sunrise to 30 minutes after official sunset.

(3) Coyotes and bobcats may be harvested only during authorized coyote/bobcat hunts and deer hunts using authorized weapons for those hunts.

(4) Use of electronic calls, handheld calls, mouth calls, or any other calls to mimic animals in distress or coyotes may be used only during hunts authorized for coyotes and bobcats only.

(5) Electronic and/or stationary decoys to mimic prey animals may be used only during hunts authorized for coyotes and bobcats. Decoys that resemble coyotes may not be used during any hunt.

(6) Use of hunting dogs to pursue, chase, or facilitate harvest of coyotes and bobcats is strictly prohibited.

(7) Hunters must bring all harvested bobcats to FCFW Check Station. Failure to check-in bobcats will result in suspension of hunting privileges.

(8) Harvested coyotes must be reported upon check out through the iSportsman portal.

(9) Special weapon authorizations and restrictions for coyote and bobcat hunting are as follows:

(a) Any rim fire rifle is authorized.

(b) Authorized archery equipment described in section 2-2.i.

(c) Muzzleloaders described in section 2-2.n.

(d) Muzzle loading shotguns loaded with shot with diameter of 0.20 inches up to 0.33 inches are permitted for coyote and bobcat hunting. Common shot sizes that fall within this range are: T shot, #4 buck shot, 0 buck shot, 00 buck shot. Muzzleloaders using an electronic ignition are prohibited.

(e) Shotguns 12 gauge or 10 gauge using shot with diameter between 0.20 to 0.33 inches. Common shot sizes that fall within this range are: T shot, #4 buck shot, 0 buck shot, 00 buck shot.

c. Quail Hunting

(1) Quail hunters are authorized to hunt sunrise to sunset. Entry into area prior to official sunrise is prohibited. All hunting ceases at official sunset. Hunters must be out of hunting area NLT 30 minutes after official sunset. Hunters must check-in following hunt at FCFW Check Station NLT 60 minutes after official sunset.

(2) Quail hunters must park within 35 feet from named road, except at designated quail hunter parking areas. A digital location map is available on the Fort Campbell iSportsman portal and hardcopy maps are available at FCFW offices.

(3) When seasons overlap, rabbit, squirrel, and woodcock may be harvested during authorized quail hunts using weapons authorized for quail hunting as long as harvested species is in season.

(4) Special weapon authorizations and restrictions for quail hunting are as follows:

(a) Use of .410 bore up to 12 gauge shotguns using number 6 or smaller are only weapons permitted for quail hunting.

(b) Shotguns used to hunt quail must be limited to hold no more than 3 rounds total (one in chamber and two in the magazine). Repeating shotguns capable of holding more than 3 shells must be plugged with a one-piece filler plug inserted inside the magazine in such a manner that it cannot be removed without disassembly of the shotgun.

(5) For information on obtaining an area for quail hunting refer to Appendix E.

d. Rabbit Hunting

- (1) Rabbit hunters are allowed to hunt with or without the use of hunting dogs.
- (2) Rabbit hunters are authorized to hunt in groups of 4. The party leader must check-in through iSportsman and add all hunting party members as "guests" upon check-in. All party members must print their own area assignment to display in vehicle used for the hunt. All party members must have appropriate state licenses and permits issued through iSportsman for hunting on Fort Campbell.
- (3) When seasons overlap, rabbit hunters may harvest squirrels and woodcock while rabbit hunting. To harvest woodcock, hunters must possess a Migratory Bird Permit.
- (4) Harvest of quail is prohibited while rabbit hunting.

e. Squirrel Hunting

- (1) Squirrel hunters are allowed to hunt with or without the use of hunting dogs.
- (2) Squirrel hunters are not required to wear any form of fluorescent orange.
- (3) Squirrel hunters are authorized to hunt in groups of 3. The party leader must check-in through iSportsman and add all hunting party members as "guests" upon check-in. All party members must print their own area assignment to display in vehicle used for the hunt. All party members must have appropriate state licenses and permits issued through iSportsman for hunting on Fort Campbell.
- (4) When seasons overlap, squirrel hunters may harvest rabbits and woodcock while squirrel hunting. To harvest woodcock, hunters must possess a Migratory Bird Permit.
- (5) Harvest of quail is prohibited while squirrel hunting.

