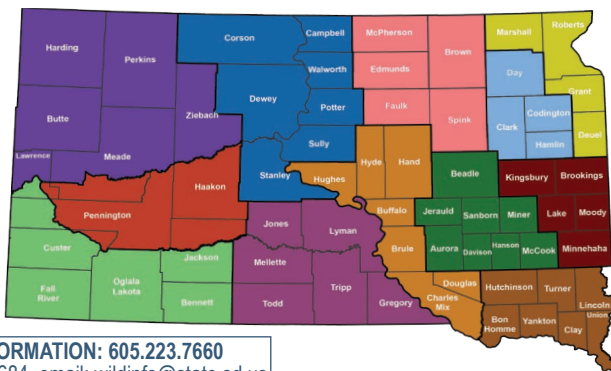


South Dakota

HUNTING AND TRAPPING HANDBOOK 2017



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 Mobridge: 605.845.7814, 909 Lake Front Drive

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 Central – Dale Gates, Ft. Pierre (605.730.1560)

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The South Dakota Department of Game, Fish and Parks' mission is to provide sustainable outdoor recreational opportunities through responsible management of our state's parks, fisheries and wildlife by fostering partnerships, cultivating stewardship and safely connecting people with the outdoors.

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COVER PHOTO: © Jim Thompson Jr.

WHAT'S NEW FOR 2017

AGENT FEE INCREASE (pg. 6)

- The fee for hunting, fishing or trapping licenses sold by a license agent or online is \$4 per item; the fee for issuing all Nonresident Small Game Licenses is \$8

NONRESIDENT WATERFOWL LICENSES (pg. 13)

- Modifications made to open units and number of 3-day licenses.

DUCK (pg. 17)

- Decreased the pintail daily bag limit from 2 to 1.

GOOSE (pg. 19)

- Lengthened the light goose hunting season from 86 to 105 days.

COYOTE HUNTING (pg. 27)

- Opened the season in Custer State Park with certain restrictions.

ANTELOPE (pg. 31)

- Closed the season in Custer State Park.

DEER (pg. 31)

- Established a new Limited Access Unit in Brule County (Unit 13L) and modified the unit boundaries of Units 13A (Brule County) and 14A (Buffalo County) for the East River Deer Season.
- Modified the hunting season dates for Custer State Park.
- Made adjustments to the units open for antlerless archery and muzzleloading deer licenses.
- Made changes to open area for free antlerless deer landowner licenses and restricted these licenses to antlerless whitetail deer only.

SAGE GROUSE (pg. 36)

- Season is closed.

SHED HUNTING (pg. 46)

- Shed antler hunting is now allowed on GFP owned lands, including state parks, recreation areas and Game Production Areas. However, permission from the landowner is required for shed hunting on Walk-In Areas, CREP, CHAP, or other privately-owned lands leased by GFP for public hunting. Regulations differ for lands owned by other state or federal agencies. Contact the respective agency for more information.

TERMINALLY ILL LICENSES

- Department Secretary may authorize a terminally ill resident to hunt outside established season dates.

OPEN WATERS COMPROMISE (HB 1001)

- The Open Waters Compromise regarding recreational use of nonmeandered waters overlying private property was passed on June 12, 2017, during a special legislative session. The bill immediately reopened more than two dozen bodies of water to the public, while giving landowners the ability to post and close certain areas of nonmeandered waters.
- An amendment to the bill "sunsets" the legislation on June 30, 2018, requiring the Legislature to revisit the issue during the 2018 legislative session.
- If a nonmeandered body of water is legally marked as closed, hunters and anglers must ask permission from the landowner.
- Hunting on the ice above private land on nonmeandered waters requires permission from the landowner.
- Waterfowl hunting out of a boat is allowed on any unmarked area.
- Waters over section lines that have not been vacated are open to recreational access.
- GFP continues to work with landowners to maintain South Dakota's recreational opportunities for the public.
- For the most recent information, visit gfp.sd.gov/fishing-boating/nonmeanderedwaters.aspx.
- For contact information, visit gfp.sd.gov/fishing-boating/nonmeanderedwaters.aspx.
- To read the final legislation, visit sdlegislature.gov/Legislative_Session/Bills/Bill.aspx?File=HB1001ENR.htm&Session=2017s.

2017 LICENSE REQUIREMENTS

Game Species	Resident	Nonresident
Ring-Necked Pheasant, Grouse, Gray Partridge, Chukar, Quail, Cottontail Rabbit, Tree Squirrel, Mourning Dove ❶, Snipe ❶, Sandhill Crane ❶	One of the following: - Small Game License - 1-Day Small Game License - Any combination License - Youth Small Game License Mourning Dove, Snipe and Sandhill Crane also require State Migratory Bird Certification	One of the following: - Nonresident Small Game License - Nonresident Youth Small Game License Mourning Dove, Snipe and Sandhill Crane also require State Migratory Bird Certification *NOTE: State Migratory Bird Certification alone does not entitle nonresidents to hunt migratory waterfowl.
Waterfowl (includes Ducks, Geese ❶, Coot ❶, Tundra Swan ❷, Sandhill Crane ❶)	One of the following: - Small Game License - 1-Day Small Game License - Any Combination License - Youth Small Game License PLUS - State Migratory Bird Certification - Federal Waterfowl Stamp (ages 16 and older)	- State Nonresident Waterfowl License (fall licenses by application only) - State Migratory Bird Certification (included in license purchase) PLUS - Federal Waterfowl Stamp (ages 16 and older)
Coyote ❸, Red and Grey Fox, Skunk	Hunting - One of the following: - Predator/Varmint License - Furbearer License - Any resident hunting license - No license required for youth under age 16	Hunting - One of the following: - Nonresident Predator/Varmint License - Any Nonresident Hunting License other than Nonresident Shooting Preserve
	Trapping - Furbearer License - No license required for youth under age 16	Hunting or Trapping - Nonresident Furbearer License
Raccoon, Badger	Same as above	Hunting or Trapping - Nonresident Furbearer License
Bobcat, Opossum, Mink, Weasel, Beaver, Muskrat (see <i>Furbearer Regulation section for muskrat shooting</i>)	Hunting or Trapping - Furbearer License - No license required for youth under age 16	Hunting or Trapping - Nonresident Furbearer License
Prairie Dog, Gopher, Crow, Jackrabbit, Ground Squirrel, Porcupine, Marmot	One of the following: - Predator/Varmint License - Any Resident Hunting License - Furbearer License - No license required for youth under age 16	One of the following: - Nonresident Predator/Varmint License - Any Nonresident Hunting License other than Nonresident Shooting Preserve - Nonresident Furbearer license
Licensed Private Shooting Preserve	Same licenses required to hunt that species off a preserve	One of the following: - Shooting Preserve License; or - Same licenses needed to hunt that species off a preserve
Big Game (including Wild Turkey)	Resident Big Game License and Tag	Nonresident Big Game License and Tag

❶ Federal Waterfowl Stamp is not required for Spring Light Goose, Canada Goose August Management Take, Coot, Sandhill Crane, Mourning Dove or Snipe.

❷ Only hunters who applied for and received a Tundra Swan License in the lottery are eligible to hunt.

❸ In addition to a valid resident license, a free access permit is required for coyote hunting in Custer State Park.

2017 GENERAL LICENSE INFORMATION

No license may be refunded or transferred after being issued.

Licensing Agent Fee

The maximum fee for hunting, fishing or trapping licenses sold by a license agent or online is \$4 per item; except the maximum fee for issuing all Nonresident Small Game Licenses is \$8. The agent's fee may not be charged for issuing the State Migratory Bird Certification.

Border Waters

On border waters with adjacent states, other than Nebraska, individuals with a valid South Dakota hunting or trapping license may only take wild animals on South Dakota's side of the border. However, on the South Dakota-Nebraska border waters a hunter holding a resident South Dakota or a resident Nebraska license may enter and leave the water from either state's shore. Individuals holding a nonresident license must enter and leave the water from the shore of the state in which they are licensed. Deeded islands in the Missouri River require the license of the state in which they are deeded. South Dakota islands are: James River Island, Gunderson Island and Jones Island. Nebraska islands are: Mayfield Island and Elk/Rush Island. Sandbars and islands not deeded and not attached to either state and Lake Yankton are open to hunting by licensed hunters from either state.

The Springfield Bottoms are open only to South Dakota licensed hunters and the Bazile Creek Area is open only to Nebraska licensed hunters.

Hunters licensed by either state may hunt anywhere in the flowing Missouri River as long as water separates the hunter from the mainland of the other state.

Buying Licenses

Resident and nonresident over-the-counter licenses may be purchased at many retail stores in South Dakota and at a few County Treasurer offices. When purchasing licenses over the counter you must have your state-issued ID with you. Licenses can also be purchased online at gfp.sd.gov.

Big Game Licenses (including turkey licenses) and Nonresident Fall Waterfowl Licenses are issued by lottery and can also be completed through the online licensing application system. The tag/license is then mailed to individuals who draw a permit. A paper version of the application for mailing can be obtained online as well as at GFP regional offices and through local licensing agents.

Carrying/Exhibiting Licenses

A licensee shall exhibit the licensee's license or license authorization issued by the Department of Game, Fish and Parks upon request by a conservation officer or other law enforcement officer. A licensee who is 16 years of age or older who holds the license authorization, shall exhibit and provide for inspection a driver's license, a state-issued identification card or another form of valid identification for the purpose of verifying the identity of the licensee.

Persons hunting, fishing, trapping or engaged in any recreational activity on private land shall upon request exhibit their license to hunt, fish or trap. If unlicensed or engaged in another recreational activity, that person shall provide their first and last name, town/city and state/province of residence as shown on their driver's license, state-issued identification card or other form of valid identification to any person with legal authority to control access to the private land where the hunting, fishing, trapping or other recreational activity is occurring.

Hunters can use their smartphone to display a copy of their license in lieu of a paper copy.

Delinquent Child Support

South Dakota law prohibits the issuance of any license or permit issued by GFP if an individual owes \$1,000 or more in past-due child support, unless the individual enters into a repayment agreement with the Department of Social Services (DSS) for payment of the delinquent child support. For more information, contact the Division of Child Support at 605.773.3641.

Disabled Hunter Permits

A Disabled Hunter Permit allows a qualified hunter to lawfully shoot game animals from a stationary motor vehicle. This includes big game animals such as deer, antelope, elk and turkey as well as small game animals such as grouse, pheasants, partridge, rabbits and waterfowl. The Disabled Hunter Permit is free to qualified hunters, valid for a four year period and may be renewed after the expiration date. A temporary permit can be issued for no more than 12 months for temporary ambulatory injuries.

NOTE: The disabled hunter permit is intended for use only in situations where an applicant's physical or medical condition makes it impossible or causes severe pain or physical hardship on the applicant to walk a field while hunting.

2017 GENERAL LICENSE INFORMATION

Qualifying individuals must have at least one of the following physical disabilities or medical conditions:

- Has lost one or both legs or who has temporarily or permanently lost the use of one or both legs;
- Requires a wheelchair for mobility;
- Is physically unable to walk without the assistance of another person, prosthetic aid, brace, crutch or other device that is intended to support or assist the person while walking;
- Is on portable oxygen;
- Is unable to walk a distance of more than 300 feet without assistance or rest due to arthritic, neurological or orthopedic condition;
- Has been diagnosed with a neuromuscular disorder (such as muscular dystrophy or multiple sclerosis);
- Has been diagnosed with a Class III cardiac disease resulting in marked limitation of physical activity;
- Has been diagnosed with a Class IV cardiac disease resulting in the inability to carry on any physical activity without discomfort;
- Is restricted by lung disease to such a degree that the person's forced expiratory volume in one second, when measured by a spirometer, is less than one liter; or the arterial oxygen tension is less than 60 mm/hg on room air at rest.

In addition:

- Persons who have lost an arm or permanent use of an arm or use a wheelchair for mobility, may be eligible for a crossbow/draw-lock permit.
- Persons classified as legally blind or quadriplegic may be eligible for a Designated Shooter Permit.

