

Fort Sill Regulation 200-1

Environmental Quality

**Recreational Use,
Management,
Harvest, and
Protection of Natural
Resources**

**Headquarters, U.S. Army Garrison
462 Hamilton Road, Suite 120
Fort Sill, Oklahoma 73503
21 May 2024**

UNCLASSIFIED

Environmental Quality

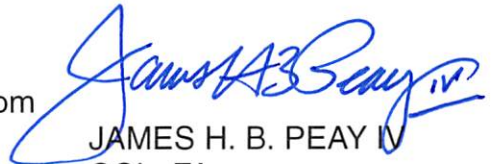
Recreational Use, Management, Harvest, and Protection of Natural Resources

Summary. This regulation supersedes previous versions of the Fort Sill Regulations 200-1, Recreation Use, Management, Harvest, and Protection of Natural Resources, 21 MAY 2024. It establishes Responsibilities, procedures, and rules for all personnel utilizing the Fort Sill's training areas for recreational purposes. In addition, this regulation provides for the management and protection of natural resources on Fort Sill. This regulation is distributed and published solely through the Directorate of Human Resources, Administrative Services Division Homepage at: <https://sill-www.army.mil/USAG/publications.html>

Applicability. This regulation applies to all individuals that enter Fort Sill for the purposes of hunting, fishing, or outdoor recreation. This regulation covers only the Fort Sill regulations for hunting and fishing. All individuals entering Fort Sill under authority of this regulation are also subject to local, state, and federal laws and regulations.

Supplementation. Supplementation of this regulation is prohibited without prior approval from the Directorate of Public Works, Environmental Division, Conservation Branch (DPW, ED, CB)

Suggested Improvements. The proponent of this regulation is the Directorate of Public Works, Environmental Division, Conservation Branch (DPW, ED, CB). Users are invited to send comments and suggested improvements on Department of the Army (DA) Form 2028 (Recommended Changes to Publications and Blank Forms) directly to DPW, ED, CB.



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SUMMARY OF CHANGE

- All CAC card carrying National Guard and Reserve members are eligible to recreate on Fort Sill.
- Removed all reference to Fort Sill Sportsman Council
- Users will check in to the range when they enter the Installation and when they leave the Installation. Blocking slots in areas with occupancy limits is not permitted.
- For Activities that allow check in to multiple TA's or ponds. Users are permitted to check in to one range at a time. Users cannot check in to areas that are located on multiple ranges (East Range, West Range, Quannah Range).
- Non-hunting participants are permitted during deer gun and all elk seasons.
- Personal Flotation Device requirements will follow Oklahoma State Regulations.
- Largemouth bass regulations are the same as statewide regulations.
- Primitive Muzzle Loader season will not have a lottery. Check in and out will be the same as Deer Archery.
- iSportsman Parking Permits will be displayed in a manner that is visible from the ground.
- Dogs may be used to track downed big game animals.
- All harvested deer and elk will be physically checked during Deer and Elk Gun seasons.
- Weapons are not permitted to pursue racoons at night.
- During waterfowl season. Waterfowl hunting is permitted until 1300 on all bodies of water until 1300. After 1300 waterfowl hunting is not permitted.
- During waterfowl season, fishing is permitted on waterfowl blind ponds after 1300 daily.
- Suppressor used for hunting must comply with the FS Reg 190-11.

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CHAPTER 1 – Introduction

1-1. Mission. Provide recreational opportunity for Military members, their Family Members, Retirees, and other eligible Sportsman through professional management and stewardship of natural resources resulting in Soldier Resiliency, optimum use of training lands, promoting biodiversity and ecosystem functionality, and compliance with environmental laws.

1-2. Purpose. This regulation establishes policies, procedures, rules, and responsibilities for the recreational use of ranges and training areas on Fort Sill, including harvesting fish, wildlife, and other resources.

1-3. Reference. Required and related publications and, prescribed and referenced forms, are listed in Appendix A.

1-4. Records Management. Records created because of processes prescribed by this regulation must be identified, maintained, and disposed of according to Army Regulation (AR) 25-400-2, The Army Records Information Management System (ARIMS) and DA Pamphlet 25-403, Guide to Recordkeeping in the Army. Record titles and descriptions are available on the ARIMS website: (<https://www.arims.army.mil/arims/Default.aspx>).

1-5. State and Federal Laws. All persons participating in hunting, fishing, boating, or other outdoor recreational activities on Fort Sill will comply with State and Federal fish and game laws as well as Army and Installation regulations and will cooperate fully with representatives of law enforcement agencies. This regulation addresses deviation from state law. Fort Sill season dates bag limits receive approval and coordination from the Oklahoma Department of Wildlife Conservation. Anything not addressed by this regulation is covered by the Oklahoma Department of Wildlife Conservations current hunting and fishing regulations.

1-6. Weapons and Concealed Weapons. Concealed carry permits of any state are not recognized on Fort Sill at any time. Possession of concealed weapons is prohibited. All weapons must be registered and comply with weapon registration per Fort Sill Regulation 190-11. Weapons restrictions are governed by the FS 190-11. Additional restrictions are listed in the FS 200-1. Suppressors are permitted on Fort Sill. Suppressor usage for hunting must comply with the FS190-11.

1-7. Prohibited Activities. The following is a partial list of prohibited activities:

- a. **DO NOT TOUCH UNEXPLODED ORDNANCE (UXO) OR UNKNOWN ITEMS!**
- b. Recreational shooting or discharging of any firearm. Recreational Archery target shooting is permissible at one of the two archery ranges located on the Installation.
- c. Introducing plants, animals, insects, fish, or their parts onto the Installation, except as authorized by the Directorate of Public Works (DPW).

d. Entering the Installation for the purpose of locating or "taking" plants or animals (as defined under the Endangered Species Act); to include but not limited to, harassing, harming, pursuing, shooting, wounding, killing, trapping, capturing, collecting, or attempting to engage in such conduct.

e. Removing Forest products (wood, firewood, etc.) without proper authorizations.

f. Magnet fishing, use of metal detectors and the removal of any artifacts is.

g. Bypassing closed range gates.

h. It is illegal to use military structures for hunting purposes. It is prohibited to fire a weapon within 440 yards of any dwelling, structure, or area containing personnel. It is prohibited to hunt within 600 yards of any troop activity. Discharging any weapon into or across any pond or lake is prohibited except for authorized hunting activities. Discharging a firearm across any public road, highway (or right-of-way) or railroad right-of-way is prohibited. Public roadways are defined as any governmental or corporate roadways where vehicular traffic is not restricted, and the roadway is routinely used by the general public.

i. Swimming in non-designated areas of Fort Sill.

j. See Appendix B for a full list of prohibited actions.

1-8. Authority.

a. Outdoor Recreation programs are administered through Fort Sill DPW Environmental Division, Natural Resources Branch. The DES, Law Enforcement Division, Game Warden Branch has sole authority to enforce criminal Federal and State laws and Army regulations in accordance with (IAW) AR 200-1.

b. Natural Resources Branch has the responsibility to implement this regulation in the execution of hunting, fishing, and outdoor recreation activities that are IAW Federal, State, and local Laws that are consistent with the Garrison Commander and Senior Commander's intent.

c. Fort Sill Directorate of Plans, Training, Mobilization, and Security (DPTMS) Range Operations Branch has sole authority to identify training area conflicts in the range complex.

CHAPTER 2 – Responsibilities

2-1. Sportsman.

a. All personnel participating in outdoor sportsman events WILL follow Federal, State, and Installation laws, regulations, and procedures.

- b. All firearms brought onto the Installation will be registered IAW FS Reg 190-11.
- c. Sportsmen will transport all firearms onto the Installation IAW FS Reg 190-11. The Garrison Commander is the approving authority for all exceptions.
- d. Sportsmen are asked to mark and report all unexploded ordinance (UXO), or unknown items found to Range Operations Division 580-442-2994 for disposal by the Installation Explosive Ordnance Disposal (EOD) unit. Sportsmen are to maintain a distance of no less than 15M to any UXO at all times.
- e. Sportsmen will notify Sportsman Services of any changes to their eligibility status.
- f. Sportsmen will report all game animals taken via the Oklahoma Department of Conservation "Go Oklahoma Outdoors" website or App and in iSportsman. All game taken on Fort Sill count against the individual hunters' state of Oklahoma Game bag limits.
- g. All Hunting and Fishing Season dates and bag limits will be published annually on iSportsman.
- h. All sportsmen including guests will obtain an account and use iSportsman for all recreation activities on ranges. The only exceptions are stated in Chapter 3-4G.