f. Waterfowl Hunting

- (1) In addition to all mentioned regulations below, hunters must consult Federal regulations for waterfowl hunting. These regulations may be found in title 50, Code of Federal Regulation, Part 20. Hunters should also refer to Tennessee and/or Kentucky state regulations.
- (2) Waterfowl may be harvested only with .410 bore up to 10 gauge shotguns loaded with non-toxic shot no larger than T-Shot.
- (3) Shotguns used for waterfowl hunting are restricted to holding 3 or fewer shotgun shells. Shotguns capable of holding more than 3 shells must be plugged with a one-piece filler which is incapable of removal without disassembling the shotgun.
- (4) Possession limits are restricted to twice daily possession on FCMR. Please refer to Federal Regulations for information on transporting possession limits.
- (5) Shooting hours for waterfowl are 30 minutes prior to official sunrise to official sunset.
- (6) Waterfowl hunters must park within 35 feet from named road, except at designated waterfowl hunter parking areas. These designated parking areas can be seen on Waterfowl Hunting Area Map located digitally on the iSportsman portal item or at FCFW offices.
- (7) Electronic decoys may be used as long as they do not produce audio that mimics sounds produced by any species of waterfowl.

2-5. Handicapped Hunters and Handicap Hunting Areas

- a. Designated handicap hunting areas are for hunters with disabilities, including hunters who use wheelchairs and/or hunters with prosthetic limbs. These areas are allocated for handicapped hunters for deer and turkey hunting only. Proof of handicap must be provided to Fort Campbell Fish & Wildlife to obtain appropriate permits through iSportsman.
- b. Handicapped hunters and their companions hunting in area 08HC must hunt from one of the provided hunting blinds while deer hunting. Still hunting, stalking, or firing a weapon from outside one of these blinds is prohibited, except if a hunter is tracking a wounded deer and an additional shot is needed for dispatching that animal. Turkey hunters may maneuver through 08HC while turkey hunting.
- c. Handicapped hunters using an All-Terrain Vehicle (ATV) or outdoor power chair as an aid to hunt must possess a valid state issued handicap parking placard or handicap license plate.

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Handicap placards must be displayed in vehicle prior to using ATV or outdoor power chair to enter hunting area.

d. ATVs may be used to transport hunters with disabilities directly to and from their hunting locations. Companions are not authorized to ride on ATVs while assisting a handicapped hunter. Handicapped hunters may hunt from an ATV only if they are wheelchair bound hunters. Authorized handicapped hunters hunting from an ATV must have engine off and ATV immobilized.

e. Companions assisting handicapped hunters are not authorized to harvest any animal or carry a loaded weapon for their own use. The purpose of the companion is to provide assistance to the disabled hunter while hunting. Companions may assist the hunter by carrying the hunter's unloaded weapon to and from the hunting location, locating a wounded animal, field dressing a harvested animal, and transporting the hunter to and from their authorized location. Unless searching for a wounded animal, companions must be within arm length of the hunter to provide immediate assistance if required. Companions must be registered through iSportsman and possess required state hunting license(s) and Fort Campbell hunting permit.

2-6. Youth Hunters and Youth Hunts

a. Individuals must be between 9-17 years old to be considered Youth Hunters.

b. Youth Hunters must possess a valid state issued hunter safety card and register through the Fort Campbell iSportsman Portal to obtain permits and access to hunting areas. Individuals less than 9 years of age may accompany an authorized adult 21 years of age or older on an authorized hunt. Youth less than 9 years old may not possess a weapon or harvest any game on Fort Campbell.

c. Youth Hunters 9-15 years old must be accompanied by an adult at least 21 years of age or older at all times while hunting on Fort Campbell. Youth Hunters 16-17 years old may hunt individually or with an adult. Adult companions must be checked-in through iSportsman to accompany a Youth Hunter (see details below).

d. Adults are authorized to add a Youth Hunter at check-in as a "guest" upon check-in through iSportsman. Youth Hunters must remain within arm's reach of the adult at all times during the hunt. Youth Hunters must print their own area assignment for display in vehicle used for hunt. Youth Hunters are authorized to harvest game while checked-in with an adult.

e. Youth Hunters are authorized to add a non-hunting adult supervisor as a "guest" upon check-in through iSportsman. Adult supervisors must possess appropriate permits prior to check-in by a Youth Hunter. Adult supervisors must print out their own area assignment for display in vehicle used for hunt. Adult supervisors are not authorized to harvest game while accompanying a Youth Hunter.

f. Youth Hunts will be offered exclusively for Youth Hunters. During these hunts, specified training areas will be assigned to Youth Hunters.

g. Youth Hunters are required to follow all hunting and weapon regulations mentioned in previous sections.

h. Deer harvested on dedicated Youth Hunts do not count towards season limit.