Applications may be requested from:

GFP Disabled Hunter Permits; 20641 SD Hwy 1806; Ft. Pierre SD 57532; gfp.sd.gov/hunting/accessibility/disabled-hunter.aspx; or any Wildlife Division office.

Lost Licenses

Lost general hunting and fishing licenses may be replaced by any local licensing agent. Agents may charge a standard agent fee (\$4 or \$8) for replacing general hunting and fishing licenses. In addition, licenses may be reprinted at home by the licensee at any time.

Big Game Licensees should contact 605.223.7660 for information on replacing lost big game tags. Big Game Licenses are replaced for \$20 a license, plus a \$4 agent's fee for residents and a \$8 agent's fee for nonresidents.

Tribal Information

State hunting licenses are valid on private, deeded lands within the exterior boundaries of reservations.

State hunting licenses are not valid on tribal trust lands and tribal licenses are not valid on private deeded lands within a reservation. Persons planning to hunt on tribal lands should contact the appropriate tribal office: Cheyenne River (Eagle Butte), Crow Creek (Ft. Thompson), Flandreau Santee (Flandreau), Lower Brule (Lower Brule), Pine Ridge (Kyle), Rosebud (Rosebud), Sisseton/Wahpeton (Agency Village), Standing Rock (Ft. Yates, ND), Yankton (Marty). However, if hunting on U.S. Army Corps of Engineers lands adjoining the Crow Creek or Standing Rock Reservations, state licensing requirements, seasons and bag limits apply.

Ownership of the former U.S. Army Corps of Engineers lands on the Lower Brule Sioux Reservation and Cheyenne River Sioux Reservation has been transferred to the respective tribes. All tribal and federal laws apply down to the water's edge. Please contact the appropriate tribal office for specific information.

Revoked Licenses

If a person is convicted of certain wildlife violations, the person's hunting or trapping privilege shall be automatically revoked for one or more years and that person is prohibited from buying or applying for another license during that time.

Some violations are: knowingly trespassing, violating the artificial light law, substantially exceeding daily or possession limits, illegally shooting big game from road rights-of-way, shooting certain animals from a motor vehicle, violating any rule pertaining to hunting or possessing game without a license or during a closed season or violating a wildlife law punishable as a Class 1 misdemeanor or felony.

Any person whose hunting or trapping privileges are currently revoked or suspended in any other state or country may not purchase a license or exercise the same privilege in South Dakota during the period of revocation or suspension.

No person who has an unpaid and unsatisfied judgment issued for wildlife civil damages may hunt, fish or trap or purchase, attempt to purchase or possess any South Dakota hunting, fishing or trapping license.

2017 RESIDENT LICENSE INFORMATION

Restrictions

No one may at any time apply for, procure or possess a license or preference point under an assumed name or in which an address other than the person's regular place of residence is given or make any false statement whatsoever in securing a license or preference point, lend a license or tag to another or knowingly issue or aid in securing a license or preference point for any person not legally entitled to it.

Social Security Number

All U.S. residents are required by federal and state law (SDCL 25-7A-56.2) to provide their Social Security Number when purchasing and applying for a license; online or via paper application. The State of South Dakota continues to maintain the highest level of online security standards through the Payment Card Industry (PCI) to ensure customer safety when processing online transactions.

Resident Licenses and Fees

2017 licenses are valid Dec. 15, 2016 through Jan. 31, 2018

2018 licenses will be valid Dec. 15, 2017 through Jan. 31, 2019

Combination (small game and fishing)*	\$55
Senior Combination, ages 65 and up (small game and fishing)*	\$40
Junior Combination, ages 16-18 (small game and fishing)	\$27
Small Game*	\$33
One-day Small Game	\$12
Youth Small Game, ages 12-15	\$5
State Migratory Bird Certification	\$5
Predator/Varmint	\$5
Furbearer	\$30

* Fee includes a \$6 surcharge mandated by state law. Revenue derived from this surcharge is dedicated to hunting access, wildlife damage management and animal damage control programs.

Residency

To be eligible for a resident license, a person must meet all of the following criteria:

- Have a domicile within this state for at least 90 consecutive days immediately preceding the date of application for, purchasing or attempting to purchase any hunting, fishing or trapping license/permit. A domicile is a person's established, fixed and permanent home to which the person, whenever absent, has the present intention of returning;
- Make no claim of residency in any other state or foreign country for any purpose;
- Claim no resident hunting, fishing or trapping privileges in any other state or foreign country;
- Prior to any application for any license transfer to this state the person's driver's license and motor vehicle registrations.

EXCEPTIONS: The following persons are deemed to be residents of this state as long as they continue to meet any of the conditions set forth below:

- Any person who previously had a domicile in this state who is absent due to business of the United States or of this state or is serving in the armed forces of the United States or the

spouse of an active duty military person;

- Any person who previously had a domicile in this state who is absent due to the person's regular attendance at a post high school institution as a full time student or in a medical or dental residency program;
- Any person in the active military of the United States, or that person's spouse, who is continuously stationed in this state;
- Any person who is a patient in any war veterans' hospital within this state;
- Any person who is an employee of the veterans' administration or any veterans' hospital in this state;
- Any person residing on restricted military reservations in this state;
- Any person attending regularly a post- high school institution in this state as a full time student for 30 days or more immediately preceding the application;
- Any foreign exchange student over 16 years of age attending a public or private high school who has resided in the state for 30 days or more preceding the application;
- Any foreign exchange student between the ages of 12 and 16 who has completed

2017 RESIDENT LICENSE INFORMATION

a hunter safety education course and has been issued certificate of competency upon completion of instruction and who has resided in the state for 30 days or more preceding application for a license;

- Any person who is a minor dependent of a resident of this state;
- For the purpose of acquiring resident small game and fishing licenses, any person who does not reside in South Dakota, but who is a member of the South Dakota National Guard or of any other unit of a reserve component of the armed forces of the United States located in South Dakota.

Termination of Residency

A person (other than a person who fits into one of the above EXCEPTIONS) is deemed to have terminated their South Dakota resident hunting, fishing and trapping status if the person does any of the following:

- Applies for, purchases or accepts a resident hunting, fishing or trapping license issued by another state or foreign country;
- Registers to vote in another state or foreign country;
- Accepts a driver's license issued by another state or foreign country;
- Moves to any other state or foreign country and makes it the person's domicile or makes any claim of residency for any purpose in the other state or foreign country. However, a person who has lawfully acquired a resident hunting, fishing or trapping license and who leaves the state after acquiring the license to take up residency elsewhere may continue to exercise all the privileges granted by the license until the license expires if the person's respective privileges are not revoked or suspended.

Military General Fishing and Hunting License

Any resident who is on active duty in the armed forces of the United States and who is stationed at a location outside the state may fish and hunt small game without payment of a fee or the applicable hunting and fishing license authorizing the activity. However, if the resident is hunting migratory birds, the resident shall obtain a State Migratory Bird Certification permit and Federal Waterfowl Stamp (when necessary). While engaged in the permitted activity, the resident shall possess and display appropriate military orders indicating the resident is on active duty stationed outside of South Dakota and a valid military identification card. This section does not apply

to any person who is serving on active duty for training as a member of the armed forces reserve or National Guard.

Military Big Game License - Active Duty

Any person in the armed services of the United States who is absent from this state on active duty during the entire time for making application and is otherwise qualified and a resident of South Dakota, may apply for and shall receive deer, turkey and antelope licenses. In addition, any spouse and any minor dependent child of such a person in the armed services who are also absent from this state during the entire time for making application and are otherwise qualified, may apply for and shall receive deer, turkey and antelope licenses.

Proof of Residency

To buy a license, a resident age 16 or older needs a valid South Dakota driver's license or a state-issued and expiration-dated South Dakota ID card. Either can be obtained at a state driver's license office. Youth hunters under age 16 are required to provide a certificate of completion from a hunter safety education course.

Combination License

All Combination Licenses grant the same privileges as the Fishing License and Small Game License. They do not include the State Migratory Bird Certification.

Big Game License

Resident big game (including turkey) licenses are issued by application and a drawing. Big Game Licenses also allow the licensee to hunt prairie dog, jackrabbit, gopher, ground squirrel, crow, porcupine, marmot, red fox, grey fox, coyotes, skunks and other unprotected species through Jan. 31. For a Big Game License to be valid to hunt these species, the licensee must retain the top portion of the Big Game License.

Disability License

The following residents may apply to the License Office to receive a \$10 Disability Card that is equivalent to the Fishing License and Small Game License and is valid for four years:

- Persons who are paraplegics, or otherwise permanently physically unable to walk;
- Persons blind or visually impaired;
- A person who has a developmental disability (fishing only), contact the GFP License Office at 605.223.7660, or visit gfp.sd.gov

2017 RESIDENT LICENSE INFORMATION

• Resident veterans can qualify by one of four ways:

- (1) If they receive a veterans allotment for a forty percent or more disability which is deemed a service-connected injury.
- (2) If they have received the Department of Veterans Affairs "K" Award.
- (3) If they have served on active duty in the armed forces of the United States or have served as a member of the armed forces reserve or national guard, and the resident is forty percent or more disabled for the purposes of receiving social security benefits.
- (4) If they were a Prisoner of War.

A person must apply on forms provided by GFP and provide proof of South Dakota residency with the application. Details and applications are available from: GFP Licensing Office; 20641 SD Hwy 1806; Ft. Pierre SD 57532; or call 605.223.7660 for details.

Federal Waterfowl Stamp

This stamp is an additional requirement for those ages 16 and older to hunt ducks, geese, tundra swan and merganser. To purchase this stamp, check with your local U.S. Postal Office and/or local licensing agent. The stamp is part of the waterfowl hunting requirements in all states. However, hunters are required to purchase only one stamp as long as the stamp is signed in ink across the face and carried at all times while hunting relevant species. GFP recommends that hunters leave the stamp on the original backing on which it is issued. A lost or destroyed Federal Waterfowl Stamp can be replaced only by purchasing a new one.

NOTE: A Federal Waterfowl Stamp is not needed to hunt Sandhill crane, mourning dove, snipe and coot or to take light geese during Spring Light Goose conservation order and Canada Goose August Management Take; however, a State Migratory Bird Certification is still required for these species.

Furbearer License

The Furbearer License is required to trap coyote, red fox, grey fox, jackrabbit, raccoon, badger, bobcat, opossum, mink, weasel, beaver, muskrat and skunk; and when and where allowed is required to hunt bobcat, opossum, mink, weasel, beaver and muskrat. However, a Furbearer License is not required for residents to trap raccoon, skunk, badger, jackrabbit, red fox, grey fox and coyote from April 1 - Aug. 31. No license is required for resident youth under age 16.

Predator/Varmint License

The Predator/Varmint License is needed to hunt coyote, red fox, grey fox, skunk, raccoon, badger, prairie dog, gopher, crow, jackrabbit, ground squirrel, porcupine and marmot. Other licenses that may be used in lieu of the Predator/Varmint License include any valid resident South Dakota hunting license or furbearer license. For a Big Game License to be valid, the licensee must retain the top portion of the Big Game License. No license is required for resident youth under age 16.

Shooting Preserves

Residents hunting small game on licensed shooting preserves must possess a South Dakota license valid to hunt small game.

Mentored Hunters (10-15)

Residents who are at least 10 years of age and less than 16 are not required to possess a hunting license in order to hunt if accompanied by a hunting mentor.

A hunting mentor can be the mentored hunter's parent or guardian or any other competent adult (at least 18 years old) who has the written consent of the child's parent or guardian. The hunting mentor must be a resident, must be legally licensed for the game being hunted, must be unarmed (may possess a permitted concealed pistol) and must have successfully completed a recognized hunter safety education course. Mentors must possess the hunter safety education certification card on their person while accompanying a mentored hunter. For more information on Mentored/Youth hunting, refer to pages 60-65 of this publication.