CHAPTER 3 – Eligibility

3-1. Eligibility.

- a. Eligible recreational users identified as a Sponsor are authorized to hunt and fish on Fort Sill and are authorized to sponsor guests as described in Chapter 6. Authorized Sponsors are:
 - (1) Active-Duty Military – Common Access Card (CAC) required.
 - (2) Military Retirees – All eligible retirees with a DD Form 2 RET or Next Generation ID Card indicating Retiree status.
 - (3) Any National Guard or Reserve servicemember, whether on active–duty orders or in a drilling status, with a CAC. This does not include members of the Inactive Ready Reserve.
 - (4) Honorably discharged veterans rated by the Veterans Administration as 100 percent disabled from a Service-connected injury – Veterans Affairs letter stating the percentage of disability awarded required.

- (5) Foreign military service members stationed on Fort Sill for a period greater than 120 days – a Uniformed Services (Military) ID Card required.
 - (6) Fort Sill full time permanent and term DoD, and VA civilians – CAC required.
 - (7) Fort Sill full-time permanent Non-Appropriated Fund (NAF) civilians – CAC required.
 - (8) Fort Sill retired DoD, VA, and NAF civilians – SF50 required.
 - (9) Dependents 18 years or older of listed personnel in this section 3.1 (1 through 8)
 - (10) Un-remarried widow or widower of a member or former member of a uniformed service.
- b. Eligible Recreational users identified below are authorized to hunt and fish on Fort Sill, but are NOT authorized to sponsor guests:

(1) Dependents of personnel listed in paragraph 3-1a. 17 years old and younger.

(2) Cameron University ROTC contracted cadets – memorandum from the Professor of Military Science required.

3-2. Fort Sill Sportsmen Safety Class.

a. Eligible recreational users aged 9 and over must attend the Fort Sill Sportsmen Safety Class and obtain a Sportsmen Safety Card prior to obtaining a Fort Sill iSportsman account. The course dates, times and locations will be posted on iSportsman.

b. Units may coordinate with Natural Resources for a Fort Sill Sportsmen Safety Class at a date/time/location other than the regularly scheduled course.

c. Guests do not require the Fort Sill Sportsmen Safety Class but must be accompanied by a sponsor that possesses a Fort Sill Sportsmen Safety Card.

3-3. Licenses and Permits.

Individuals hunting, fishing, or recreating on Fort Sill must possess the appropriate Installation and State licenses and permits:

a. A state hunter education certificate is required for all personnel hunting on Fort Sill. Oklahoma Hunter's Education can be taken online at Oklahoma Hunter Education | Oklahoma Department of Wildlife Conservation (wildlifedepartment.com). Hunters exempt from this requirement by the state of Oklahoma are also exempt on Fort Sill.

b. A Fort Sill iSportsman permit at Home – Fort Sill – iSportsman. See chapter 4, iSportsman.

c. All hunters and fisherman must have applicable Oklahoma state licenses and animal specific tags, stamps, permits to participate in on post hunting and fishing seasons. State licenses and permits (migratory bird, turkey deer gender) may be purchased online at <https://gooutdoorsoklahoma.com/> or from a local vendor.

d. Veterans providing documentation of a Service-Connected Disability rating of 100% are eligible for a discounted on-post permit.

3-4. Minor Children Hunting.

a. All minors are required to have any special tags and Hunter's Education as required by the state (or enrolled in the Oklahoma Youth Apprentice Program). The Oklahoma Hunter's Education Course can be taken online at Oklahoma Hunter Education | Oklahoma Department of Wildlife Conservation (wildlifedepartment.com).

b. Hunters ages 09-17 require an iSportsman account and the free fishing/hunting permit on iSportsman at <https://ftsill.iSportsman.net/>. All youth wanting to participate in youth draws must have an iSportsman account. Mentors hunting Big Game must be within arm's length of the apprentice hunter or close enough to take immediate control of the firearm or archery equipment. Small game accompanying hunter must be in sight of and able to communicate with the apprentice hunter in a normal voice without the aid of any communication device. When a license is not required, the apprentice hunter must be accompanied by an adult eighteen (18) years of age or older who possess a certificate of hunter safety or is exempt from the hunter safety certification requirements.

c. Minors under 16 years of age cannot participate in elk hunting.

d. Minors under 10 years of age must meet Oklahoma State Law to participate in gun deer or muzzleloader deer hunting.

e. Minors 8 years of age and younger are not required to have Fort Sill annual permits or an iSportsman account (see exception at para 3-4b).

f. Minors 17 years and younger may accompany a hunting adult as a non-hunting participant during muzzleloader deer and gun deer seasons.

CHAPTER 4 – iSportsman

a. iSportsman is the required platform Fort Sill uses to execute and manage the hunting, fishing, boating, and outdoor recreational programs on Fort Sill. All individuals will have an iSportsman account to obtain and print their annual vehicle parking pass, to be used every time an individual is signed out to recreate. The parking pass will be displayed on the vehicles dash, side window or on the vehicle in a manner clearly visible from the ground on the outside of the vehicle.

b. All game and fish taken on Fort Sill will be reported in iSportsman prior to leaving the Installation during area checkout. Hunters are also responsible for complying with ODWC e-check requirements. Sportsmen are required to print an annual parking pass via iSportsman and display the parking pass on the dash. Lifted vehicles will display their passes in a manner clearly visible from the ground.

c. Prior to entering the range for hunting, fishing, boating, and outdoor recreation, each individual will check-in to the area and check out when they clear the range each via iSportsman.

d. To check into a compartment or pond:

(1) Log In to your iSportsman account.

(2) Access the appropriate activity" tab and check in to their assigned hunting compartment.

(3) Hunters participating in a lottery hunt must claim their drawn permit in iSportsman before checking in. This can be done in the acquire permit tab. Failure to complete this step will result in the inability to check in to the range.

(4) NLT 2 hours after official sunset, hunters must clear the range by checking out of their area in iSportsman. At that time the hunter will be prompted for any harvest data.

CHAPTER 5 – All Recreation Use

a. On-post private organizations and off-post agencies must submit request to the Public Affairs Office, 7305 NW McNair Avenue, Suite 216, Fort Sill, OK 73503 to conduct events on Fort Sill. At a minimum, the Public Affairs Office, Community Relations Officer will coordinate requests for recreational range use with Natural Resource Branch and Range Operations.

b. All individuals pursuing recreational activities that require them to be more than 100 feet from the center of a paved road must check in using iSportsman except for fishing at Lake Elmer Thomas and cantonment area options.

c. Gravel roads are considered part of the range and require the user to check in via iSportsman.

d. Check in to iSportsman is not necessary for individuals visiting cemeteries on East Range.

e. Prior to entering the range, recreational users will:

(1) Print an annual parking pass via iSportsman and display the parking pass on the dash. Lifted vehicles will display their passes in a manner clearly visible from the.

(2) Check in to the area via iSportsman. Individuals must check out via iSportsman when they clear the range each day.