Chapter 3

Fishing and Boating on Fort Campbell

3-1. Fishing Regulations

a. Anglers are required to have appropriate Tennessee or Kentucky fishing licenses and/or permits in combination with valid fishing permit issued by FCFW.

b. Anglers that receive a free fishing license from either Tennessee or Kentucky will be offered a free fishing permit by FCFW.

c. Anglers 17 years old and younger will be offered a free fishing permit by FCFW.

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- d. Fishing with live bait is authorized. Carp or goldfish minnows are prohibited.
- e. Fishing with artificial bait is authorized.
- f. Rod and reel fishing (to include fishing rods without reels) is the only authorized method for fishing on Fort Campbell. Take of fish by shooting, gigging, snagging, blasting, shocking, noodling, fish traps, baskets, jugs lines, limb lines, or trot lines are prohibited. Any practice of taking fish outside of conventional rod and reel (to include fishing rods without reels) is prohibited. Use of landing nets to land a hooked fish and minnow nets for capturing live bait are both authorized. All other use of nets is prohibited in all FCMR waters.
- g. Anglers are limited to 1 rod while fishing for trout in trout streams. All other anglers are limited to 3 rods while fishing.
- h. Crayfish collection for any purposes is prohibited.
- i. Swimming in any waters on FCMR is prohibited.
- j. Anglers may wade fish in trout streams only while fishing.
- k. Ice fishing on FCMR is prohibited.
- l. All anglers 17 years and younger must be accompanied by an adult 18 years or older.
- m. Stocking of any fish species on FCMR is prohibited, unless authorized by FCFW Program Manager.
- n. Anglers will not clean any fish in/around Lake Kyle or any trout stream.
- o. Anglers fishing for trout must possess a state trout fishing license and fishing permit issued by FCFW.
- p. Trout stream locations are as follows:
 - (1) Fletcher's Fork Creek at Boiling Springs Road (Areas 2 and 6).
 - (2) Bridge over Little West Fork Creek at the west end of Clarksville Base.
 - (3) Mabry Road at Little West Fork Creek (Area 3).
 - (4) Kinser Pond in Clarksville Base.
 - (5) Bridge on 101st Airborne Division Road over Little West Fork Creek adjacent to golf course.
- q. Anglers may check-in non-fishing companions through iSportsman as they complete their check-in process. Companion's full name and birth date must be provided. Companions are not required to possess a fishing license or Fort Campbell fishing permit. Companions are not authorized to fish while accompanying an angler.

3-2. Boating Regulations

- a. Boating is permitted only at Lake Kyle. Kayaks, canoes, floating devices, or any other vessel are prohibited in all streams on Fort Campbell.
- b. Individuals boating on Fort Campbell must possess an Annual or One-Day Outdoor Recreation permit issued through iSportsman.
- c. Boating activities require check-in and a printed area assignment to be displayed in vehicle through the Fort Campbell iSportsman Portal.
- d. All boaters are subject to Federal boating regulations.
- e. Lake Kyle is designated as a "no-wake" zone.

Chapter 4

Other Consumptive and Non-Consumptive Outdoor Recreation Activities

4-1. Dog Training and Field Trials

- a. Dog Training
 - (1) Dog trainers must possess a valid Tennessee or Kentucky issued hunting license and/or permit relative to species pursued during dog training activities.
 - (2) Dog trainers must possess a state issued hunter safety certification.

(3) Dog trainers must obtain an area assignment from FCFW or through iSportsman by checking into a "Game Scouting" area prior to using any area on FCMR for dog training.

(4) Dog trainers pursuing raccoons may not possess any tree climbing gear, saws, hatchets, or axes. Additionally, dog trainers pursuing raccoons may not attempt to climb any tree, or cut any tree in an attempt to continue dog training. A treed raccoon shall be left treed.

(5) Dog trainers may only pursue raccoons following spring turkey season and prior to opening of fall hunting seasons upon area availability.

(6) Dog trainers may only pursue quail 1 October – 1 March upon area availability.