Youth (12-15)

Residents who are at least 12 years of age or who will turn 12 by Dec. 31, may apply for or buy licenses and may hunt in any open season beginning Sept. 1 provided they have successfully completed a hunter safety education course and possess a course certification card and present it at time of purchasing the license(s). A parent or guardian must accompany the youth when obtaining the license(s).

Residents under age 16 are exempt from buying the Furbearer License, Predator/Varmint License and Federal Waterfowl Stamp. However, they must buy the Youth Small Game License for small game, migratory birds and waterfowl and the State Migratory Bird Certification if hunting migratory birds and waterfowl. The Youth Small Game License is valid through the end of the

2017 RESIDENT LICENSE INFORMATION

license year even if the youth turns 16. However, upon turning 16 the youth must purchase the Federal Waterfowl Stamp if hunting migratory birds and waterfowl.

Junior (16-18)

Residents age 16 through 18 are required to purchase the Junior Combination License (grants the same privileges as the Annual Fishing License and Small Game License). It does not include the State Migratory Bird Certification. The Junior Combination License is valid through the end of the license year even if the licensee turns 19.

Landowners

Resident landowners and their immediate family (husband, wife and children residing at home or on land owned or leased by the landowner) may trap furbearers and hunt their property for small game (pheasant, grouse, partridge, quail, cottontail rabbit, squirrel, mourning dove and snipe), furbearers (opossum, muskrat, beaver, mink, skunk, raccoon, badger, red fox, grey fox, coyote, bobcat, weasel and jackrabbit) and predators/

varmints (prairie dog, gopher, crow, chipmunk, ground squirrel, porcupine and marmot) without obtaining a hunting or Furbearer License.

Landowners are also exempt from state licensing requirements for waterfowl hunting on their property but must purchase a Federal Waterfowl Stamp if they hunt ducks, geese, swans and mergansers. All laws and rules (season dates, bag limits, etc.) pertaining to hunting and trapping must be followed.

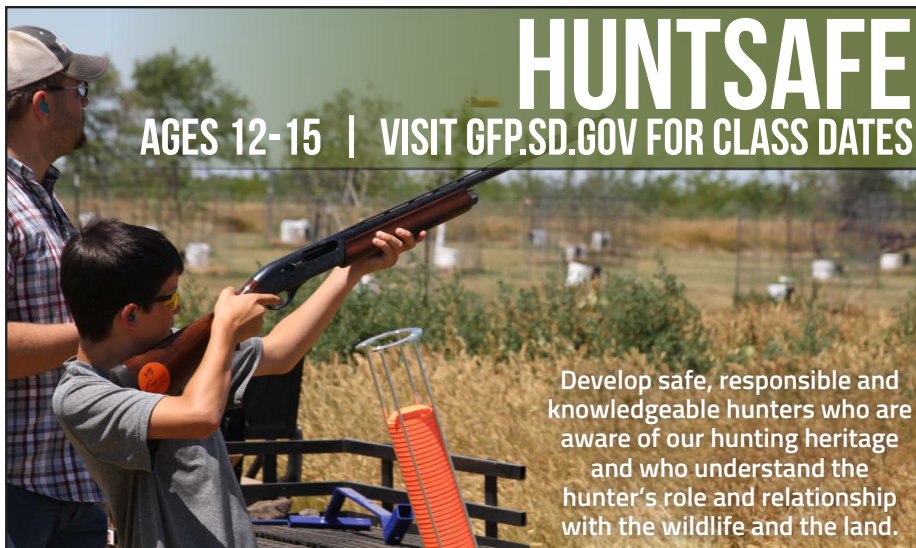
State Migratory Bird Certification

Except for landowners hunting on land that they own or lease, residents (including all Junior Combination License holders and Youth Small Game License holders) hunting migratory birds and/or waterfowl must complete and purchase this certification.

Migratory birds that require this certification for hunting include ducks, geese, tundra swan, Sandhill crane, mourning doves, snipe and coot. This certification should not be confused with the Federal Waterfowl Stamp.

Hunter Safety And Firearms Education (HuntSAFE) Class Information

HuntSAFE classes are designed for persons age 12 through 15. If a student's 12th birthday falls on or between Sept. 1 and Dec. 31, they may be issued a card and eligible to obtain a license and hunt beginning Sept. 1 of that year. Class schedules vary from community to community. Once class schedules are finalized by local instructors, information is posted online at gfp.sd.gov/outdoor-learning/hunter-education/hunt-safe.aspx and on the agency's social media platforms.



HUNTSAFE

AGES 12-15 | VISIT GFP.SD.GOV FOR CLASS DATES

Develop safe, responsible and knowledgeable hunters who are aware of our hunting heritage and who understand the hunter's role and relationship with the wildlife and the land.

2017 NONRESIDENT LICENSE INFORMATION

Nonresident Licenses and Fees

2017 licenses are valid Dec. 15, 2016 through Jan. 31, 2018

2018 licenses will be valid Dec. 15, 2017 through Jan. 31, 2019

Small Game (two 5-day periods)*	\$121
Youth Small Game, ages 12-15 (two 5-day periods).....	\$10
Waterfowl (valid 10 days, lottery application only)*	\$121
Waterfowl (valid 3 days, lottery application only)*	\$86
Early Fall Canada Goose (lottery application only)*	\$50
Spring Light Goose Conservation Order*	\$50
Youth Spring Light Goose Conservation Order, ages 12-15	\$26
State Migratory Bird Certification	\$5
Predator/Varmint	\$40
Furbearer (application only)	\$275
Shooting Preserve (annual)*	\$121
Shooting Preserve (5-day)*	\$76
Shooting Preserve (1-day)*	\$46

* Fee includes a \$6 surcharge mandated by state law. Revenue derived from this surcharge is dedicated to hunting access, wildlife damage management and animal damage control programs.

Big Game Licenses

Nonresident Big Game Licenses (including turkey) are issued by application and a drawing. Big Game Licenses also allow the licensee to hunt prairie dog, jackrabbit, gopher, ground squirrel, crow, porcupine, marmot, red fox, grey fox, coyotes, skunks and other unprotected species through Jan. 31. For a Big Game License to be valid to hunt these species, the licensee must retain the top portion of the Big Game License.

Youth

Nonresidents who are at least 12 years of age or will turn 12 by Dec. 31, may apply for or buy licenses and may hunt in any open season beginning Sept. 1. Those younger cannot hunt in South Dakota.

To buy a license, nonresidents under 16 need a copy of their hunter safety education certificate or a copy of a current or previous hunting license issued to them from any state.

Landowners

State law limits landowner license privileges to South Dakota residents only. Nonresident landowners must purchase the appropriate nonresident licenses.

Federal Waterfowl Stamp

This stamp is an additional requirement for those ages 16 and older to hunt ducks, geese, tundra swan and merganser. To purchase this stamp, check with your local U.S. Postal Office and/or local licensing agent. The stamp is part of the waterfowl hunting requirements in all states.

However, hunters are required to purchase only one stamp as long as the stamp is signed in ink across the face and carried at all times while hunting relevant species. GFP recommends that hunters leave the stamp on the original backing on which it is issued. A lost or destroyed Federal Waterfowl Stamp can be replaced only by purchasing a new one.

NOTE: A Federal Waterfowl Stamp is not needed to hunt Sandhill crane, mourning dove, snipe, coot or to take light geese during Spring Light Goose Conservation Order - a State Migratory Bird Certification is still mandatory.

State Migratory Bird Certification

Nonresidents who hunt Sandhill crane, snipe and mourning doves with a Small Game License also need to purchase the State Migratory Bird Certification (those hunting Sandhill crane with a Waterfowl License have met the requirement with this license). Certification for migratory bird seasons hunted with the Nonresident Waterfowl Licenses is included in the purchase process for those licenses.

Predator/Varmint License

Nonresidents may hunt prairie dog, jackrabbit, gopher, ground squirrel, crow, porcupine, marmot, red fox, grey fox, coyotes and skunks if they possess a Predator/Varmint License or any valid South Dakota Hunting or Furbearer License (other than nonresident shooting preserve).

Furbearer License

The Nonresident Furbearer License is required to trap coyote, red fox, grey fox, raccoon, badger,

2017 NONRESIDENT LICENSE INFORMATION

bobcat, opossum, mink, weasel, beaver, muskrat and skunks; and when and where allowed is required to hunt raccoon, badger, bobcat, opossum, mink, weasel, beaver and muskrat. Applications are available at local offices or online at gfp.sd.gov.

Shooting Preserve License

South Dakota permits private shooting preserves to offer hunting from Sept. 1 - March 31. Nonresidents hunting on a licensed shooting preserve need the Nonresident Shooting Preserve License, Nonresident Small Game License or a Nonresident Youth Small Game License.

The Shooting Preserve License is valid through Jan. 31 only on licensed shooting preserves and allows the hunter to take only the game for which the preserve is licensed, except the license is valid to take Predator/Varmints on preserves through March 31.

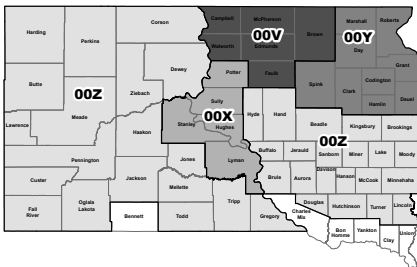
The Small Game License is valid outside the shooting preserve for the two 5-day periods specified on the license and valid on licensed shooting preserves through Jan. 31 for the species for which the preserve is licensed.

Small Game License

The Small Game License or Youth Small Game License is valid for two periods of five consecutive days. Starting dates must be chosen for BOTH periods when the license is purchased. Both dates must be filled in on the license even if the two 5-day periods run consecutively. Nonresidents may buy more than one Small Game License.

The start date for each 5-day period may be changed prior to the start date. The change may be made online or at any license agent. License agents may charge a fee of up to \$8. This license also allows nonresidents to shoot coyotes, red and grey fox, skunks, prairie dogs and other unprotected species through Jan. 31 and to hunt on licensed shooting preserves through Jan. 31.

Nonresident waterfowl hunting units:



Waterfowl Licenses

A South Dakota Waterfowl License is required for nonresidents to hunt migratory waterfowl. Licenses for the fall seasons are issued by lottery. Licenses for the Spring Light Goose Conservation Order can be purchased through a local licensing agent or online. Nonresident Youth Waterfowl Licenses are only valid during the two-day youth waterfowl season. Licensed waterfowl hunters may only hunt within the unit designated on their license.

The fall Waterfowl License for Units 00B and 11A are valid for 10 consecutive days; Unit 00A is valid through the entire season; and Units 00V, 00X, 00Y and 00Z are valid for three consecutive days. Licenses are valid on private and public for Units 00A, 00B, 11A, and 00Y. Licenses are valid only on private land for Units 00V, 00X and 00Z; these licenses are not valid on private property leased by GFP for public hunting or on public highways or other rights of way otherwise open to hunting.

The Nonresident Early Fall Canada Goose License is valid from the first Saturday in Sept. - Sept. 30. Nonresidents may not hunt geese during this season in Units 2 and 3 or in the following counties: Beadle, Brookings, Hanson, Kingsbury, Lake, Lincoln, McCook, Miner, Minnehaha, Moody, Sanborn, Turner and Union counties.

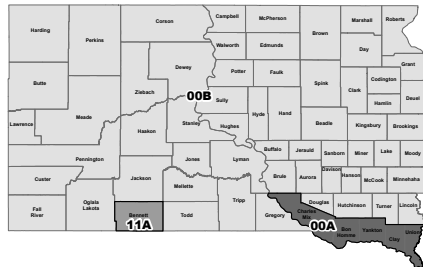
On all limited-days Waterfowl Licenses, successful applicants must provide a start date before the license will be issued. The dates can be changed prior to the start date; either online or through the licensing office. These Waterfowl Licenses also allow nonresidents to hunt coyotes, red and grey fox, skunks, prairie dogs and other unprotected species through Jan. 31.