(3) For safety reasons, users will only check in to one of the three ranges at a time (West, East, Quanah). For example, small game hunters wishing to check in to multiple areas, will only check in to areas associated with one of the three ranges. If they wish to change ranges (East, West, or Quanah) they will clear the existing range and check in to the range they want to move to.

f. During the Deer muzzleloader and Deer/Elk gun seasons, range training areas that are not archery or small game only areas are closed to all recreational activities except hunting and fishing. Archery and small game only areas will remain open during muzzle loader and gun seasons and available for all recreation activities.

g. During the October Archery elk season, Quanah and West range are closed to all activities that are not related to hunting or fishing. East Range will remain open to all other activities.

h. Camping is allowed at Lake Elmer Thomas Recreation Area (LETRA) and Medicine Creek RV Park. For more information phone LETRA at (580) 442-5854 or (580)442-7066 or Outdoor Recreation Center at (580) 442-0930 or (580)583-8040. This is the only authorized swimming area on Fort Sill.

i. Pig Farm Crossing is the only designated ATV/UTV usage area. ATV and UTV usage are prohibited on the range except for recovering big game while hunting.

j. POV's may operate off the black top surface on improved/maintained surfaces (gravel), established two tracks, and fire breaks inside their area.

k. **There will be no recreational activity authorized in the following areas. Unless specifically posted on the Fort Sill iSportsman page. East Range (North Arbuckle} NA1. NA2. NA3. NA4. NAS, NA6. (South Arbuckle} SA1. SA2. SA3. SA4. & SAS. West Range WR1, WR2. WR3. WR4. WRS, & WR6. Quanah Range QR1, QR2. QR3. & QR4.**

l. Sportsman Services will post overlay maps (during elk archery, turkey, muzzle loader, and gun seasons) or spreadsheets, notices of areas closed to recreational use, and special regulations in iSportsman. **UNDER NO CIRCUMSTANCES WILL ANYONE MOVE INTO OR THROUGH A CLOSED AREA.**

m. Areas depicted in red on the maps or spreadsheets are off limits to all recreational activity.

n. Areas depicted in blue on the maps or spreadsheets are open to recreational activity unless troops are present. If Military Unit(s) move into an area, all individuals must remain at least 600 yards from troops and equipment.

o. Persons are not permitted to use Fort Sill recreational privileges (to also include guided hunts, guided fishing trips, woodcutting, pecan/berry picking, commercial collection of shed antlers etc.) for monetary gain.

CHAPTER 6 – Hunting

6-1. Big Game Hunting.

a. Hunting license requirements are identified in Chapter 3.

b. Hunter orange is required to be worn in accordance with state regulations.

c. During Deer Gun season, hunters using archery equipment, that are hunting in deer gun areas, will follow state gun regulations and wear a hat and upper garment that total 400 square inches of hunter orange.

d. During Deer Gun season, archers hunting in archery or small game areas will comply with state regulations concerning hunter orange requirements concerning archery hunting during deer gun season.

e. A Fort Sill Hunting or Combination permit is required to big game hunt and shed hunt on Fort Sill. Additionally, Elk hunters are required to possess a Fort Sill annual elk eligibility permit.

f. All harvested big game animals will be reported in iSportsman and appropriately checked with ODWC. This includes animals that are not immediately located to include animals with spoiled meat, infection, or have been partially or fully consumed by other animals.

g. Big game harvest quotas and distribution of quotas will be set by Natural Resources. Natural Resources may change on post bag limits, close hunting areas, restrict weapons, or close hunting by sex and range, in accordance with the current integrated natural resource management plan (INRMP) and all applicable laws and regulations.

h. During all hunting seasons, hunters must park adjacent to or inside the boundaries of their hunting area. Sportsmen will not restrict vehicle traffic by blocking a road/firebreak.

i. Portable blinds and stands are allowed but must be conspicuously marked with the owner's iSportsman permit number. Use of tree stands are at the risk of the user. Use of an approved safety harness is required when using tree stands.

j. Road restrictions – only apply to Deer Gun and Gun Elk seasons. Road restrictions are identified and defined in the "road restriction" map posted in iSportsman.

k. Season dates, bag limits, and draw protocols will be established in the seasons and bag limits circular. The annual circular will be posted on iSportsman.

l. All Big game taken will be field tagged IAW Oklahoma State regulations.

m. All harvested Big Game will be reported in iSportsman at Home – Fort Sill – iSportsman upon checking out from the range and prior to departing Fort Sill.

n. All Big Game must be E-checked with ODWC at Login/Enroll | Oklahoma Hunt & Fish Licenses | Go Outdoors Oklahoma.

o. Hunters pursuing downed game or recovering game may check back into their hunting compartment utilizing the big game recovery activity. Hunters must contact sportsman services or DES for approval to track wounded animal from his assigned area to enter a different area to follow the animal. After approval, hunter will check out of their assigned area and checked into the new area.

p. The use of dogs to track downed big game animals is permitted on Fort Sill. Hunters must notify DES at 580-442-3374 to track a downed animal with a dog. Dogs will remain on a lease or lead at all times while being used to track a downed animal. Dogs will not be used to harass or pursue an animal that is found alive.

q. Except for wildlife management activities conducted by or in coordination with Sportsman Services, use of the following is prohibited:

- (1) Unmanned Aircraft Systems UASs.
- (2) Arrow Rifles/Air bows.
- (3) Trail Cameras.
- (4) Decoys.
- (5) Silhouettes.
- (6) Light Enhancement Devices.
- (7) Thermal Imaging Devices.
- (8) Spotlights.
- (9) Bait.

6-2. Big Game Hunting Restrictions.

- a. Baiting/feeding wildlife or hunting over baited areas is prohibited in accordance with the State of Oklahoma ODWC. Additionally, the use of salt and minerals are prohibited and considered bait.
- b. The use of permanent affixed stands or blinds is prohibited. Portable stands and blinds must be marked with the hunters iSportsman number. A reminder that Fort Sill is public land, it is assumed that stands or blinds might be used by other individuals. It is expected that stands or blinds will be released to their owners if occupied when the owner shows up.
- c. Ag fields and food plots are off limits to ALL vehicle traffic.

6-3. Hunting Compartments.

- a. A current recreational map is located on iSportsman depicting all recreational areas. This map can be imported to the "Avenza Maps" App, for in the field usage.
- b. Range maps or spreadsheets depicting day to day closures and added off limit areas may also be posted on iSportsman during selected seasons.
- c. Weapons restrictions for each hunting compartment are as follows:
 - (1) Deer Archery Only Areas: 53, 55, 74, 79, 83S, 84, and CA1, CA2, CA3, CA4, CA5.
 - (2) Deer Archery and Small Game: 31, 37, 38, 39, 40, 43, 52, 56, 67, 75, 76, 80W,81, and 82.
 - (3) Deer Muzzleloader Areas: Same as listed below in para 6-2(4) and 6-2(5).
 - (4) Deer Shotgun Slug Only Areas:
 - (a) Quanah Range: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10.
 - (b) West Range: 13, 14, 15, 19, 20, 28, BBDR, 29, 32, 33, 34, 35, 36, 41, 42, 44, 45,46, 47,48,49,50,51,54,57,58,59,83N.
 - (c) East Range:61,62,63,64,65,66,68,69, 70, 71, 73, 77, 78,SEC,S0E.
 - (5) Deer Rifle Areas: 11, 12, 16, 17, 18, 21, 22, 23, 24, 25, 26, 27, 30.
 - (6) Elk Archery Areas – All areas on west range and Quanah range, except for areas CA1, and 84.
 - (7) Elk Rifle Areas – Elk gun areas are the same as deer gun areas.

**** Any changes to area restrictions will be posted on the Fort Sill iSportsman Homepage.

6-4 Non-Ambulatory Hunters.

a. Non-Ambulatory hunter eligibility requirements .

(1) An Oklahoma Department of Wildlife Conservation (ODWC) motor vehicle permit, or non-ambulatory permit is required.

(2) Must present an ODWC issued non-ambulatory or motor vehicle permit to Natural Resources.

(3) Non-Ambulatory eligibilities are valid for 5 years.

b. Non hunting assistant/helper are permitted for individuals that are unable to access the range alone safely.

6-5. Handicap Accessible Blinds.

a. Blinds have been placed in several areas for the use by non-ambulatory hunters.

b. Hunters requiring one of the blinds may sign in to the blinds via iSportsman.

c. Non-Ambulatory hunters have preference at all times concerning the use of designated non ambulatory blinds. If a non-ambulatory blind is occupied when a non-ambulatory hunter shows up to hunt from the blind, the hunter occupying the blind will relocate immediately.

6-6. Guest Hunting.

A guest hunter is defined as any person not meeting eligibility requirements in Chapter 3-1a.(1-8)-3-1b.(1-4).

a. A guest requires a sponsor, hunting the same species, to be always with them in the field.

(1) Guest hunters must remain with the sponsor at all times.

(a) Big Game and Pig hunting guests will remain within arm's reach of the sponsor while stationary. While walking or traveling to and from hunting location in the field, guests will remain within 10 feet of sponsor.