(7) Dog trainers may use only firearms using blank ammunition. Possession of live ammunition is prohibited while dog training.

b. Field Trials

(1) All clubs or organizations wishing to sponsor a field trial must request approval for desired areas and dates through FCFW. Approval will be determined by Office of the Garrison Commander.

(2) All individuals participating in a field trial event must obtain an area assignment from FCFW.

(3) An annual field trial permit costing \$100.00 will be required by an individual, club representative, or organization representative. This permit is available on the iSportsman portal.

4-2. Horseback Riding

a. Horseback riding is permitted only in areas open for General Outdoor Recreation.

b. Horseback riding activities require an Annual or One-Day Outdoor Recreation permit issued through iSportsman.

c. Use of rear area requires check-in through the iSportsman portal and a printed area assignment issued through iSportsman to be carried with the rider while on Fort Campbell.

d. Proof of negative Coggins test results must be available for each horse ridden on FCMR.

e. Horseback riding is allowed only in areas assigned by FCFW.

f. Hunting from horseback is authorized while rabbit, raccoon, squirrel, quail, or woodcock hunting only.

g. Participants in approved field trials are authorized to horseback ride for purposes of field trial event.

4-3. Camping

a. Primitive camping is permitted at Lake Kyle only in designated camping areas. These designated primitive camping areas can be seen on the Lake Kyle Primitive Camping Area Map located on the Fort Campbell iSportsman web portal, or at FCFW offices.

b. Campers camping at Lake Kyle must possess an Annual Outdoor Recreation permit issued through iSportsman. Campers may also possess a One-Day Outdoor Recreation permit issued through iSportsman, but must have a valid permit for each camping night.

c. Campers are required to check-in at Fort Campbell Fish & Wildlife Bldg. 6645 101st Airborne Division Road at least 2 days prior to any camping event, either in person or by phone, between 0730 and 1630.

d. Area assignments for camping at Lake Kyle are valid for 72 hours.

e. Campers are responsible for removing all trash, fire wood, and debris from their camp area prior to departing the camp site. Failure to remove waste materials may result in suspension of outdoor activity privileges.

4-4. Hiking and Wildlife Observation

a. Hiking and wildlife observation is permitted only in areas open for General Outdoor Recreation.

- b. Hiking and wildlife observation requires check-in and a printed area assignment to be displayed in vehicle through the Fort Campbell iSportsman Portal.
- c. Hikers must possess an Annual or One-Day Outdoor Recreation permit issued through iSportsman.
- d. Hiking outside of assigned area may result in enforcement action and suspension of all outdoor activity privileges.

4-5. Natural Resource Collection

- a. Resources authorized for collection: plant foliage, berries, nuts, mushrooms, and deer antler sheds. Collection of all other plants or plant parts is prohibited. Collection of ginseng is prohibited.
- b. Resource collection is permitted only in areas open for General Outdoor Recreation.
- c. Resource collection requires an Annual or One-Day Outdoor Recreation permit issued through iSportsman.
- d. Resource collection requires check-in and a printed area assignment to be displayed in vehicle through the Fort Campbell iSportsman Portal.
- e. Collection of plant foliage, berries, nuts, and mushrooms is limited to no more than can fit into a standard 3-pound coffee can (6-inch diameter opening) daily. Roots of plants may not be taken.
- f. Collection of naturally shed antlers is limited to 1 pair daily.
- g. Resource collection outside of assigned area may result in enforcement action or suspension of all outdoor activity privileges.

4-6. Road and Off-road Bicycling

- a. Cycling activities are permitted only on paved or graveled roads or areas open for General Outdoor Recreation.
- b. Cycling on paved or graveled roads or areas requires an Annual or One-Day Outdoor Recreation permit issued through iSportsman.
- c. Use of rear area requires check-in through the iSportsman portal and a printed area assignment issued through iSportsman to be carried with the rider while on Fort Campbell.
- d. Cyclists are restricted to named paved or graveled roads or area assigned through iSportsman noted on their area assignment.
- e. Cyclists utilizing Fort Campbell must adhere to CAM Regulation 190-5 regarding safety equipment and operation of bicycles on Fort Campbell. Cyclist failing to follow traffic regulations may be subject to traffic enforcement action and suspension of all outdoor activity privileges.
- f. Cyclists must yield to all military traffic encountered within the training areas on Fort Campbell.
- g. Off-road cyclists may utilize earthen trails within their assigned area. All stream crossing shall be completed at designated low water or bridge locations within the assigned area. Cycling outside of assigned area may result in an enforcement action and suspension of all outdoor activity privileges.