Units 00B and 11A are valid for 10 consecutive days

Unit 00A is valid through the entire season

Units 00V, 00X, 00Y, and 00Z are valid for three consecutive days.

Licenses are valid on private and public for Units 00A, 00B, 11A and 00Y. Licenses are valid only on private land for Units 00V, 00X and 00Z.



2017 SMALL GAME HUNTING INFORMATION

RING-NECKED PHEASANT

DATES: Oct. 21 - Jan. 7

OPEN AREA:

All of South Dakota except:

- Sand Lake National Wildlife Refuge in Brown County, Renziehausen Game Production Area and Game Bird Refuge in Brown and Marshall Counties, Gerken Game Bird Refuge in Faulk County and White Lake Game Bird Refuge in Marshall County are open Dec. 11 - Jan. 7.

DAILY LIMIT: 3 rooster pheasants.

POSSESSION LIMIT: 15 rooster pheasants, taken according to the daily limit. The limit accrues at the rate of 3 birds a day and 15 birds may not be possessed until after the fifth day of hunting.

SHOOTING HOURS: 12 Noon, Central Time, to sunset Oct. 21 - 27; 10 a.m., Central Time, to sunset the rest of the season. **NOTE:** Central Time is used for opening shooting hours statewide.

YOUTH RING-NECKED PHEASANT

DATES: Oct. 7 - 11

OPEN AREA: Youth season is open statewide on private and public land. All road rights-of-way are closed to pheasant hunting during the youth pheasant season, except for the one-half of the road rights-of-way next to and part of public hunting lands.

DAILY LIMIT: 3 rooster pheasants.

POSSESSION LIMIT: 15 rooster pheasants, taken according to daily limit

SHOOTING HOURS: 10 a.m. (Central Time) to sunset.

ELIGIBILITY: Resident and nonresident youth hunters must be 12 (or turn 12 by Dec. 31) through 17 years old and properly licensed to hunt during the youth pheasant season. Those under age 16 must possess a valid hunter education certificate. If participating in a Resident Mentored Hunt, the youth hunter must be at least age 10 and less than 16. See pages 62-63 for the requirements for "Mentored and Youth Small Game Hunting."

SPECIAL REQUIREMENTS: All youth hunters must be accompanied by an unarmed adult. It is advisable that all wear at least one exterior garment of fluorescent orange.

RESIDENT-ONLY RING-NECKED PHEASANT

DATES: Oct. 14 - 16

OPEN AREA: Public lands, statewide, which include the following:

- Hunting on road rights-of-way is limited to those contiguous to and a part of public hunting lands open for hunting.
- U.S. Fish and Wildlife Service Waterfowl Production Areas.
- U.S. Army Corps of Engineers land adjacent to the Missouri River.
- U.S. Forest Service National Grasslands.
- U.S. Bureau of Reclamation Land.
- SD School and Public Lands.
- State parks, recreation areas and lakeside use areas.
- GFP managed or leased property otherwise open to public hunting, including Game Production Areas open during the regular pheasant season.
- GFP managed and leased property designated as Walk-in Areas and land enrolled in the Conservation Reserve Enhancement Program (CREP).
- Non-toxic shot is required to hunt small game on most public lands.

DAILY LIMIT: 3 rooster pheasants.

POSSESSION LIMIT: 9 rooster pheasants, taken according to the daily limit. Limit accrues at the rate of 3 birds a day; 9 birds may not be possessed until after the third day of hunting.

SHOOTING HOURS: Noon (central time) to sunset.

2017 SMALL GAME HUNTING INFORMATION

PRAIRIE CHICKEN and SHARP-TAILED GROUSE

Includes ruffed grouse.

DATES: Sept. 16 - Jan. 7

OPEN AREA: Statewide.

DAILY LIMIT: 3 (any combination).

POSSESSION LIMIT: 15 (any combination) taken according to the daily limit. Limit accrues at the rate of 3 birds a day; 15 birds may not be possessed until after the fifth day of hunting.

SHOOTING HOURS: Sunrise to sunset statewide.

Attention Prairie Chicken and Grouse Hunters

Prairie chicken and sharp-tailed grouse hunters are requested to voluntarily submit wings at wing box collection sites found on the Ft. Pierre, Grand River and Buffalo Gap National Grasslands, with additional locations found across the state. This data is used to assist biologists in monitoring prairie grouse populations. Your cooperation to collect this information is greatly appreciated. View a listing of all wing box collection locations at gfp.sd.gov/hunting/small-game/prairie-grouse-wing-boxes.aspx.

GRAY PARTRIDGE AND CHUKAR

DATES: Sept. 16 - Jan. 7

OPEN AREA: Statewide.

DAILY LIMIT: 5 (any combination).

POSSESSION LIMIT: 15 (any combination), taken according to daily bag limit.

SHOOTING HOURS: Sunrise to sunset statewide.

QUAIL

DATES: Oct. 21 - Jan. 7

OPEN AREA: Statewide.

DAILY LIMIT: 5 (any combination).

POSSESSION LIMIT: 15 (any combination), taken according to daily bag limit.

SHOOTING HOURS: Sunrise to sunset statewide.

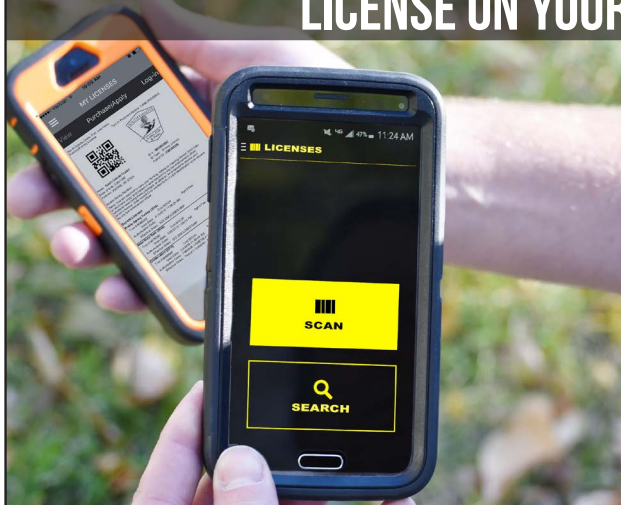


GREAT HABITAT STARTS HERE.

South Dakota is home to some of the best hunting and fishing in the world, thanks to the farmers and ranchers who care for their land. Habitat Pays helps landowners develop and fund wildlife habitat where it makes the most sense — so our hunting heritage will carry on for generations to come.

Habitat Pays is a cooperative effort with South Dakota Game, Fish and Parks and South Dakota Department of Agriculture.

HUNTERS, CARRY YOUR SOUTH DAKOTA LICENSE ON YOUR SMARTPHONE.



Taking a screen shot of your online licenses can allow Conservation Officers to easily scan the QR Code. Making your licenses one less thing to remember when out in the field.

gfp.sd.gov | #SDintheField



People have settled along the Missouri River since the last ice age. The people who occupied these lands had various cultures, beliefs, customs, and traditions. Artifacts of this past are present throughout. Pieces of pots, beads, stone tools, and many other artifacts represent an interconnected universe creating a link between all living things that still exist today. When one part of the link is disturbed, the entire system is affected.

Respect the Past. Never Remove Artifacts.

Native American cultures near the river still hold important cultural and spiritual ceremonies which represent this interconnected universe. These ceremonies provide a link to the remnants of the past.

Artifacts must not be disturbed and should be protected by all of us. Everyone can help protect valuable resources by leaving sites alone and notifying law enforcement if they see anyone collecting items or digging.

Preserve our cultural resources.
Call 1-866-NOSWIPE (667-9473)
to report uncovered artifacts or vandalism.



2017 WATERFOWL HUNTING INFORMATION

DUCK

HIGH PLAINS:

- Oct. 14 - Jan. 18
- The area west of Boundary A (see Boundary Definitions)

LOW PLAINS - NORTH ZONE:

- Sept. 30 - Dec. 12
- The area east of Boundary A and north of Boundary B

LOW PLAINS - MIDDLE ZONE:

- Sept. 30 - Dec. 12
- The area east of Boundary A, south of Boundary B and north of Boundary C

LOW PLAINS - SOUTH ZONE:

- Oct. 14 - Dec. 26
- The area within Boundary C

BOUNDARY DEFINITIONS:

- **Boundary A** - A line beginning at the SD-ND state line and extending south along U.S. 83 to U.S. 14, east on U.S. Hwy 14 to Blunt, south on the Blunt-Canning Road to SD Hwy 34, east and south on SD Hwy 34 to SD Hwy 50 at Lee's Corner, south on SD Hwy 50 to I-90, east on I-90 to SD Hwy 50, south on SD Hwy 50 to SD Hwy 44, west on SD Hwy 44 across the Platte-Winner Bridge to SD Hwy 47, south on SD Hwy 47 to U.S. 18, east on U.S. Hwy 18 to SD Hwy 47, south on SD Hwy 47 to the SD-NE state line.
- **Boundary B** - A line beginning at the junction of U.S. Hwy 83 and U.S. Hwy 212, then east on U.S. Hwy 212 to the SD-MN state line.
- **Boundary C** - A line beginning at the junction of SD Hwy 47 and the SD-NE state line, then north on SD Hwy 47 to SD Hwy 44, then east on SD Hwy 44 to SD Hwy 50, then south on SD Hwy 50 to CFAS 6198 (Geddes Hwy) at Geddes, then east on the Geddes Hwy to U.S. Hwy 281, then south on U.S. Hwy 281 to SD Hwy 50, then east on SD Hwy 50 to I-29, then south on I-29 to the SD-IA state line.

DAILY LIMIT:

- **Ducks:** 6 - The daily duck limit may be comprised of no more than:
 - 5 mallards, which may include no more than 2 hens
 - 3 wood ducks
 - 3 scaup
 - 2 redheads
 - 2 canvasback
 - 1 pintail
 - 2 - bonus blue-winged teal (first 16 days of the season only)
 - (Low Plains North and Middle Zones: Sept. 30 - Oct. 15. High Plains and Low Plains South Zones: Oct. 14 - 29).
- **Mergansers:** 5, which may include no more than 2 hooded mergansers.
- **Coots:** 15.

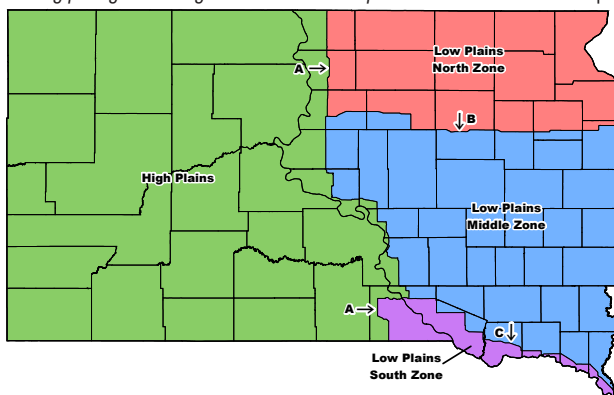
POSSESSION LIMIT: Three times the daily limit; taken according to the daily limit.

SHOOTING HOURS: One-half hour before sunrise to sunset.

NON-TOXIC SHOT: Approved non-toxic shot is required to hunt waterfowl. See the "Non-Toxic Shot Regulations" section for more information.

ANTELOPE ISLAND RESTRICTIONS: The Antelope Island area on Lake Sharpe (the area within the water's edge from a north-south line across Lake Sharpe through the dredged channel at the east end of Hipple Lake, downstream to a north-south line across the reservoir 100 yards east of the eastern-most emergent vegetation on Antelope Island) has the following restrictions - No waterfowl decoys or hunting blinds may be left in the area between sunset and 5 a.m.; and no waterfowl decoys may be left unattended between 5 a.m. and sunset.

Visit: gfp.sd.gov/hunting/waterfowl/ducks.aspx to view an interactive map.



2017 WATERFOWL HUNTING INFORMATION

CANADA GOOSE

Includes brant geese.

Shooting Hours: One-half hour before sunrise to sunset.