(b) Small game and waterfowl guests will remain close enough to effectively communicate without raising their voice to the sponsor.

b. Guest hunters are NOT permitted:

- (1) During deer gun.
- (2) During any elk seasons.
- (3) During any weekend of muzzleloader deer season.

c. A daily guest permit is required for each guest 16 years of age and over except for youth hunts. Permits are valid only for the date specified. Permits are acquired on iSportsman and can be purchased up to three days in advance.

d. Guest must have an iSportsman account for any recreation on Fort Sill.

e. Sponsors must add the guest during the check in process in iSportsman. Sponsors are responsible for their guests' conduct, safety, and adherence to regulations. Violations of regulations may result in suspension of hunting and fishing privileges for sponsors and their guests (see appendix B).

f. No more than two guests are permitted per sponsor permit holder for any date. With the exception of Big Game. Only one guest per sponsor when big game hunting.

6-7. Youth Gun Deer Season.

a. Hunting license requirements are identified in Chapter 3.

b. Youth hunters must meet the eligibility requirement identified in Chapter 3-1.

c. Youth gun deer season has a bag limit of one deer. This deer counts towards the Fort Sill and State gun season bag limit.

d. Youth hunters must be between 9 and 17 years old.

e. Youth hunter must be accompanied by a licensed Fort Sill hunter, at least 18 years old to act as mentor. The mentor must be in physical control of the youth hunter while in the field.

f. Youth hunter and mentor will attend a safety briefing and hunt area selection. Date and time of briefing will be posted on iSportsman.

g. Youth hunters that draw for a "Deer Rifle" hunting compartment may use any centerfire rifle firing at least a 55-grain weight soft-nosed or hollow-point bullet.

h. Youth drawn for "Deer Shotgun Slug Only" hunting compartments, may use a 20-gauge shotgun or larger, modern inline muzzleloader .40 caliber or larger, or a primitive muzzleloader .40 caliber or larger.

6-8. Archery Deer Hunting.

a. In addition to hunting license requirements as identified in Chapter 3. Deer Archery hunters must possess a Fort Sill Hunting or Combination (combo) permit, which can be purchased thru iSportsman at Home – Fort Sill – iSportsman. An Oklahoma Deer tag. Deer tag must be purchased online at Hunting | Oklahoma Department of Wildlife Conservation (wildlifedepartment.com) or at any number of local vendors.

b. Starting at 0400 the day of the hunt, the hunter may check in to the hunting compartment using iSportsman.

c. Hunters may not check-in to “hold” a spot in a training area with occupancy limits. Check-in and out of areas with limited occupancy must occur after entering the Installation or range for check in and before leaving the Installation or range for check out.

d. Sportsmen residing or working on the Installation will not check in to an area until they are headed to the field. They will also check out of the area when leaving the field.

e. NLT 2 hours after official sunset, hunters must check out of their hunting compartment(s) using iSportsman.

f. Archery Limits are published in the annual Season and Bag circular.

g. Legal weapons for Archery Deer are:

(1) Any compound bow of 40 pounds or more draw weight.

(2) Any recurve, longbow, or self-bow of 40 pounds or more draw weight.

(3) Crossbow authorized usage:

(a) Hunters who are 60 years of age or older.

(b) Hunters must have written evidence, certified by a physician, that they have a disability and unable to use a compound/recurve/longbow.

(c) Crossbows must be un-cocked and must be transported in a motor vehicle IAW Fort Sill Regulation 190-11.

(d) Crossbows are required to have a minimum draw weight of 100 pounds and be equipped with safety devices. Leverage gaining devices are permitted.

(e) Bolts must be at least 14 inches long.

h. Hand-held releases are legal.

i. No person may carry or use any firearm in conjunction with archery equipment during any archery season.

j. Illegal Devices:

(1) Laser sights (unless certified 100% disabled or legally blind).

(2) Thermal tracking devices.

(3) Light enhancement devices (including nightscopes).

(4) Arrow Rifles/Air Bows.

6-9. Primitive Muzzleloader Deer Hunting.

a. In addition to hunting license requirements as identified in Chapter 3-2 and Chapter 3- 3, Primitive Muzzleloader hunters must possess a Fort Sill Hunting or Combination (combo) permit, which can be purchased thru iSportsman at Home – Fort Sill – iSportsman.

b. Starting at 0400 the day of the hunt, the hunter may check in to the hunting compartment using iSportsman.

c. Hunters may not check-in to “hold” a spot in a training area with limited occupancy. Check-in and out of areas with limited occupancy must occur after entering the Installation or field for check in and before leaving the Installation or field for check out.

d. Sportsmen residing or working on the Installation will not check in to an area until they are headed to the field. They will also check out of the area when leaving the field.

e. NLT 2 hours after official sunset, hunters must check out of their hunting compartment(s) using iSportsman.

f. The number of available slots on the range could be reduced based on scheduled Military training or herd population management. The hunter's range pass and iSportsman Vehicle Pass are placed on the vehicle's dashboard in a way they can be easily read.

*** Hunter must hunt the training area(s) which they are checked in to.**

g. NLT 2 hours after official sunset, hunters must clear the range using iSportsman.

h. Weapons restrictions for Primitive Muzzleloader Deer are:

(1) 40 caliber or larger rifle, must be shoulder fired, side hammer, primitive weapon type similar to those commonly used in the 1800's.

(2) Loose powder only; the use of pelletized, stick powder systems, and Smokeless powder is prohibited. Black powder and black-powder substitutes are legal.

(3) Firing a single lead projectile, round ball, pumpkin ball, mini or maxi bullet, or other spherical or conical projectile. Sabot rounds, jacketed, and power belt projectiles are prohibited. Cloth patches are not sabots.

(4) Must be loaded from the muzzle; Cannot be loaded from the breech during any muzzleloading season.

(5) Only open or iron sights allowed. Fiber optics or fluorescent paint on open or iron sights are legal. Scopes or any sighting device using artificial light, batteries and electronic gear are prohibited.

(6) 209 shotgun primers and/or electronic or battery ignition devices are prohibited.

i. Hunters may harvest no more than two deer total using primitive and/or modern muzzleloader. No more than one deer may be a buck.

j. Hunter orange requirements during Fort Sill muzzleloader deer seasons are the same as statewide requirements.

k. All archery hunters hunting during muzzleloader seasons will follow statewide hunter orange requirements for archery hunting during firearm seasons.

6-10. Modern Muzzleloader Deer Hunting.

a. Modern Muzzleloader hunters must possess a Fort Sill Hunting or Combination (combo) permit, which can be purchased thru iSportsman at Home – Fort Sill – iSportsman.

b. Hunters must apply and be drawn to Modern Muzzleloader Deer hunt. Specific Muzzleloader drawing procedures will be posted in iSportsman and in the annual deer and elk circular. The draw will be conducted in iSportsman, and a computer-generated, random list of selected hunters will be drawn. The hunter will be notified by email through their iSportsman account of the draw result and providing them the time and location of the hunt area selection meeting.

c. For Modern Muzzleloader Deer season an individual does not have to be present and can have someone represent them at the hunt area selection meeting. That representative must have the hunter's Fort Sill Permit Number in order to select a hunt area for another hunter.

d. Drawn hunters will choose their respective hunting compartment according to the order in which drawn from the iSportsman generated list.

e. The number of hunters drawn could be reduced based on scheduled Military training or herd population management.

f. Hunter's will be issued a range pass at the area assignment. Standby hunting will be available through the season. Standby passes will be issued at Building 1458. Natural Resources Hours of operations will be posted on the Fort Sill iSportsman Home page.

g. The hunter's range pass and iSportsman Vehicle Parking Pass must be placed on the vehicle's dashboard in a way they can be easily read.

h. NLT 2 hours after official sunset, hunters must clear the range using the "Modern Muzzleloader Deer Activity" tab. At that time the hunter will be prompted for any harvest data.

i. Legal weapons for Modern Muzzleloader Deer are:

(1) 40 caliber or larger muzzleloading rifles or 20-gauge or larger muzzleloading shotgun.

(2) Any type of Black powder, Black-powder substitutes and smokeless powder are legal. Loose or palletized powder is legal.

(3) Firing a single lead projectile, round ball, pumpkin ball, mini or maxi bullet, or other spherical or conical projectile including sabots, jacketed and belted projectiles.

(4) Must be loaded from the muzzle; Cannot be loaded from the breech during all muzzleloading seasons.

(5) Scopes are legal during modern muzzleloading season.

(6) 209 shotgun primers and/or electronic or battery devices can be incorporated into or attached to the firearm.

(7) Muzzleloader pistols are allowed as a secondary firearm but may only be used for dispatching downed deer.