ANDREW P. POPPAS
Major General, USA
Commanding

DISTRIBUTION:
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**Appendix A
Fort Campbell Hunting, Fishing, and Outdoor Recreation Permits**

Sportsman	Permits all hunting, fishing, and outdoor recreation activities for individuals 18-64 years of age.	\$60
Senior Sportsman	Permits all hunting, fishing, and outdoor recreation activities for individuals 65 years of age and older.	FREE
Youth Sportsman	Permits all hunting, fishing, and outdoor recreation activities for individuals 9-17 years of age and older.	FREE
DAV Sportsman	For individuals that receive a DAV license from state of Tennessee or Kentucky.	FREE
E1-E4 Sportsman	Permits Active Duty Military Personnel in pay grades E1 through E4 to participate in all hunting, fishing, and outdoor recreation.	FREE
E1-E4 Annual Deer	Permits Active Duty Military Personnel in pay grades E1 through E4 to deer hunting only.	FREE
Annual Deer	Permits deer hunting only.	\$35
Deer Quota Permit	Permits deer hunting during additional quota hunts which will be randomly drawn upon announcement. These draw hunts will specify quota type (by sex and number) and other information pertaining to the quota hunt including permit costs. Hunts will be announced 1-2 weeks prior to being conducted to allow purchase of appropriate permits.	TBD
Annual Turkey	Permits turkey hunting only.	\$35
E1-E4 Annual Turkey	Permits Active Duty Military Personnel in pay grades E1 through E4 to turkey hunting only.	FREE
Turkey Quota Permit	Permits turkey hunting during additional quota hunts which will be randomly drawn upon announcement. These draw hunts will specify quota type (by sex and number) and other information pertaining to the quota hunt including permit costs. Hunts will be announced 1-2 weeks prior to being conducted to allow purchase of appropriate permits.	TBD
One Day Big Game	Permits deer or turkey hunting only for date license is issued.	\$10
Annual Small Game	Permits bobcat, bullfrog, coyote, quail, raccoon, rabbit, squirrel, waterfowl, and woodcock hunting. Hunters must meet federal requirements (federal duck stamp and migratory bird permit) in addition to possessing an Annual Small Game permit to hunt waterfowl and woodcock on Fort Campbell.	\$25
E1-E4 Annual Small Game	Permits Active Duty Military Personnel in pay grades E1 through E4 to bobcat, bullfrog, coyote, quail, raccoon, rabbit, squirrel, waterfowl, and woodcock hunt. Hunters must meet federal requirements (federal duck stamp and migratory bird permit) in addition to possessing an Annual Small Game permit to hunt waterfowl and woodcock on Fort Campbell.	FREE

One Day – Small Game	Permits bobcat, bullfrog, coyote, quail, raccoon, rabbit, squirrel, waterfowl, and woodcock hunting only for date license is issued. Hunters must meet federal requirements (migratory bird permit) in addition to possessing a One Day - Small Game permit to hunt woodcock on Fort Campbell. Hunters must meet federal requirements (federal duck stamp and migratory bird permit) in addition to possessing a One Day – Small Game permit to hunt waterfowl on Fort Campbell.	\$10
Annual Fishing	Permits fishing only.	\$15
E1-E4 Annual Fishing	Permits fishing only for Active Duty Military Personnel in pay grades E1 through E4.	FREE
Youth Annual Fishing	Permits fishing only for youth 17 years and younger.	FREE
Senior Fishing	Permits fishing only for seniors 65 years and older.	FREE
One Day Fishing	Permits fishing only for date license is issued.	\$5
Annual Outdoor Recreation	Permits outdoor recreational activities only (no hunting or fishing). Outdoor recreation activities are defined in Section 1.6.	\$40
E1-E4 Annual Outdoor Recreation	Permits outdoor recreational activities only (no hunting or fishing) for Active Duty Military Personnel in pay grades E1 through E4. Outdoor recreation activities are defined in Section 1.6.	FREE
Youth Annual Outdoor Recreation	Permits outdoor recreational activities only (no hunting or fishing) for youth 17 years and younger. Outdoor recreation activities are defined in Section 1.6.	FREE
Senior Annual Outdoor Recreation	Permits outdoor recreational activities only (no hunting or fishing) for seniors 65 years and older. Outdoor recreation activities are defined in Section 1.6.	FREE
One Day Outdoor Recreation	Permits outdoor recreational activities only (no hunting or fishing) for date license is issued. Outdoor recreation activities are defined in Section 1.6.	\$10