Non-toxic Shot: Same as under Duck Regulations (pg. 17).

Antelope Island Restrictions: Same as under Duck Regulations (pg. 17).

(SEE UNIT BOUNDARY MAP)

UNIT 1: Sept. 2 - Dec. 17

Daily Limit: 15 geese from Sept. 2 - 30
8 geese from Oct. 1 - Dec. 17

Possession Limit: Three times the daily limit, taken according to daily limit.

The counties of Aurora, Beadle, Brookings, Brown, Butte, Campbell, Clark, Codington, Corson, Davison, Day, Deuel, Douglas, Edmunds, Faulk, Grant, Haakon, Hamlin, Hand, Hanson, Harding, Hutchinson, Jackson, Jerauld, Jones, Kingsbury, Lake, Lawrence, McCook, McPherson, Marshall, Meade, Mellette, Moody, Miner, Oglala Lakota, Roberts, Sanborn, Spink, Todd, Turner, Walworth, and Ziebach, that portion of Dewey County north of Bureau of Indian Affairs Road 8, Bureau of Indian Affairs, Road 9, and the section of U.S. Highway 212 east of the Bureau of Indian Affairs Road 8 junction, that portion of Potter County east of U.S. Highway 83, that portion of Sully County east of U.S. Highway 83, portions of Hyde, Buffalo, Brule, Charles Mix, and Bon Homme counties north and east of a line beginning at the Hughes-Hyde county line on State Highway 34, east to Lees Boulevard, southeast to the State Highway 34, east 7 miles to 350th Avenue, south to Interstate 90 on 350th Avenue, south and east on State Highway 50 to Geddes, east on 285th Street to U.S. Highway 281, north on U.S. Highway 281 to the Charles Mix-Douglas county boundary, that portion of Bon Homme County north of State Highway 50, those portions of Yankton and Clay counties north of County Highway 585 (306th Street) to U.S. Highway 81, then north on U.S. Highway 81 to 303rd Street, then east on 303rd Street to 444th Avenue, then south on 444th Avenue to 305th Street, then east on Bluff Road (305th Street) to County Highway 19, south to State Highway 50 and east to the Clay/Union County line, and that portion of Perkins County west of State Highway 75 and south of State Highway 20, that portion of Lincoln County west of State Highway 17 and south of County Highway 116 (Klondike Road), and that portion of Minnehaha County north of a line beginning at the junction of the South Dakota-Minnesota state line and County Highway 122 (254th Street) west to its junction with County Highway 149 (464th Avenue), that portion west of County Highway 149 (464th Avenue) to Hartford, that portion west of County Highway 151 (463rd Avenue) to State Highway 42, that portion south of State Highway 42 to State Highway 17, and the portion west of State Highway 17 to the Minnehaha-Lincoln county boundary.

NOTE: Nonresidents may not hunt Canada Geese from Sept. 2 - 30 in the counties of Beadle, Brookings, Hanson, Kingsbury, Lake, Lincoln, McCook, Miner, Minnehaha, Moody, Sanborn, Turner and Union.

UNIT 2: Nov. 6 - Feb. 18. Those areas not included in Unit 1 or Unit 3.

Daily Limit: 4

Possession Limit: Three times the daily limit, taken according to daily limit.

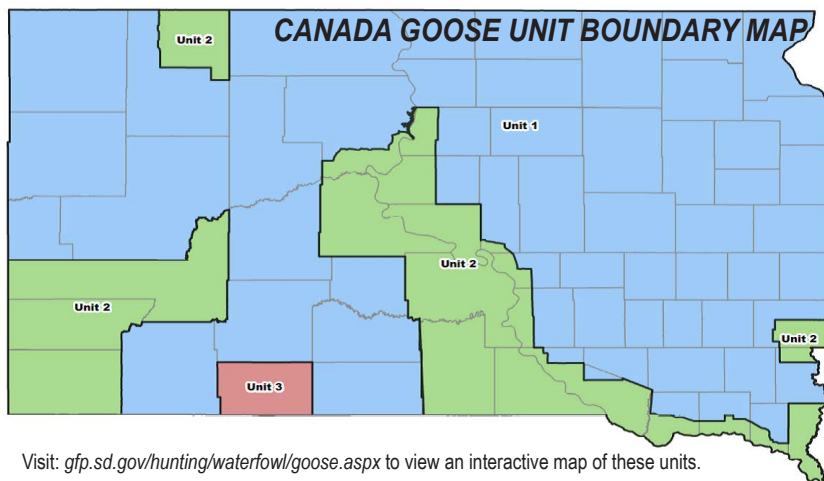
UNIT 3: Jan. 13 - 21. Bennett County.

Daily Limit: 4

Possession Limit: Three times the daily limit, taken according to daily limit.

NOTE: Bennett County is open to Canada goose hunting Oct. 21 - Dec. 24 by lottery license ONLY. All goose limits apply, but Canada geese must be tagged immediately upon possession of the bird.

2017 WATERFOWL HUNTING INFORMATION



Visit: gfp.sd.gov/hunting/waterfowl/goose.aspx to view an interactive map of these units.

YOUTH WATERFOWL

SEASON DATES: Sept. 23 - 24

HUNTING UNIT: Statewide.

SHOOTING HOURS: One-half hour before sunrise to sunset.

DAILY LIMIT:

- Ducks - Same as regular duck season. (Bonus blue-winged teal not allowed during youth season).
- Canada Geese - The daily limit is 15 in Unit 1. The limit is 4 in Units 2 and 3.

POSSESSION LIMIT: Twice the daily limit, taken according to daily limit.

NON-TOXIC SHOT: Approved non-toxic shot is required to hunt waterfowl. See the "Non-Toxic Shot Regulations" section for more information.

OTHER REQUIREMENTS:

- Open to residents and nonresidents.
- The youth hunter must be properly licensed to hunt waterfowl in the state, unless participating under a Resident Mentored Hunt scenario as described in the "Mentored and Youth Hunting" section. pg 64-65
- Youth may not have reached age 16 by the first day of the season.
- An adult (18 or older) must accompany youth. The adult may not hunt ducks but may participate in other open seasons, including the Canada Goose Season.
- All other restrictions are the same as during the regular waterfowl seasons.
- Nonresident youth must have a Nonresident Waterfowl License with valid dates during Sept. 23 - 24 or a Nonresident Youth Waterfowl License to participate in this hunt.

WHITE-FRONTED GOOSE

SEASON DATES: Sept. 30 - Dec. 24, statewide.

UNIT: Statewide.

DAILY LIMIT: 2.

POSSESSION LIMIT: Three times the daily limit, taken according to daily limit.

LIGHT GOOSE

SEASON DATES: Sept. 30 - Jan. 12, statewide.

UNIT: Statewide.

DAILY LIMIT: 50.

POSSESSION LIMIT: Unlimited.

2017 FEDERAL LAWS FOR MIGRATORY GAME BIRDS

Definitions of common terms used in federal regulations:

Daily bag limit

The maximum number of migratory game birds of single species or combination (aggregate) of species permitted to be taken by one person in any one day during the open season in any one specified geographic area for which a daily bag limit is prescribed.

Aggregate daily bag limit

The maximum number of migratory game birds permitted to be taken by one person in any one day during the open season when such person hunts in more than one specified geographic area and/or for more than one species for which a combined daily bag limit is prescribed. The aggregate daily bag limit is equal to, but shall not exceed, the largest daily bag limit prescribed for any one species or for any one specified geographic area in which taking occurs.

Possession limit

The maximum number of migratory game birds of a single species or a combination of species permitted to be possessed by any one person when lawfully taken in the United States in any one specified geographic area for which a possession limit is prescribed.

Aggregate possession limit

The maximum number of migratory game birds of a single species or combination of species taken in the United States permitted to be possessed by any one person when taking and possession occurs in more than one specified geographic area for which a possession limit is prescribed. The aggregate possession limit is equal to, but shall not exceed, the largest possession limit prescribed for any one of the species or specified geographic areas in which taking and possession occurs.

Migratory bird preservation facility

Any person who, at their residence or place of business and for hire or other consideration; or
Any taxidermist, cold-storage facility or locker plant which, for hire or other consideration; or
Any hunting club which, in the normal course of operations; receives, possesses or has in custody any migratory game birds belonging to another person for purposes of picking, cleaning, freezing, processing, storage or shipment.

Take

Pursue, hunt, shoot, wound, kill, trap, capture or collect; and includes attempting to do the same.

Transportation

Ship, convey, carry or transport by any means, including delivery or receipt for such shipment, conveyance, carriage or transportation.

Normal agricultural planting, harvesting, or post-harvest manipulation

A planting or harvesting undertaken for the purpose of producing and gathering a crop or manipulation after such harvest and removal of grain, that is conducted in accordance with official recommendations of State Extension Specialists of the Cooperative Extension Service of the U.S. Department of Agriculture.

Normal agricultural operation

A normal agricultural planting, harvesting, postharvest manipulation or agricultural practice that is conducted in accordance with official recommendations of State Extension Specialists of the Cooperative Extension Service of the U.S. Department of Agriculture.

Normal soil stabilization practice

A planting for agricultural soil erosion control or post-mining land reclamation conducted in accordance with official recommendations of State Extension Specialists of the Cooperative Extension Service of the U.S. Department of Agriculture for agricultural soil erosion control.

Baited area

Any area on which salt, grain or other feed has been placed, exposed, deposited, distributed or scattered, if that salt, grain or other feed could serve as a lure or attraction for migratory game birds to, on or over areas where hunters are attempting to take them. Any such area will remain a baited area for ten days following the complete removal of all such salt, grain or other feed.

Baiting

The direct or indirect placing, exposing, depositing, distributing or scattering of salt, grain or other feed that could serve as a lure or attraction for migratory game birds to, on or over any areas where hunters are attempting to take them.

Manipulation

The alteration of natural vegetation or agricultural crops by activities that include but are not limited to mowing, shredding, disking, rolling, chopping, trampling, flattening, burning or herbicide treatments. The term manipulation does not include the distributing or scattering of grain, seed or other feed after removal from or storage on the field where grown.

Natural vegetation

Any non-agricultural, native or naturalized plant species that grows at a site in response to planting or from existing seeds or other propagules. The term natural vegetation does not include planted millet. However, planted millet that grows on its own in subsequent years after the year of planting is considered natural vegetation.

Illegal Hunting Methods

Migratory birds on which open seasons are prescribed in this part may be taken by any method except those prohibited in this section. No persons shall take migratory game birds:

- With a trap, snare, net, rifle, pistol, swivel gun, shotgun larger than 10-gauge, punt gun, battery gun, machine gun, fish hook, poison, drug, explosive or stupefying substance;
- With a shotgun of any description capable of holding more than three shells, unless it is plugged with a one-piece filler, incapable of removal without disassembling the gun, so its total capacity does not exceed three shells;
- From or by means, aid or use of a sink-box or any other type of low floating device, having a depression affording the hunter a means of concealment beneath the surface of the water;
- From or by means, aid or use of any motor vehicle, motor-driven land conveyance or aircraft of any kind;
- From or by means of any motorboat or other craft having a motor attached or any sailboat, unless the motor has been completely shut off and/or the sails furled and its progress has ceased;
- By the use or aid of live birds as decoys; although not limited to, it shall be a violation for any person to take migratory waterfowl on an area where tame or captive live ducks or geese are present unless such birds are and have been for a period of 10 consecutive days prior to such taking, confined within an enclosure which substantially reduces the audibility of their calls and totally conceals such birds from the sight of wild migratory waterfowl;

- By the use or aid of recorded or electrically amplified bird calls or sounds or recorded or electrically amplified imitations of bird calls or sound;
- By means or aid of any motor driven land, water or air conveyance, or any sailboat used for the purpose of or resulting in the concentrating, driving, rallying or stirring up of any migratory bird;
- While possessing loose shot for muzzle loading or shot shells containing other than approved non-toxic shot;
- By the aid of baiting or on or over any baited area, where a person knows or reasonably should know that the area is or has been baited.