(8) Any legal archery equipment described in Chapter 6-7.

j. Illegal devices during Modern Muzzleloader Deer Hunting are:

(1) Laser sights (unless certified 100% disabled or legally blind).

(2) Thermal tracking devices.

(3) All light enhancement devices (including nightscopes).

k. Hunters may harvest no more than two deer total using primitive and/or modern muzzleloader. No more than one deer may be a buck.

l. Hunter orange requirements during Fort Sill muzzleloader deer seasons are the same as statewide requirements.

m. All archery hunters hunting during muzzleloader seasons will follow statewide hunter orange requirements for archery hunting during firearm seasons.

6-11. Gun Deer Hunting.

During Deer gun season, deer must be physically checked at Bldg 1464 or if hunting on Quanah range at Twin Gates West.

a. Hunters must apply and be drawn to Deer Gun hunt. The draw will be conducted in iSportsman and a computer-generated random list of selected hunters will be drawn. The hunter will be notified by email through their iSportsman account of the draw result and providing them the time and location of the hunt area selection meeting.

b. During deer gun season, in deer gun areas, hunters may use a state archery tag if using archery equipment. Harvested deer will count against the Fort Sill deer gun quota. Hunters using guns are required to have a state deer gun tag. Animals will be checked with ODWC according to the tag being used.

c. For deer gun season, an individual does not have to be present and can have someone represent them at the hunt area selection meeting. That representative must have the hunter's Fort Sill permit number to select a hunt area for another hunter.

d. All deer gun hunters will occupy a hunting slot.

e. Non hunting participants are permitted during deer gun season. Non hunting participants must meet eligibility requirements defined in section 3-1 of this document.

f. Deer gun hunters ages 9-15 will be accompanied by an adult hunter. Both hunters will always remain with each other.

g. Drawn hunters will choose their respective hunting compartment according to the order in which drawn. Hunters not drawn for the current day's hunt may participate in Standby Hunting, Chapter 6-10. Any remaining slots will be available for standby hunting on the day of the hunt.

h. The number of hunters drawn could be reduced based on scheduled Military training or herd population management.

i. If a hunter is drawn and not able to hunt that day he must notify Sportsman Services to release that area for a standby draw to another hunter.

j. Hunter's will pick up their range pass at Bldg. 1458 No later than 0530 the morning of their hunt. Any range passes not picked up by 0530 will be forfeited back into the standby drawing. Standby draw will be conducted immediately after 0530 and then will be first come first serve throughout the remainder of the day. The hunter's range pass and iSportsman Vehicle Parking Pass must be placed on the vehicle's dashboard in a way they can be easily read.

k. NLT 2 hours after official sunset, hunters must clear the range using the "Deer Gun Activity" tab. At that time the hunter will be prompted for any harvest data.

l. Hunters wishing to change hunting compartments during the day may do so at the following locations:

(1) West and East Range hunters wishing to change areas are able to do so by going to Natural Resources, B1458, to choose from available areas.

(2) Quanah Range hunters will check in at the Quanah trailer located at Twin Gates to choose from available areas.

m. During Deer Gun season, the only legal game for deer hunters is deer, hogs, and coyote.

n. Approved weapons for gun deer hunting:

(1) In Rifle and Shotgun Only Areas, 20-gauge shotgun or larger using slugs. Sabots and jacketed bullets are legal. Buckshot is not legal for deer hunting on Fort Sill.

(2) 40 caliber or larger muzzleloader. Modern muzzleloaders, Chapter 6-8, are legal in all hunting compartments during Deer Gun season.

(3) In Rifle areas, centerfire rifles firing at least a 55-grain weight soft-nosed or hollow- point bullet.

(4) Any legal archery equipment described in Chapter 6-6.

6-12. Standby Hunting: Gun Deer.

a. For hunters that did not draw a hunt compartment for a given day, a Standby drawing will be held each morning of deer gun season if available. There is no guarantee for a Standby drawing. There is no guarantee a standby hunter will be drawn.

(1) Standby draw for Gun Deer:

(a) East and West range standby drawing is held at Natural Resources, Building 1458.

(b) Quanah range Standby drawing is held at the Natural Resources trailer located at Twin Gates.

(2) Individuals may sign up for the standby draw starting at 0500 hours.

(3) The Standby gun drawings are held at 0530 each morning.

(4) If available, Hunters drawn thru the Standby process are given a range pass and may immediately proceed to their hunt area.

b. Hunters not able to attend the Standby drawing may hunt any area that has leftover range passes or choose another area when another hunter has finished for the day and returned their pass.

c. Standby gun hunters will be provided instructions on how to check in and check out using iSportsman.

CHAPTER 7 – Elk Hunting

7-1. General.

a. In addition to hunting license requirements as identified in Chapter 3. Elk Gun hunters must possess an Oklahoma Elk tag purchased online at Hunting | Oklahoma Department of Wildlife Conservation (wildlifedepartment.com) or at any number of local vendors.

b. Only Fort Sill eligible hunters as defined in para 3-1, are allowed to hunt Elk on Fort Sill.

c. Non hunting participants are permitted during elk seasons. Non hunting participants must meet Fort Sill Eligibility requirements listed in section 3-1 of this document.

d. An annual elk eligibility permit is required for all individuals applying for an elk draw. Hunters can only be drawn for 1 elk gun hunt per year.

e. Hunters must be 16 years or older to hunt Elk.

f. Hunters may obtain assistance in packing out their kill. Anyone assisting in harvest recovery of a downed animal must possess a validated iSportsman account and check in and out thru the recovery activity in iSportsman.

g. Contingent on Elk population numbers and harvest, Natural Resources may shut down hunting at any time, not necessarily at the end of the proposed season.

h. If a person harvests an elk during either the archery or gun season, he or she will not be eligible for elk hunting on Fort Sill the following season. Based on management goals, Natural Resources may temporarily suspend the sit out requirement.

i. Annual bag limit is one elk.

j. A legal bull elk on Fort Sill must have at least one fork above the brow tine. Forked tine is a projection that is at least one inch long, arising from the main antler. An antlerless elk (cow) is defined as any elk with no visible antlers, regardless of sex.

7-2. Archery Elk.

a. Archery Elk Season is NOT a guaranteed to draw hunt.

b. Standby hunting will be offered during the October Archery Elk season. All standby tags will be cow only. Standby procedures will be published in the annual deer and elk circular.

c. In addition to hunting license requirements as identified in Chapter 3. Elk Archery hunters must possess:

(1) A Fort Sill permit purchased thru iSportsman at Home – Fort Sill – iSportsman

(2) A Fort Sill Elk Eligibility Permit purchased thru iSportsman at Home – Fort Sill – iSportsman.

d. Hunters must apply and be drawn to Archery Elk hunt. Procedures for the draw will be posted in iSportsman. The draw will be conducted in iSportsman and a computer-generated, random list of selected hunters will be drawn. The hunter will be notified by email through their iSportsman account of the draw result and providing them the time and location of the hunt area selection meeting. Hunters will choose their respective hunting compartment according to the order in which drawn.

e. For Archery Elk an individual does not have to be present and can have someone represent them at the hunt area selection meeting. That representative must have proof of the drawn hunters Fort Sill permit and Fort Sill Elk Permit, in order to select a hunt area for another hunter.

f. To manage Fort Sill's Elk herd at sustainable levels, all applicants may not be drawn for each day.

g. The number of hunters drawn is reduced based on scheduled Military training or herd population management. The Archery Elk drawing is for individual day hunts. Hunters must attend subsequent drawings for additional hunt opportunity. Potential hunting compartments can be found in section 6-2. There is no elk hunting east of Apache Gate Road or on East Range.

h. Each hunting compartment will be assigned "either sex" hunters or "cow only" hunters. The type of tag available is based on the order in which drawn and hunter's preference. Once the "either sex" slots are filled, that hunt area will be "cow only" for that day. If a hunter does not want to hunt "cow only", that hunter must either PASS on elk hunting that day or choose a different hunting compartment. A hunter may choose to PASS at any time.

i. During their hunt, a hunter does not have to return for the 1200 area assignment for the following day's hunt.

j. Drawing procedures will be addressed in the annual season and bag limits circular and posted on iSportsman. The hunter's range pass and iSportsman Vehicle Parking Pass must be displayed in a way they can be easily read from the ground.

k. Hunters must contact sportsman services for approval to track wounded animal from his assigned area to enter a different area to follow the animal. After approval, hunter must enter into iSportsman that he checked out of his assigned area and checked into a new area.

l. Authorized type of archery weapons the same as deer archery identified in paragraph 6-6.

m. During archery elk season, hunting will cease if the range quota is met. The quota for range/tag type will be briefed/updated at each day's area assignment.

n. Elk harvested and removed from the field before 1600 will be physically checked at Bldg 1464, the day of the harvest.

o. January Cow Archery and/or Gun Season. Procedures for these seasons will be posted on iSportsman. The January cow season is fully contingent on remaining cow quota.