Appendix B Hunting Seasons and Bag Limits

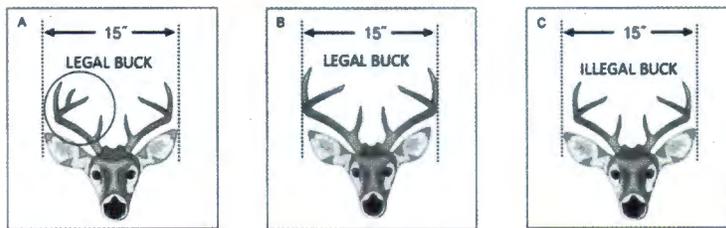
***NOTE:** Seasons may be shortened, amended, or closed at any time during published dates within this Appendix due to safety, military readiness activities, or conservation management.

2017 White-Tailed Deer Seasons

Regular Deer Season (Archery, Shotgun, and Muzzleloader): 16 September through 31 December 2017. Crossbows are permitted. Daily bag limit is 3 deer (season limit of 1 legal antlered deer).

Antlerless deer are defined as having no more than 3 inches of antler on either antler.

A legal antlered deer is defined as having 4 points on one antler OR an outside spread of 15 inches. A point must be at least 1" long to count towards the 4 points on one side. A 15 inch outside spread will extend just outside each ear.



A. A buck with less than a 15 inch outside spread can be harvested IF that buck has at least 4 points on one antler.

B. A buck with less than 4 points on both antlers can be harvested IF that buck has an outside spread of at least 15 inches.

C. A buck with less than 4 points on both antlers and less than a 15 inch outside spread CANNOT be harvested on Fort Campbell.

Harvest of any illegal buck will result in a 2 year suspension of all hunting privileges on Fort Campbell.

Harvested deer on Fort Campbell are considered bonus for Tennessee and Kentucky license holders.

Harvested deer must be checked in at the Big Game Check Station.

2017-2018 Wild Turkey Seasons

Non-bearded turkeys may be harvested by bow hunters on any authorized archery only deer hunts. No bearded turkeys are authorized for take during deer hunts. Hunters must possess either a Sportsman Permit or an Annual Turkey Permit to harvest turkeys.

Fall 2017 Turkey Seasons:

Fall Turkey I (Archery only; crossbows are permitted):
16 September through 6 October 2017.

Fall Turkey II (Archery and Shotgun; crossbows are permitted):
7 October through 31 December 2017.

Combined season limits for Fall Turkey I and II is 3 non-bearded turkeys and 1 bearded turkey. There is no daily bag limit for non-bearded turkeys during each season as long as season limit of 3 non-bearded and 1 bearded turkey is followed.

Hunters must sign into an area individually during Fall Turkey I.

Hunters may hunt in parties of 3 during Fall Turkey II using the same check-in system used by small game and quail hunters.

All harvested turkeys must be checked-in at the Big Game Check Station.

Spring 2018 Turkey Season:

Spring Turkey (Archery and Shotgun; crossbows are permitted):
24 March through 13 May 2018. Daily bag limit is 1 bearded turkey. Season limit is 2. Bearded is defined as having a visible beard.

2017-2018 Small Game Seasons

Bullfrog: 1 March through 15 September 2017. Daily bag limit is 15. Possession limit is 30. Hunting parties can consist of 3 hunters. Must possess a Tennessee or Kentucky small game hunting license and Fort Campbell Small Game Permit or Sportsman Permit.

Grey and Fox Squirrel: 26 August 2017 through 28 February 2018. Daily bag limit is 10. Possession limit 20.

Quail: 24 November 2017 through 4 February 2018. Daily bag limit is 5. Possession limit is 10. Party limit is 10. Hunting parties can consist of 3 hunters, and combined daily bag limit is 10 per party per day. Harvest of quail outside of an area designated for quail hunting is prohibited. More details regarding quail hunting may be obtained on Fort Campbell's iSportsman Portal or by contacting Fort Campbell Fish and Wildlife.