However, nothing in this paragraph prohibits:

- The taking of any migratory game bird, including waterfowl, coots and Sandhill cranes, on or over the following lands or areas that are not otherwise baited areas;
- Standing crops or flooded standing crops (including aquatics); standing, flooded or manipulated natural vegetation; flooded harvested croplands; or lands or areas where seeds or grains have been scattered solely as the result of a normal agricultural planting, harvesting, post-harvest manipulation or normal soil stabilization practice;
- From a blind or other place of concealment camouflaged with natural vegetation;
- From a blind or other place of concealment camouflaged with vegetation from agricultural crops, as long as such camouflaging does not result in the exposing, depositing, distributing or scattering of grain or other feed; or
- Standing or flooded standing agricultural crops where grain is inadvertently scattered solely as a result of a hunter entering or exiting a hunting area, placing decoys or retrieving downed birds.
- The taking of any migratory game bird, except waterfowl, coots and Sandhill cranes, on or over lands or areas that are not otherwise baited areas and where grain or other feed has been distributed or scattered solely as the result of manipulation of an agricultural crop or other feed on the land where grown or solely as the result of a normal agricultural operation.

Wanton waste of migratory game birds

No person shall kill or cripple any migratory game bird without making a reasonable effort to retrieve the bird and retain it in actual custody, at the place where taken or between that place and either:

- that person's automobile or principal means of land transportation; or
- that person's personal abode or temporary or transient place of lodging; or
- a migratory bird preservation facility; or
- a post office; or
- a common carrier facility.

Tagging requirement

No person shall put or leave any migratory game birds at any place (other than at his personal abode) or in the custody of another person for picking, cleaning, processing, shipping, transportation or storage (including temporary storage) or for the purpose of having taxidermy services performed, unless such birds have a tag attached, signed by the hunter, stating his address, the total number and species of birds and the date such birds were killed. Migratory game birds being transported in any vehicle as the personal baggage of the possessor shall not be considered as being in storage or temporary storage.

Custody of birds of another

No person shall receive or have in custody any migratory game birds belonging to another person unless such birds are tagged as required.

Possession of live birds

Every migratory game bird wounded by hunting and reduced to possession by the hunter shall be immediately killed and become a part of the daily bag limit. No person shall at any time or by any means, possess or transport live migratory game birds taken under authority of this part.

Termination of possession

Subject to all other requirements of this part, the possession of birds taken by any hunter shall be deemed to have ceased when such birds have been delivered by him to another person as a gift; or have been delivered by him to a post office, a common carrier or a migratory bird preservation facility and consigned for transport by the U.S. Postal Service or a common carrier to some person other than the hunter.

Gift of migratory game birds

No person may receive, possess or give to another, any freshly killed migratory game birds as a gift, except at the personal abodes of the donor or donee, unless such birds have a tag attached, signed by the hunter who took the birds, stating the hunter's address, the total number and species of birds and the date such birds were taken.

Transportation of birds of another

No person shall transport migratory game birds belonging to another person unless such birds are tagged as required.

Species identification requirement

No person shall transport within the United States any migratory game birds unless the head or one fully feathered wing remains attached to each such bird at all times while being transported from the place where taken until they have arrived at the personal abode of the possessor or a migratory bird preservation facility.

Marking package or container

No person shall transport by the U.S. Postal Service or a common carrier migratory game birds unless the package or container in which such birds are transported has the name and address of the shipper and the consignee and an accurate statement of the numbers of each species of birds therein contained clearly and conspicuously marked on the outside thereof.

No migratory bird preservation facility shall:

- Receive or have in custody any migratory game bird unless accurate records are maintained which can identify each bird received by or in the custody of, the facility by the name of the person from whom the bird was obtained and show:
 - the number of each species;
 - the location where taken;
 - the date such birds were received;
 - the name and address of the person from whom such birds were received;
 - the date such birds were disposed of; and
 - the name and address of the person to whom such birds were delivered or
- Destroy any records required to be maintained under this section for a period of one year following the last entry on the record.
- Record keeping as required by this section will not be necessary at hunting clubs which do not fully process migratory birds by removal of both the head and wings.

2017 FEDERAL LAWS FOR MIGRATORY GAME BIRDS

Please note these examples do not represent an all-inclusive list of waterfowl regulations. For a detailed explanation, visit fws.gov/le/ or contact a U.S. Fish and Wildlife Service Law Enforcement Agent at: Columbia 605.885.6403, Pierre 605.224.9045 or Bismarck, ND 701.255.0593.

WATERFOWL INFORMATION:

GFP creates thunderstorm maps by rating areas of each county on a scale of 1-10 regarding the current quality of waterfowling opportunity.

View them online at:

gfp.sd.gov/hunting/waterfowl/migration. Maps are updated on a weekly basis once the season begins and provides a good indicator of the duck and goose activity for the upcoming weekend.

For the most current waterfowl population information, visit flyways.us.

BANDED WATERFOWL AND MOURNING DOVES

The U.S. Fish and Wildlife Service encourage hunters who bag banded waterfowl and mourning doves to visit reportband.gov to report the band number and other important information.

ANGLERS,

HUNTERS,

LANDOWNERS.

RECREATION
and
RESPECT

Public Storage

No person may place into public storage any game bird, game fish or game animal unless the game bird, game fish or game animal has attached to it a tag showing the owner's name and address, the number and kind of bird, fish or animal, the date the bird, fish or animal is placed in storage, the date killed (for migratory game birds) and hunter signature (for migratory game birds). Public storage is any business storing game birds, game fish or game animals for a fee or a convenience and has a South Dakota sales tax license.

Domicile

A person's established, fixed and permanent home to which the person, whenever absent, has the present intention of returning.

Wildlife Processing Facility

A wildlife processing facility is any person or entity that has a South Dakota sales tax license to operate a business that receives, possesses or has in custody any wild animal belonging to another person for purposes of picking, skinning, cleaning, freezing, processing or storage.

Records Required for Wildlife Processing Facilities

No wildlife processing facility shall:

- Receive or have in custody any wild animal unless accurate records are maintained that can identify each wild animal received by, or in the custody of, the facility by the name of the person from whom the wild animal was obtained and show the number of each species; the date each wild animal was received; the name and address of the owner of each wild animal; the date each wild animal was disposed of; and the name of the person or business to whom each wild animal was delivered or
- Destroy records required to be maintained under this section for a period of one year following receipt of each wild animal or
- Allow any wild animal or parts, to leave the facility without a receipt bearing the name of the facility, number and species of wild animals and name of the owner of each wild animal.

However, the provisions of this section do not apply to any permitted bird harvested on a licensed shooting preserve and processed by the preserve permittee.

Inspection of Wildlife Processing Facilities

No wildlife processing facility may prevent any GFP representative from entering the facilities during normal business hours and inspecting any wild animal, records and the premises of the facility.

Game Bird Transportation and Packaging

No game bird, including a wild turkey, may be possessed, placed in public storage, transported or accepted for shipment unless the following minimum requirements are met for each listed species:

- Waterfowl shall include an attached fully feathered wing or an attached head; and conform to federal requirements, including a tag with the signature of the hunter;
- Pheasants and grouse, unless processed at a wildlife processing facility and accompanied by the receipt or at the domicile of the possessor, shall include at least one of the following attached: the head, a fully feathered wing or a foot. The term, grouse, includes sharp-tailed grouse, ruffed grouse and prairie chicken;
- Wild turkeys, unless processed at a wildlife processing facility and accompanied by the receipt, or at the domicile of the possessor, shall include the attached leg and foot bearing the tag issued with the license. Any wild turkey without spurs lawfully taken under a male turkey license shall also have the visible beard attached. The leg and foot and beard if required, shall remain naturally attached to the carcass at all times while being transported from the place where taken until the carcass has arrived at the permanent residence of the possessor;
- All other game birds, unless processed at a wildlife processing facility and accompanied by the receipt, or at the domicile of the possessor, shall include the attached head or an attached fully feathered wing.

If the head or wing is used for identification, it shall have sufficient plumage attached to allow for prompt identification of the game bird. Game birds, if frozen, shall be packaged no more than two per package in order to facilitate identification and count of species.

Persons with a valid license may carry or transport only their own lawfully possessed game birds as personal baggage. Game birds may not be transported by unlicensed individuals, unless accompanied by a valid transportation permit issued by GFP. However, at the conclusion of

OF SMALL GAME AND WATERFOWL

hunting, a licensed hunter may transport game birds, except wild turkey, legally taken by another person to a South Dakota wildlife processing facility provided the birds are tagged with the name of the hunter, the hunter's address, the total number and species of birds taken, the date such birds were killed and the signature of the hunter.

Big Game Tagging and Transportation

See Big Game Regulations.

Shipping/Common Carrier

A licensed hunter may carry as personal baggage any small game or waterfowl lawfully taken or possessed by that hunter. No person may knowingly ship or receive for shipment by common carrier any small game or waterfowl unless the container containing the small game or waterfowl has affixed to the outside of the container a clearly visible statement containing the following information:

- The name, address, and license number of the person shipping the small game or waterfowl;
- The number and species of all small game and waterfowl in the container;
- The date of shipment; and
- The name and address of the person to whom the small game or waterfowl has been shipped.

Transportation Permits

A person other than the licensee may transport small game with a transportation and shipping permit. A permit may be obtained from a conservation officer or a designee without a charge. Follow these steps to obtain a permit:

- Contact a conservation officer or GFP Wildlife Division office to arrange a meeting place and time.
- All persons involved must meet with the officer and bring their hunting licenses and game to be transported.
- Permits will not be issued before they are needed.
- Permits will not be issued as a means of exceeding the daily/possession limit or circumventing plumage, transportation or shipping requirements.
- See "Federal Laws for Migratory Game Birds" for specific requirements for waterfowl and other migratory game birds.

Possession Limit

The maximum number of a particular species of game (excluding migratory game birds) that a person may lawfully have under their control (including those in their immediate possession, a portable cooler in the vehicle, a home freezer, or registered in their name at a wildlife processing facility/locker; or any combination thereof). Game harvested during a previous season or year in South Dakota and still in possession counts toward the possession limit of the current license year. However, game (excluding migratory game birds) lawfully harvested under another state's license does not count towards the South Dakota limit.

See "Federal Laws for Migratory Game Birds."

Pheasant and Grouse



Option 1
Fully feathered
head attached



Option 2
Fully feathered
wing attached



Option 3
One leg
and foot attached

Duck

(or other migratory waterfowl)



Option 1
Fully feathered
head attached



Option 2
Fully feathered
wing attached

2017 OTHER SEASONS

Species	Dates	Daily Limit	Possession Limit	Open Area
*Mourning Dove ❶	Sept. 1 - Nov. 9	15	45	Statewide
*Common Snipe ❷	Sept. 1 - Oct. 31	5	15	Statewide
*Sandhill Crane ❸	Sept. 23 - Nov. 19	3	9	❸
Crow ❹	Sept. 1 - Oct. 31 March 1 - April 30	Unlimited		Statewide
Tundra Swan ❺	Sept. 30 - Jan. 12	One per license		❺
Prairie Dog ❻	Year-round	Unlimited		Statewide ❻
Cottontail Rabbit ❼	Sept. 1 - Feb. 28	10	30	Statewide
Tree Squirrel	Sept. 1 - Feb. 28	5	15	Statewide
Ground Squirrel, Gopher, Porcupine, Marmot	Year-round	Unlimited		Statewide

SHOOTING HOURS: Sunrise to sunset for all species listed except mourning dove, Sandhill crane and tundra swan which is one-half hour before sunrise to sunset and crow, prairie dog, ground squirrel, gopher, porcupine and marmot, which are not restricted.

* Although federal laws apply, a Federal Waterfowl Stamp is not required to hunt mourning dove, Sandhill crane or snipe. South Dakota State Migratory Bird Certification is still mandatory.