(1) Elk harvested during this season count toward the previous calendar year harvest.

(2) You must purchase new Calendar Year permits for the Installation before participating in any January hunt.

7-3. Gun Elk.

During Elk gun season, elk must be physically checked at Bldg 1464 or if hunting on Quanah Range at Twin Gates West.

a. In addition to hunting license requirements as identified in Chapter 3. Elk Gun hunters must possess:

(1) If drawn, an Oklahoma Elk tag must be purchased online at Hunting I Oklahoma Department of Wildlife Conservation (wildlifedepartment.com) or at any number of local vendors.

(2) A Fort Sill permit purchased thru iSportsman at Home – Fort Sill – iSportsman.

(3) A Fort Sill Elk Eligibility Permit purchased thru iSportsman at Home – Fort Sill – iSportsman.

b. Hunters must apply and be drawn to Gun Elk hunt. Procedures for the draw will be posted in iSportsman. The draw will be conducted in iSportsman and a computer-generated random list of selected hunters will be drawn. The hunter will be notified by email through their iSportsman account of the draw result and the time and location of the hunt area selection meeting. Hunters will choose their respective hunting compartment according to the order in which drawn.

c. There is NO Standby hunting for Gun Elk.

d. Individuals must be present to select an elk gun hunt zone as a safety briefing is required for all elk gun hunters and will commence immediately following the draw in the Natural Resources classroom, Bldg1465. Hunter's will be advised on check in and check out procedures in iSportsman at this briefing.

e. Elk gun hunts are two-day hunts that take place on designated weekends. Hunters will be placed in an elk hunting zone for their hunt. Hunters may not draw more than one gun elk hunt annually.

(1) West Range hunters wishing to change areas are able to do so by going to Building 1458 to choose from available hunting compartments.

(2) Quanah Range hunters will go to the Quanah trailer at Twin Gates to choose from available hunting compartments.

(3) Hunters are not allowed to change ranges.

f. The number of hunters drawn could be reduced based on scheduled Military training or herd population management. The Gun Elk hunt is for the weekend following each draw.

g. Hunter's will be provided their range pass and instructions on how to check in and check out using iSportsman at each draw. The hunter's range pass and iSportsman Vehicle Pass are placed on the vehicle's dashboard in a way they can be easily read.

h. To check into a hunting compartment:

(1) Hunters must Log In to your iSportsman account the morning of your hunt.

(2) Access the "Elk Gun Activity" tab and check in for the specific training area that is being occupied by the hunter.

i. NLT 2 hours after official sunset, hunters must clear the range using the "Elk Gun Activity" tab. At that time the hunter will be prompted for any harvest data.

j. Hunters must contact sportsman services for approval to track wounded animal from his assigned area to enter a different area to follow the animal. After approval, hunter must enter into iSportsman that he checked out of his assigned area and checked into a new area.

k. Each hunting area will be assigned "either sex" hunters and "cow only" hunters. The type of tag available is based on the order in which drawn and hunter's preference. Once the "either sex" slots are filled, that hunt area will be "cow only" for that day. If a hunter does not want to hunt "cow only", that hunter must either PASS on elk hunting that day or choose a different hunting compartment. A hunter may choose to PASS at any time.

l. During gun elk season, hunting will cease if the range quota is met.

m. During elk gun season, the only legal game for elk hunters is elk, hogs, and coyote. The legal definition of an antlerless elk (cow) is the same as the state definition.

n. Approved weapons for gun elk hunting.

(1) 20 gauge or larger using slugs in Shotgun or Rifle Only area.

(2) 40 caliber or larger muzzle loader firing single slug or ball in Shotgun or Rifle Only area.

(3) Centerfire rifles .270 caliber or larger with soft nose or hollow point bullets only, in Rifle Only areas.

(4) Any legal archery equipment described in Chapter 6-6.

CHAPTER 8- Turkey Hunting

8-1. General.

a. In addition to hunting license requirements as identified in Chapter 3. Turkey hunters must possess a Fort Sill hunting or combination permit purchased thru iSportsman at Home – Fort Sill – iSportsman.

b. Procedures for the drawing/allocation of hunting areas will be posted in iSportsman. Hunters will check in and out using iSportsman.

c. Legal means of take are shotgun and archery equipment IAW the State and Fort Sill deer and elk archery equipment Regulations.

d. The use or possession of decoys and electric calls while turkey hunting is prohibited.

9-2. Youth Turkey Hunting.

a. Youth hunters must meet the eligibility requirement identified in Chapter 3-1.

b. In addition to hunting license (tag) requirements as identified in Chapter 3 for minors, Youth Turkey hunters aged 17 and under must possess:

(1) An iSportsman account and the Fort Sill free youth permit.

(2) All applicable state licenses or tags, available online at Hunting | Oklahoma Department of Wildlife Conservation (wildlifedepartment.com) or at any local vendor.

(3) Hunters aged 9-17 require:

(a) An iSportsman account and the free Fort Sill fishing/hunting permit.

(b) All applicable state licenses or tags, available online at Hunting | Oklahoma Department of Wildlife Conservation (wildlifedepartment.com) or at any local vendor.

(c) Youth hunter must enter the lottery drawing to be eligible for the turkey hunt.

c. Procedures for the drawing/allocation of hunting areas will be posted in iSportsman. Youth hunter must be accompanied by a licensed Fort Sill hunter, at least 18 years old to act as mentor. The mentor must be in physical control of the youth hunter while in the field.

d. Youth hunter and mentor will attend a safety briefing and hunt area selection at 1700 hours the Friday prior to the hunt. Briefing is held in Natural Resources classroom, Building 1465.

e. The use or possession of decoys while turkey hunting is prohibited.

CHAPTER 9 – Waterfowl Hunting

a. During waterfowl season, waterfowl hunting will close on all bodies of water at 1300 daily.

b. Waterfowl hunters will use iSportsman to sign in and out, by pond, using the waterfowl option.

c. The two methods of waterfowl hunting on Fort Sill are:

(1) Blind/Decoy Hunting. Fort Sill ponds with designated blind/decoy hunting are Pottawatomie Twins, Engineer, Elmer Thomas TA30, Wapata, and Menard and are first come/first serve in iSportsman. Hunters may not Pond Jump the ponds designated for Blind/Decoy hunting. Decoys may be used in ponds not specifically designed for this use.

(2) Pond Jumping. Hunters may sign out for up to 4 ponds at a time. Hunters may sign in from those ponds at any time and sign out for a different 4 ponds as desired. Hunters may not Pond Jump the ponds designated for Blind/Decoy hunting.

d. During waterfowl seasons, hunters and fishermen will use a first come-first serve procedure on all ponds.

e. Waterfowl seasons and bag limits are IAW with the State regulations.

f. During Deer Gun season, Waterfowl hunting is permitted in Archery and Small Game areas only.

g. Waterfowl hunters hunting waterfowl on Fort Sill Ag fields may use the small game check in option for a specific training area. This is only for non-pond and lake waterfowl hunting.

CHAPTER 10 – Small Game Hunting

a. Small Game Hunters will be limited to Archery and Small Game Areas during deer muzzleloader, and deer & elk gun seasons. Small game hunting will be limited to East Range during the Oct Elk Archery Season.

b. Small game hunting will include all legal hunting activities that are not deer, elk, or turkey hunting. Open seasons and bag limits are posted annually.

c. Raccoon hunting is the only hunting activities that is allowed at night. Raccoon hunting is restricted to pursuit with dogs. No firearms are permitted in the field while raccoon hunting at night.

d. It is prohibited for small game hunters to have slugs in their possession.

e. Prior to hunting, each hunter will check in to an area(s) via iSportsman. Each hunter must clear the range and check out from iSportsman within 2 hours after official sunset on each day of hunting.

f. It is prohibited for small game hunters to hunt outside their assigned area.

g. Hunters may conduct predator hunting and calling by signing out via iSportsman to small game hunt. Special predator hunting, such as using greyhounds, is illegal. Coyote hunting at night is prohibited. Electronic calls are permitted for predator hunting.