Rabbit: 4 November 2017 through 28 February 2018. Daily bag limit is 5. Possession limit is 10. Hunting parties can consist of 3 hunters.

Raccoon: 1 October 2017 through 28 February 2018. Daily bag limit is 5. Possession limit is 10.

Coyote: 4 November 2017 through 28 February 2018. No daily bag limit. No season limit. Coyotes may be taken with shotgun, muzzleloader, or archery. Shot size greater than 00 Buck is prohibited. Coyotes may be taken on any authorized hunt, except raccoon hunts. Use of electronic and non-electronic calls to lure coyote are permitted only in designated small game hunting areas. Coyotes may not be hunted at night.

Coyote II: 1 March through 19 March 2018. Same bag limits and restrictions as Coyote I season.

Coyote III: 14 May through 4 June 2018. Same bag limits and restrictions as Coyote I season.

Bobcat: 4 November 2017 through 31 December 2017. Daily bag limit is 1. Season limit is 3. Harvested bobcats must be checked-in at the Big Game Check Station. Bobcats may be

harvested on any authorized deer or small game hunt only within bobcat season dates. Use of electronic and non-electronic calls to lure bobcats are permitted only in designated small game hunting areas.

2017-2018 Feral Hog Regulations

ACTIVELY PURSUING FERAL HOGS BY ANY MEANS IS ILLEGAL ON FORT CAMPBELL. PLEASE REPORT ALL FERAL HOG SIGHTINGS TO FORT CAMPBELL FISH AND WILDLIFE: (270) 798-9854

Feral hogs may be harvested only on authorized deer or coyote hunts. Feral hogs must be checked-in at the Big Game Check Station.

2017-2018 Migratory Bird Seasons

Crow: Follows Tennessee’s Statewide Regulations.

Dove: Follows Tennessee’s Statewide Regulations.

Wilson snipe: Follows Tennessee’s Statewide Regulations.

Woodcock: 16 November – 31 December 2017. Daily bag limit is 3.

Regular Waterfowl Season: Season and bag limits follow Tennessee’s Statewide Regulations with the exception of a daily bag limit of 2 Canada geese per day and a possession limit of 4 Canada geese per day.

Youth Waterfowl Season: 3-4 February 2018. Bag limits follow Tennessee’s Statewide Regulations with the exception of a daily bag limit of 2 Canada geese per day and a possession limit of 4 Canada geese per day.

2017-2018 Fishing Creel Limits

Species	Minimum Length	Daily Limit	Possession Limit
Trout	None	7	14
Black Bass	See slot limit below	5	10
Pan fish (all species)	None	25	50
Catfish	None	10	20

Slot Limit for Black Bass: No Bass falling within the slot limit of 12”-15” may be harvested. Any bass caught above or below the slot limit may be harvested.

**Appendix C
Violations and Penalties**

All violations are subject to local, state and federal law. Individuals charged with violations are subject to a fine as well as suspension or revocation of outdoor recreation activity privileges. Longer suspensions or permanent revocation of privileges may be applied for violations based on severity. Violations may also involve criminal punishment and/or punishment under the Uniform Code of Military Justice. Multiple offenses may also result in a permanent bar from Fort Campbell.

Violation	Administrative Penalty
Discharging a firearm from a vehicle or named road	Permanent Revocation
Driving Under the Influence or possession of illegal substance	Permanent Revocation
Hunting while under the influence of intoxicants	Permanent Revocation
Hunting with unauthorized weapon or ammunition	Permanent Revocation
Unauthorized trapping	Permanent Revocation
Taking or attempting to take game illegally/hunting out of season	Permanent Revocation
Hunting with or over bait	Permanent Revocation
Failure to obey law enforcement officer/submit to legal search or inspection	Permanent Revocation
Making a false statement to obtain permit and/or area assignment	Permanent Revocation
Hunting in an off limits or restricted area, impact area, cantonment area	Permanent Revocation
Unauthorized use of permit or automated system	Permanent Revocation
Illegal use of artificial light for locating game or hunting	Permanent Revocation
Criminal trespassing on Federal property	Permanent Revocation
Collection of historical artifacts	Permanent Revocation
Illegal take of state or federally protected species	Permanent Revocation
Carrying a concealed weapon while hunting	Permanent Revocation
Failure to check in big game	3 Year Suspension
Drive hunting deer	3 Year Suspension
Transporting loaded weapon in vehicle	3 Year Suspension