❶ Mourning Dove Restrictions. A person:

- May not hunt mourning doves on or within 50 yards of a public road.
- May not shoot a mourning dove unless the bird is flying.
- May not hunt mourning doves with a shotgun capable of holding more than three shells.
- May not hunt mourning doves in a state park or recreation area, except that portion of Angostura State Recreation Area lying west of the dam.

NOTE: The U.S. Fish and Wildlife Service encourage hunters who bag banded doves to visit reportband.gov to report the band number and other important information.

❷ Common Snipe. Hunters must use non-toxic shot to hunt snipe.

❸ Sandhill Crane. Open area is South Dakota west of U.S. Hwy 281. Hunters must use non-toxic shot.

❹ Crow. Electronic calls and rifles are legal to hunt crows.

❺ Tundra Swan. Only hunters who applied for and received a license through the License Office are eligible to hunt. Hunters may not use or possess lead shot when hunting tundra swans. The open unit includes the counties of Aurora, Beadle, Brookings, Brown, Brule, Buffalo, Campbell, Clark, Codington, Davison, Day, Deuel, Edmunds, Faulk, Grant, Hamlin, Hand, Hanson, Hughes, Hyde, Jerauld, Kingsbury, Lake, Marshall, McCook, McPherson, Miner, Minnehaha, Moody, Potter, Roberts, Sanborn, Spink, Sully and Walworth. Federal laws apply.

❻ Prairie Dog. Prairie dog shooting is prohibited year-round in the Conata Basin and several other areas within the Buffalo Gap National Grasslands. Please contact the U.S. Forest Service for additional information regarding specific closure locations at 605.279.2125.

❼ Cottontail Rabbit. Landowners and their guests may hunt cottontail rabbit on the landowner's property year-round without a limit.

2017 FURBEARER SEASONS

FURBEARER SEASONS ¹

FURBEARER SEASONS ¹		
Species	Dates ²	Open Areas
Mink, Weasel	Nov. 4 - Jan. 31	Statewide
Muskrat	West River	Year-round
	Black Hills	Nov. 4 - April 30
	East River	Nov. 4 - April 30
	Shooting	April 1 - Aug. 31
Beaver	West River	Year-round
	Black Hills	Jan. 1 - March 31
	East River	Nov. 4 - April 30
Bobcat ⁴	West River	Dec. 26 - Feb. 15
	East River	Dec. 26 - Jan. 21
Fox, Badger, Raccoon, Skunk, Opossum, Jackrabbit, Coyote ⁵	Year-round	Statewide
Wolf ⁶	Closed	

1 Nonresidents may take only raccoon, beaver and muskrat from Dec. 2 - March 15, and bobcats from Jan. 13 - Feb. 15. Mink and weasel may be trapped from Dec. 2 - Jan. 31. Nonresidents may not use dogs to aid in taking raccoon.

2 Seasons begin at sunrise of opening day and end at sunset of closing day.

3 Muskrat Restrictions.

- No trapping on or in muskrat houses of any size after March 15.
- Only landowners and lessees, including SD School and Public land surface lease holders, on land they own or operate and state, county or township highway officials within road rights-of-way are allowed to shoot muskrats, statewide. Only rimfire cartridges of .22 caliber or smaller, muzzleloaders of .45 caliber or smaller, legal archery equipment, or shotguns with non-toxic shot are allowed.

4 Bobcat. Hunters/trappers are restricted to one bobcat per hunter/trapper in the open areas in East River.

5 Coyote. In addition to a valid resident license, a free access permit is required for coyote hunting in Custer State Park (Season dates: Dec. 26 - March 31).

6 Wolf. Wolves are currently protected under the Endangered Species Act.

NOTE: For additional restrictions see page 28-30.

2017 FURBEARER REGULATIONS

Barbed Hooks

Barbed hooks or other similarly sharpened instruments may not be used to take furbearing animals.

Bobcat Carcasses

Any person harvesting a bobcat must submit the entire carcass, along with the detached pelt, to GFP personnel within five days of capture. Once the season has closed, an individual has 24 hours to notify a conservation officer or wildlife damage specialist of any untagged bobcats harvested during the season. The pelt will be inspected, tagged and registered. The lower jaw will be removed from the carcass. The tagged pelt will be returned. The carcass may be returned upon request. No person may possess, purchase or sell raw bobcat pelts that are not legally tagged.

Body Grip Traps (commonly known as conibears)

Body grip traps with a jaw spread greater than eight inches are permitted only as water sets. All of the bottom surface of these traps must remain completely below the water's edge for beaver year-round West River, except in the Black Hills Fire Protection District.

On all public lands and road rights-of-way statewide, no person may set or operate a body grip trap when used in conjunction with any bait, lure, or scent with a jaw spread greater than 6 3/4 inches (i.e. larger than a 160 conibear) unless:

- The trap is recessed in a plastic, wood, or metal cubby a minimum of seven inches from the front edge of the cubby to the trigger of the trap; or
- The trap is set below the water's edge of a stream, river, or other body of water.

NOTE: A single overhang on the top of the cubby does not meet this recess requirement.

Catches Out of Season

A trapper must immediately release any live wild animal found in a trap or snare at a time when the established season is closed. Any trapper who finds a dead wild animal in a trap or snare out of season must leave the animal undisturbed in the trap or snare and contact a GFP representative within 12 hours.

Closed Areas

Federal refuges, national monuments, state game refuges, or privately owned areas within such lands are closed to hunting and trapping of furbearers.

Colony Traps

The size of colony traps for muskrats may not exceed 36 inches in overall length. If using a round colony trap, the diameter cannot exceed 12 inches. If using a box colony trap, the height may not exceed 12 inches nor may the width exceed 12 inches.

Flagging

No person may flag, mark or attempt to claim a muskrat house on public lands or waters before sunrise on opening day of the trapping season. After the season is open, marking of muskrat houses is legal if the house contains an operational trap set.

Furbearer Possession, Live

Possession of live furbearers is prohibited except that no more than one live furbearer (either a raccoon, jackrabbit, skunk, red or grey fox or coyote) per household may be kept as a pet. In addition, the Animal Industry Board requires a permit to keep mammals including certain furbearers. For details, contact the Animal Industry Board at 605.773.3321. No pet furbearer may be physically altered except skunks may be descented. Sale or purchase of a pet wild furbearer is prohibited.

Furbearers, Release or Killing

Except when kept as a pet as provided above, a furbearer taken from the wild must either be released or immediately and humanely killed.

Landowners

A resident of South Dakota may catch, trap or kill furbearing animals upon land owned or leased by him without obtaining a license to do so, during any period when hunting, catching, taking, trapping or killing such animals is permitted.

Live Mammals or Birds

The use of any live mammal or live bird to aid in the taking of a furbearing animal, predator or varmint by a trap or snare is prohibited.

Permission Required

No person may attach a trap, including snares, to any part of a fence along road rights-of-way adjacent to private land without permission from the adjoining landowner.

No person, except the adjoining landowner or a person receiving written permission from the adjoining landowner, may trap on public road rights-of-way within 660 feet of a home, church or schoolhouse.

2017 FURBEARER REGULATIONS

Snares may not be set within fenced pastures, cropland, feedlots or fenced areas containing domestic livestock without permission of the landowner or the operator.

A person must have a permit issued by the park manager to trap in a state park or recreation area. The free permits are valid Nov. 1 - Mar. 31.

Permission is required from the landowner for trapping on private land leased for public hunting in the Walk-In Area program and the Conservation Reserve Enhancement Program (CREP).

Pole Traps

No person may set or allow to be set any trap, snare or similar device on a pole or post in a manner that a raptor may be captured, injured or killed.

Protected Animals

No person may take wolf, pine marten, black-footed ferret, swift fox, fisher, river otter or black bear. If any of these protected species are accidentally caught the animal must be released alive. If the animal is found dead, it must be left undisturbed in the snare or trap and a GFP representative contacted within 12 hours.

Raw Furs

Raw furs may be kept after the close of each respective season if the furs are checked with a GFP conservation officer within 10 days.

Restrictions

Except in Haakon, Jackson, Jones, Lyman and Stanley counties where these laws do not apply for muskrats, no person may:

- Hunt mink or muskrats with dogs.
- Dig, disturb or molest a mink den or beaver house to capture mink or beaver, or use poison, gas or smoke to kill or capture these animals.
- Spear muskrat.
- Destroy a muskrat house, except that in open season a house may be opened in a manner that will not destroy or damage it as a place of habitation.

Snares

Snares must have a mechanical lock, swivel device on the anchor end and stop device to prohibit the restraint loop from closing to a diameter less than 2-1/2 inches. Snares must be attached by the swivel directly to the anchoring device or by chain or cable between the swivel and the anchoring device. The swivel may not be more than four inches long and must operate

freely when set. Attaching snares to a drag is prohibited. Exempt from the above restriction that requires the use of a permanent stop are snares that have a lock or device with a breaking strength of 350 pounds of pressure or less. Trappers who use these types of snares must submit the snare for breaking strength testing if requested by a GFP representative.

It is unlawful to possess or transport snares not properly equipped, except manufacturers may obtain a free Shipping and Transportation Permit from a GFP conservation officer to ship or transport snares to another area that does not require the same equipment as South Dakota.

Snares are prohibited May 1 - Nov. 13 on improved road rights-of-way and on all public lands statewide.

Trap Checking

Traps, including snares, must be checked prior to midnight of the second full calendar day (from the time the trap was initially set or last checked) east of the Missouri River and prior to midnight of the third full calendar day west of the Missouri River. Any animal caught must be removed.

Traps or snares entirely submerged in the water and remain set beneath ice must be checked and any caught animals removed prior to midnight of the fifth full calendar day statewide.

Trap Removals

If traps including snares are not being checked within the required trap check period, traps shall be rendered inoperable and snares shall be closed to their permanent stop, or closed to less than 2-1/2 inches if not equipped with a permanent stop. All traps and snares (set or unset), stakes, cables, chains, wires, or other devices used for the purpose of attaching a trap or snare must be removed from public lands and improved road rights-of-way prior to May 1 of each year.

Trapping in State Parks

A person must have a permit issued by the park manager to trap in a State Park or Recreation Area (*Custer State Park, Adams Homestead and Nature Preserve in Union County and Beaver Creek Nature Area in Minnehaha County are closed to trapping*). The free permits are valid Nov. 1 - March 31. Applications can be found online or contact any Park Office. A valid furbearer license is required. Trappers must also be familiar with and adhere to all park, firearm and vehicle restrictions.

2017 FURBEARER REGULATIONS

Trap Vandalism

No person may steal, damage or destroy someone else's trap, snare or animal in a trap.

Visible Bait

Traps, including snares, may not be set within 30 feet of exposed bait visible to airborne raptors. Exposed bait is meat or viscera of any animal, bird or fish with or without skin, hide or feathers.

Water Sets

Traps (except any live cage trap or live box trap, snares and traps designed specifically to catch raccoons such as coon cuffs and egg traps) cannot be placed or set in water or within 30 feet of water

from Oct. 1 to the opening of the mink season. However, body-grip traps may be set below the water's edge for beaver, West River (excluding the Black Hills Fire Protection District). All of the bottom surface of these traps must remain completely below the water's edge at all times.

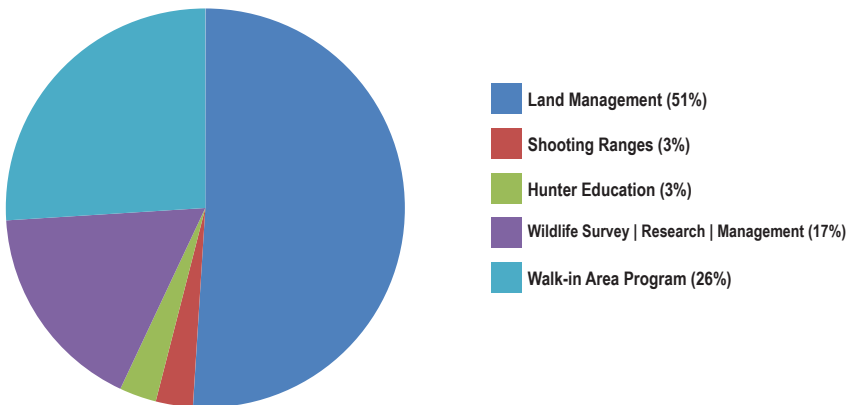
No person may place any trap (set or unset), stake, cable, chain, wire or other device used for the purpose of attaching a trap or otherwise attempt to claim or mark a trap site on any public road rights-of-way or public lands or waters open to trapping within 30 feet of water from Oct. 1 to the opening of the mink season, inclusive (please refer to the Furbearer Season Chart for specific dates).