- h. Legal weapons for Small Game Hunting include:
 - (1) Shotguns firing BB shot or smaller. (buckshot and slugs are prohibited).
 - (2) 22 caliber rim fire and 17 HMR rim fire rifles and pistols.
 - (3) Muzzleloading shotguns firing legal shot (buckshot and slugs are prohibited)
 - (4) Any Bows with a minimum of 30lbs draw weight. Air bows or any device propelling an arrow or bolt by any type of compressed air is strictly prohibited.
- i. Only legal archery equipment is allowed in archery only areas.
- j. Firing a weapon from a vehicle or within 20 feet of a vehicle is prohibited.
- k. Hunters and archers in archery only and small game areas are not exempt from Oklahoma State hunter orange requirements.
- l. The use of decoys is not permitted except for hunting migratory birds or predators.
- m. Possession limit for hunters and fishermen is equal to the daily bag limit for given species. Possession is defined as number of game animals with the person or in his/her vehicle on the range.

10.1 Special Pig Gun Season.

- a. A special pig gun season will be held following spring turkey season.
- b. Pig gun season rules, drawing or check out instructions, and weapons restrictions will be posted on iSportsman. NLT 28 FEBRUARY each year.

CHAPTER 11 – Fishing

- a. There will be no recreational activity authorized in the following areas. Unless specifically posted on the Fort Sill iSportsman page. East Range (North Arbuckle} NA1. NA2. NA3. NA4. NAS, NA6. (South Arbuckle} SA1. SA2, SA3. SA4. & SAS. West Range WR1, WR2. WR3. WR4, WRS, & WR6. Quanah Range QR1, QR2. QR3. &QR4.
- b. Sportsmen fishing on Fort Sill are required to have in their possession:
 - (1) An Oklahoma Fishing License. License cannot be purchased on Fort Sill but may be purchased online at Hunting | Oklahoma Department of Wildlife Conservation (wildlifedepartment.com) or at any number of local vendors such as Academy or Walmart.
 - (2) A Fort Sill permit purchased thru iSportsman at Home – Fort Sill – iSportsman.

c. Fisherman will use iSportsman to check in and check out of available ponds. iSportsman can be accessed at Home – Fort Sill – iSportsman.

d. People fishing in the cantonment area are not required to check in via iSportsman but must have a valid iSportsman combination or fishing permit. Cantonment fishing area includes:

- (1) The non-ambulatory/youth only Owl Pond.
- (2) The non-ambulatory/youth only Mascot Pond.
- (3) Artillery Pond.
- (4) Armadillo Pond.
- (5) Ammo Pond.
- (6) Medicine Creek from Medicine Bluffs to interstate 44.
- (7) The west side of East Cache creek from Hoyle bridge to pig farm crossing.

e. Fishing at LETRA does not require a Fort Sill fishing permit or for the user to check in via iSportsman. State regulations apply to all fishing on LETRA.

f. Fishing past 2359 hours is allowed. However, the user must check out from the range and then check in to the range after 0000 hours using iSportsman.

g. During waterfowl season, the following ponds are open to fishing after 1300 daily:

- (1) Pottawatomie Twins.
- (2) Engineer.
- (3) Elmer Thomas within TA30.
- (4) Wapata.
- (5) Menard.

h. Fishing opportunities will be limited to archery small game areas, LETRA and the cantonment during deer muzzleloader, deer gun, and elk gun. Fishing will be restricted to east range, LETRA, cantonment and Legion Pond during elk archery season.

i. All boat occupants will wear life preservers in accordance with state regulation.

j. The use of trolling motors is allowed on all water.

k. The use of gasoline motors, limited to "no wake" speeds are authorized on:

(1) Lake George.

(2) Ketch Lake.

(3) Engineer Lake.

(4) Lake Elmer Thomas.

l. Do not use vehicles and trailers to launch or remove boats in the portion of Medicine Creek west of concrete dam at White Wolf and east of the archery range, this area is hand launch only.

m. Rod and Reel is the only legal method of taking game fish on Fort Sill unless authorized.

n. Fort Sill has special regulations regarding length and number channel catfish. Any updates to Fort Sill Circular on seasons and bag limits will be posted on iSportsman. Largemouth bass are same as statewide reg., channel catfish under 10", and all smallmouth bass must be returned to the water as soon as they are caught. The daily limit on largemouth bass is 6 including no more than 1 over 16". The daily limit on catfish is 6 with a 10" minimum length.

o. It is legal to use a minnow seine not more than 20 feet in length and 1/4-inch mesh or cast net with mesh no greater than 3/8-inch square to obtain nongame baitfish in running streams only. No person may take or possess more than 25 nongame baitfish harvested from a stream.

p. Hand gigs and bows and arrows may be used to take nongame fish in streams only.

q. Bow fishing may only be used to take nongame fish in the streams outside of the cantonment, Lake George, and Logan Pond. Bow fishing in any other ponds and lakes is strictly prohibited.

r. Nongame fish are defined in Oklahoma State Regulations. Noodling is not allowed on Fort Sill.

s. Natural Resources is responsible for fishing tournaments, to include youth events will be planned, coordinated, reviewed for legal compliance and an After-Action Review conducted with an improvement plan developed. (except MWR sponsored events at LETRA)

t. It is unlawful to stock or transplant fish into any Fort Sill waters including streams, ponds, and lakes.

u. Bullfrogs harvest is allowed by hand, hook and line, legal gig, or spear July 1-31 Sportsman must use the "Fishing Activity" tab in iSportsman to check in/out of ponds and report harvest.

v. Magnet fishing is prohibited on Fort Sill.

w. Due to high levels of Mercury found in fish tested on Fort Sill and the Wichita Mountains Wildlife Refuge (WMWR), located north of Fort Sill, this posted notice is a precautionary measure. Pregnant women and children under seven years should NOT eat bass from Fort Sill. All others – limit eating bass caught on Fort Sill to no more than 2 meals per month.

CHAPTER 12 – Recreation – Other Than Hunting or Fishing

a. Recreational users on Fort Sill are required to have in their possession a Fort Sill Sportsmen Safety Card, obtained by attending any one of the Sportsmen Safety classes taught each Thursday, 1200-1300 or the 3rd Thursday 1800-1900, in Building 1465.

b. Fort Sill Recreation, hunting or combination permit purchased thru iSportsman at Home – Fort Sill – iSportsman.

c. Recreational users will use iSportsman to check in and check out of available activities. iSportsman can be accessed at Home – Fort Sill – iSportsman.

d. Participation in Bicycling, Mushrooming, Pecan and Berry Picking, Hiking, Picnicking, Shed Hunting (requires a hunting or combination, ATU use at the Pig Farm ATV area. Boating, and Horseback Riding activities is limited to members of the Fort Sill community with recreational guests. Recreational guests must have an iSportsman account, validated in advance, and a valid daily permit. Guests must be escorted by a valid iSportsman recreation, hunting, fishing, or combination permit holder. Shed Hunting goes to hunting section.

e. Pig Farm Crossing is the only designated ATV/UTV usage area. ATV and UTV usage are prohibited on the range with the exception of recovering harvested big game while hunting.

CHAPTER 13 – Firewood Cutting

a. This permit is purchased in iSportsman and allows cutting firewood in areas opened on East, West and Quanah Ranges of Fort Sill.

b. The firewood cutting permit is a daily permit.

c. Firewood cutting is for personal use only. Firewood may not be sold.

d. Only cutting of fallen timber is allowed. **NO CUTTING OF STANDING TIMBER.**

e. Timber cutting is **CLOSED** during all Fall Elk Archery Season on Quanah and West Range. During muzzle loader, deer gun, and elk gun seasons, firewood cutting is restricted to small game and archery only areas.

f. A recreational guest permit can be used for a guest(s) assisting a permit holder cutting firewood. The Fort Sill Permit Holder must check the guest(s) in at iSportsman check-in.