Unauthorized photography	3 Year Suspension
Hunting in area closed to hunting	3 Year Suspension
Failure to register weapon(s) on the installation with DES	2 Year Suspension
Participating in outdoor recreation activities without area assignment	2 Year Suspension
Participating in outdoor recreation activities without valid permit/license	2 Year Suspension
Shooting before or after legal shooting hours	2 Year Suspension
Firing a weapon within 300 feet of an occupied building, or military training	2 Year Suspension
Harvesting a deer not meeting required antler restrictions	2 Year Suspension
Possessing under sized fish or fish in slot limit	2 Year Suspension
Exceeding bag/creel limit	1 Year Suspension
Outdoor recreation activities outside assigned area	1 Year Suspension
Bypassing roadblock, cable or gate in a vehicle	1 Year Suspension
Target practicing or discharging firearms in an unauthorized area	1 Year Suspension
Failure to provide proof of negative Coggins test results	1 Year Suspension
Exceeding authorized natural resource collection limits	1 Year Suspension
Transporting uncased weapon in vehicle	6 Month Suspension
Unauthorized use of any all-terrain vehicle	6 Month Suspension
Hunting migratory birds with an unplugged weapon	6 Month Suspension
Entering an area prior to 90 minutes before sunrise	6 Month Suspension
Allowing minors (under 15) to hunt unattended	90 Day Suspension
Unauthorized use of firebreaks or unauthorized roads	90 Day Suspension
Littering or dumping	60 Day Suspension
Failure to have required PFD in boat	60 Day Suspension
Failure to wear required safety garments and/or equipment	60 Day Suspension
Failure to utilize a safety harness while hunting in a tree stand	60 Day Suspension
Failure to complete check out procedures	30 Day Suspension
Failure to operate a boat in a safe manner	30 Day Suspension
Parking in an unauthorized area	30 Day Suspension
Failure to display area assignment/parking permit in vehicle window	30 Day Suspension
Failure to report require game harvest using iSportsman	30 Day Suspension
Unsportsmanlike or disruptive conduct	30 Day Suspension
Fishing with unauthorized bait	30 Day Suspension
Failure to field dress a harvested deer prior to returning to check station	30 Day Suspension

Appendix D Unauthorized Roads

The following named roads are unauthorized to drive on:

- Hickman Road (Once you get to the gate)
 - Gibb's Lane
 - Matava Road
 - Wiercinski Way
 - Smith Road
 - Bolt Blvd
 - Petraeus Road
 - Thompson Lane
 - Ryan's Lane
 - Blues Trail
 - No Name Road
 - Rock Road (TA 02)
 - 600 Trail
 - Red Diamond Road (From West Perimeter South)
-

Appendix E Quail Hunting Procedures

Will be developed following the summer survey season and prior to season.

Appendix F References and Related Publications

References contain the requirements upon which some provision of this regulation is based. A related publication is merely a source of additional information. The user does not have to read a related publication to understand this regulation.

10 USC 2671, Military Reservation and Facilities: Hunting, Fishing, and Trapping
16 USC and 50 CFR, Part 20 (Migratory Bird Hunting), Migratory Bird Treaty Act
16 USC 668 and 50 CFR, Part 22, Bald Eagle Protection Act of 1940
16 USC 670(a) through (f). Conservation Programs on Military Installations
16 USC 718 (A), Migratory Bird Hunting and Conservation Stamp Tax Act
16 USC 1538-1543, and 50 CFR 17 and 23, Endangered Species Act and Convention
18 USC 42, Lacey Act
50 CFR, Wildlife and Fisheries
Title 32 CFR 656, Installations: Use of Off-Road Vehicles on Army Land
Public Law 97-79, Lacey Act Amendments of 1981
AR 190-13, The Army Physical Security Program Directive Type Memorandum (DTM) 09-012
DOD Instructions (DODI) 5200.08
AR 200-1, Environmental Protection and Enhancement
AR 200-3, Natural Resources - Land, Forest, and Wildlife Management
AR 350-19, Army Sustainable Range Program (SRP)
AR/OAP 385-63 Range Safety
Fort Campbell Integrated Natural Resource Management Plan
Fort Campbell Regulation 190-1, Physical Security Program