Appendix A

Section I Required Publications References

AR 190-51

Security of Unclassified Army Property

AR 200-1

Environmental Protection and Enhancement

AR 210-20

Real Property Master Planning for Army Installations

Fort Sill Reg 190-11

Physical Security of Privately Owned Arms, Ammunition, and Explosives

Fort Sill Reg 385-1

Post Range Regulation

AR385-63

Range Safety

AR 350-19

Army Sustainable Range Program

Section II Related Publications

Fort Sill Circular 200-11-02

Deer and Elk Hunting on Fort Sill

Section III Prescribed Forms

This section contains no entries.

Section IV Referenced Forms

DD Form 2RET

Armed Forces of the United States – Geneva Conventions Identification Card
(Retired)

DD Form 2

Armed Forces of the United States-Geneva Conventions Identification Card (Retired)

DD Form 1173

Uniformed Services Identification and Privilege Card

DD Form 2765

Department of Defense/Uniformed Services Identification and Privilege Card

DDForm2RES

Armed Forces of the United State-Geneva Conventions Identification Card (Reserve)

DA Form 2028

Recommended Changes to Publications and Blank Forms

**Appendix B
Post Permit Suspension/Revocation Guide**

B-1. Policy. This regulation governs the privileges of hunting, fishing, and other range recreation on the Fort Sill Military Reservation.

B-2. Authority. DES Law Enforcement Branch in conjunction with DPW Natural Resources enforces regulations and has the authority to recommend the suspension of recreational privileges as appropriate. Natural Resources has the authority to suspend accounts on iSportsman with the Garrison Commander being the appealing authority for all administrative actions.

B-3. Violations. The following is a list of common violations and administrative actions, which Natural Resources may suspend iSportsman accounts against personnel who violate applicable State or Federal statutes or Fort Sill regulations. Criminal prosecutions of personnel resulting in convictions for violations of laws and regulations pertaining to Natural Resources will not prevent the additional imposition of administrative sanctions. Violations listed below need only be proven by preponderance of evidence to impose appropriate sanctions.

a. Suspension of Permits:

VIOLATIONS	Suspension Time Frame
Failure to check out properly within required time	Up to 365 Days
Failure to properly display iSportsman parking pass	Up to 30 days
Failure to wear a life vest when required	Up to 30 days
Violate road closure restriction	Up to 60 Days
Littering	Up to 60 days
Failure to wear hunter orange properly or tree stand safety garments	Up to 60 days
Failure to comply with Oklahoma Boating Safety Laws and regs	Up to 60 days
Swimming in non-designated areas of Fort Sill	Up to 60 days
Accidental Take of Game(Self-Reported)	Up to 365 days
In wrong areas, Training Area, or Range	Up to 365 days
Failure to return protected fish to the water	Up to 365 days
Driving on a food plot or ag field	Up to 365 days
Keeping over limit of fish. Keeping fish outside of size restrictions	Up to 365 days
Failure to comply with non-ambulatory regulations	Up to 365 days
Failure to check in properly	Up to 365 days
Operating a boat in a reckless or negligent manner	Up to 365 days
Illegal use of electronic calls or decoys	Up to 365 days
Unauthorized introductions of plants onto the Installation	Up to 365 days
Unauthorized collection of forestry products. (Including firewood, mushrooms, plants, nuts, fruit) or attempting to engage in such conduct.	Up to 365 days

Unauthorized shooting or discharging of firearm not addressed in in paragraph B-3.b. and B-3.c.	Up to 365 days
Possession of night vision, thermal, laser, or any other light enhancing equipment. Including spotlights	1 year
In an area described as closed or off limits	1 year
Entering or departing through unauthorized gate	1 year
Providing false information to Natural Resources Staff or Law Enforcement	1 year
Magnet Fishing and use of metal detectors	1 year
Illegal use of game camera	1 year
Illegal baiting of wildlife	1 year
Other violations not covered in this regulation	30 days-3 years

b. Temporary Revocation of Permits for at least 1 calendar year.

- (1) Killing or attempting to kill protected wildlife species.
- (2) Wanton waste.
- (3) Allowing guests to hunt or fish when not accompanied by a sponsor.
- (4) Hunting deer with dogs.
- (5) Trapping without authorization.
- (6) Exceeding deer, elk, or turkey bag limits.
- (7) Firing a weapon too close to a dwelling or persons.
- (8) Hunting any animal (except deer or elk) out of season.
- (9) Transporting loaded weapons in a vehicle.
- (10) Firing a weapon from a vehicle.
- (11) Loan or transfer of a hunting or fishing permit.
- (12) Hunting with unauthorized weapon or ammunition.
- (13) Hunting under the influence of intoxicants or controlled substances.
- (14) Illegally stocking or transplanting fish or wildlife.
- (15) Fishing under the influence of intoxicants or controlled substances.

(16) Escorting a guest without a proper guest permit or in any range activity where guests are not allowed.

(17) Failure to clear the Range in iSportsman that results in a delay or cancellation of Military Training.

(18) Bypassing locked range gates with any motor vehicle.

(19) Entering an active live-fire training site that results in interruption of military training.

(20) Bringing unauthorized persons into impact area hunting compartments (NA, SA, WRE, QR).

(21) Not following regulation pertaining to non-hunting participants or guest hunters being within arm's length while hunting or within 10 feet while walking.

(22) Failure to report a harvest to ODWC.

(23) Entering an active live-fire training site that results in interruption of military training.

(24) Bringing unauthorized persons into impact area hunting compartments (NA, SA, WRE, QR).

(25) Not following regulation pertaining to non-hunting participants or guest hunters being within arm's length while hunting or within 10 feet while walking.

(26) Failure to report a harvest to ODWC.

c. Permanent Revocations of Permits.

(1) Shooting or attempting to shoot deer or elk out of season.

(2) Shooting or attempting to shoot deer or elk at night.

(3) Shooting turkeys from roost trees.

(4) Having explosives (other than legal ammunition) in a boat.

(5) Fishing with unauthorized equipment (trotlines, shockers, nets, etc.,).

(6) Willful destruction of property.

(7) Failure to clear the Range in iSportsman that results in a delay or cancellation of Military Training.

(8) Failure to report deer and elk harvest in iSportsman.

(9) Habitual violations (2 or more in a three-year period) during recreational use. Suspensions are not included in the three-year period.

(10) Misusing, duplicating, or possessing a duplicated gate key.

(11) Spotlighting with a weapon on person or within vehicle.

(12) Shooting or attempting to shoot an endangered species/protected animal.

(13) Guest's fishing, hunting, or recreating without a sponsor and/or a valid guest permit.

(14) Possessing, moving, or tampering with UXOs or military munition components.

d. Other Violations. Other violations are evaluated based upon the seriousness of the offense, and privileges are suspended or revoked as recommended by Natural Resources, DES LE Branch, and approved by the Garrison Commander.

Appendix C – Licensing Table for Reference

Age	Installation Permit
Youth 9 – 15	Free iSportsman Permit (specifically for entering youth hunting events)
Youth 16-17	Free iSportsman Permit Elk Permit for Elk Hunting
Adult 18+	Annual Fish, Hunt, or Combo Permit Elk Permit for Elk Hunting
Lifetime License Holder	Annual Fish, Hunt, or Combo Permit Elk Permit for Elk Hunting

Activity	Installation Permit
Furbearer Hunters	iSportsman Hunt or Combo Permit
Big Game Deer Archery Deer Muzzleloader Deer Gun Elk Archery/Gun	iSportsman Hunt or Combo Permit Elk Permit for Elk Hunting
Small Game	iSportsman Hunt or Combo Permit
Birds Dove/Rail/Snipe Woodcock Teal/Canada Goose/Waterfowl	iSportsman Hunt or Combo Permit
Fishing	iSportsman Fish or Combo
Spring Turkey (when applicable)	iSportsman Hunt or Combo Permit

*****In addition, users also need any age-appropriate state licenses and tags for the respective seasons. See ODWC annual hunting and fishing regulations for license and permit requirements.**

Glossary

Section I Abbreviations

AR

Army Regulation

ASD

Administrative Services Division

ATV

All-terrain Vehicle

DPW

Directorate of Public Works

ES

Environmental Section

INRMP

Integrated Natural Resources Management Plan

LETRA

Lake Elmer Thomas Recreation Area

NR

Natural Resources Branch

POV

Privately Owned Vehicle

POW

Privately Owned Weapon

UTV

Utility Vehicle

Section II Terms

This section contains no entries.

Section III

Special Abbreviations and Terms

This section contains no entries.