PITTMAN-ROBERTSON FUNDING

The Pittman-Robertson Wildlife Restoration Act authorizes the Secretary of the Interior to cooperate with states, through their respective fish and game departments, for wildlife-restoration projects.

States must meet federal standards for the conservation of wildlife; which includes a prohibition against the diversion of license fees paid by hunters for any other purpose than the administration of the state fish and game department. Funds are collected through excise taxes on firearms, ammunition, archery equipment and other hunting-related items.

States must provide a 25 percent match to requested funds. The Pittman-Robertson funding allocation in 2017 totaled \$13,394,017. In 2017, South Dakota allocated funds to programs listed in the below chart.



2017 BIG GAME SEASONS

Big Game Licenses are issued by application. Season regulations accompany licenses. All elk, bighorn sheep, mountain lion, mountain goat and Custer State Park seasons are resident only. See gfp.sd.gov/hunting/big-game

ANTELOPE

Archery Antelope: Aug. 19 - Oct. 31

- Closed during firearms season

Firearm Antelope: Sept. 30 - Oct. 15

DEER

Youth Season: Sept. 9 - Jan. 15

Archery: Sept. 23 - Jan. 15

- Only antlerless tags valid Jan. 1 - 15

East River Deer: Nov. 18 - Dec. 3

- Only antlerless tags valid Dec. 30 - Jan. 7

West River Deer: Nov. 11 - 26

- Units 30A and 50A Nov. 4 - 7 and 20 - 26

Black Hills Deer: Nov. 1 - 30

Custer State Park Deer:

- Any Deer and Any Whitetail Deer licenses: Nov. 1 - 30
- Archery only Nov. 1 - 15
- Antlerless muzzleloader tags only Dec. 1 - 15

Refuge Deer: (see application for various start dates for Sand Lake, Lacreek and Waubay National Wildlife Refuges)

Muzzleloader Deer: Dec. 1 - Jan. 15

- Antlerless tags only Jan. 1 - 15

MISCELLANEOUS

Black Hills Bighorn Sheep: Sept. 1 - Dec. 31

Black Hills Mountain Goat: Sept. 1 - Dec. 31

Fall Turkey: Nov. 1 - Jan. 31

Black Hills Mountain Lion (within Black Hills Fire Protection District): At the time of publication, these dates were not finalized. Please see gfp.sd.gov for updated information.

Statewide Mountain Lion: Year-round outside of the Black Hills Fire Protection District.

ELK

Black Hills Firearms Elk

- Any Elk tags are valid Oct. 1 - 31
- Antlerless Elk tags for Units H1B, H7B and H9B are valid Oct. 16 - 31 and Dec. 1 - 15
- Antlerless Elk tags for Units H2B, H2E, H2H, H3B and H3E are valid Oct. 16 - 31
- Antlerless Elk tags for Units H2C, H2F, H2I, H3C and H3F are valid Dec. 1 - 15
- Antlerless Elk tags for Units H2D, H2G, H2J, H3D and H3G are valid Dec. 16 - 31

Prairie Firearms Elk

- Unit 09A, Sept. 15 - Oct. 31 and Dec. 1 - 31
- Unit 11A, July 15 - Aug. 31
- Unit 11B, Sept. 1 - Oct. 20
- Unit 11C, Oct. 14 - Nov. 30
- Unit 11D, Sept. 1 - Dec. 31
- Unit 15A, Sept. 1 - Oct. 31 and Dec. 1 - 31
- Unit 27A, Oct. 1 - 31 and Dec. 1 - 31

Black Hills Archery Elk

- Sept. 1 - 30

Custer State Park Archery Early Elk

- Sept. 1 - 30

Custer State Park Firearms Any Elk

- Sept. 16 - Oct. 1

Custer State Park Firearms Antlerless Elk

- Unit CU1, Oct. 7 - 15
- Unit CU2, Oct. 21 - 29

2017 BIG GAME REGULATIONS

The following is a synopsis of big game regulations. Other rules applicable to big game hunting may be found in other sections of this handbook. Each big game hunter receives a copy of big game regulations with their license package.

Archery Equipment Restrictions:

A person hunting with bow and arrow may not use or possess any of the following:

- Explosive, poisonous, hydraulic or pneumatic points;
- Crossbows and draw-lock devices that hold the bow at partial or full draw except for persons with qualifying disabilities;
- Arrow rests that have more than three inches of continuous contact with the arrow;
- Electronic devices mounted to the bow that

aid in the taking of game. However, cameras, video cameras, cell phones used exclusively for photographic purposes, lighted sight pins and illuminated arrow nocks may be used;

- Electronic arrow or electronic string releases;
- Compound bows with a let off of more than 80 percent;
- Compound bows shorter than 28 inches as measured from the top of the upper wheel or cam to the bottom of the lower wheel or cam;
- Telescopic sights;

2017 BIG GAME REGULATIONS

- An arrow, including the attached broadhead, weighing less than 275 grains when hunting a big game animal;
- An arrow that is less than 26 inches long when measured from the notch of the nock to the end of the shaft, not including the blunt or broadhead;
- An arrow without a broadhead (fixed or mechanical) that has at least two metal cutting edges when hunting a big game animal, except blunt points may be possessed and used when hunting a turkey and both field points and blunt points may be possessed and used when hunting small game or at any time when possessed and used as practice arrows;
- A bow measuring less than 50 pounds pull when hunting an elk with a mechanical broadhead or a bow measuring less than 40 pounds pull when hunting any other big game animal with a mechanical broadhead; or
- A bow measuring less than 40 pounds pull when hunting an elk with a fixed blade broadhead or a bow measuring less than 30 pounds pull when hunting any other big game animal with a fixed blade broadhead.

Bowhunter Education

All big game archery licensees under age 16, all first-time archery big game licensees regardless of age and all archery elk hunters must possess a National Bowhunter Education Foundation certificate or certificate of completion from a bowhunter safety education course approved by any state or provincial government. Those under age 16 must also possess a hunter safety education certificate.

Decoys

Decoys may be used for big game hunting.

Dog Use While Hunting Big Game

No one may use a dog for hunting big game, except for the following:

- A dog that is leashed and under the control of a handler may be used to track and retrieve any big game animal that is wounded or presumed dead.
- The use of dogs to hunt mountain lions is only allowed during those specified hunting intervals in Custer State Park that allow for the use of dogs and outside of the Black Hills Fire Protection District on private land with permission of the landowner or lessee. However, a pursuit of a mountain lion by dogs that originates on private land may cross over or culminate on property owned by the Office of School and Public Lands or the United States Bureau of Land Management other than the Fort Meade Recreation Area

Fluorescent Orange

Big game (excluding turkey and mountain lion) licensees hunting with a firearm must wear at least one exterior garment of fluorescent orange while hunting. Garments include hat, shirt, vest, jacket, coat or sweater.

Refuge regulations require that firearm deer hunters at Sand Lake and Waubay National Wildlife Refuges must wear a minimum of 400 square inches of visible solid fluorescent orange (not camouflage orange) material on the head, chest and back.

Legal Firearms

No self-loading or auto-loading firearm that holds more than six cartridges may be used to hunt, pursue, shoot at, shoot, kill or wound any big game animal. No firearm that is capable of being operated as a full automatic may be used to hunt, shoot, shoot at, wound, kill or pursue any big game or small game animal. Shotguns must discharge a single ball or rifled slug weighing at least one-half ounce. Buckshot is prohibited.

Deer, Antelope, Mountain Lion: Shoulder-held firearms using ammunition factory rated to produce at least 1,000 foot-pounds of energy at the muzzle and handguns using ammunition that is factory rated to produce at least 500 foot-pounds of energy at the muzzle, may be used to hunt deer, antelope and mountain lion. Only soft-point or expanding bullets are permitted. Shotguns must discharge a single ball or rifled slug weighing at least one-half ounce. Buckshot is prohibited.

Elk: It is illegal to use firearms that produce less than 1,700 foot-pounds of energy at the muzzle and that are smaller than .243 caliber to hunt elk. Only soft point or expanding bullets are permitted. Buckshot is prohibited.

Turkey: Shoulder-held firearms using ammunition which is factory-rated to produce at least 700 foot-pounds of energy at the muzzle and handguns using ammunition which is factory-rated to produce at least 500 foot-pounds of energy at the muzzle may be used in the hunting of wild turkeys. Buckshot is prohibited.

Muzzleloading Firearms: In seasons restricted to muzzleloading rifles, telescopic sights are not allowed. Telescopic sights are those sights that utilize magnification. Muzzleloading pistols are not legal. No person may hunt, shoot, shoot at, wound, kill or pursue any big game animal with any muzzle loading rifle which is less than .44 caliber.

NOTE: Hunters filling big game tags that are not restricted to archery or muzzleloaders may use any of the weapons described under "Legal

2017 BIG GAME REGULATIONS

Firearms” or “Archery” or any combination of weapons. Additionally, a person who holds a Big Game License to take a big game animal during the firearm season may take the animal by using a crossbow in lieu of a firearm. The crossbow shall have at least 125 pounds pull and have a working mechanical safety.

Prohibited Felons

An individual who has a felony conviction might be prohibited from possessing a firearm by state or federal law. According to state law the term “firearm” now includes any antique firearm and any muzzleloading rifle, muzzleloading shotgun or muzzleloading pistol, including muzzleloading weapons that are designed to use black powder or a black powder substitute and cannot use fixed ammunition.

Concealed Pistol

No firearm restrictions in place for any hunting season prohibit a licensee or person possessing a valid concealed pistol permit from carrying a pistol while hunting.

Nonlicensees/Accompaniment Firearm Big Game Licensee

No person possessing a firearm, including a muzzleloading firearm or a bow and arrow may accompany a big game hunter in the field or cooperate as part of a big game hunting group unless the accompanying person possesses a Big Game License that is valid for the same geographic area and time of year as the licensee. This restriction does not apply to any person who is carrying a pistol and possesses a valid concealed pistol permit, nor does it apply to a person who is legally licensed to hunt small game (or exempt from license requirements as provided by SDCL 41-6-2) and hunting only with a shotgun using shot shells. A person hunting small game and accompanying a licensed firearm big game hunter in the field may not use dogs while accompanying a big game hunter.

Archery-Only Big Game Licensee

No person who is licensed in a season restricted to archery only may:

- Possess a firearm in the field while hunting big game with bow and arrow, except if the person is carrying a pistol and possesses a valid concealed pistol permit.
- No person accompanying a licensee who is hunting big game in the field with bow and arrow under an archery only license may:
- Possess a bow and arrow (or crossbow) if the person does not possess an archery

Big Game License that is valid for the same geographic area and time of year as the licensed archery hunter; or

- Possess a firearm, including a muzzleloading firearm, except if the person in carrying a pistol and possesses a valid concealed pistol permit.

Restrictions

No one may discharge a firearm, muzzleloader, crossbow or bow and arrow at any big game animal, except turkey may be taken with a shotgun using shot shells or with a bow and arrow, from within the rights-of-way of an improved highway including gravel township roads.

No one may discharge a firearm or other weapon across or from a Black Hills National Forest System road.

No one may hunt big game animals in groups larger than 20 people.

No person may place any salt or salt lick or construct, occupy or use any screen, blind, scaffold or other device at or near any salt or salt lick for the purpose of enticing or baiting big game animals to the same for the purpose of hunting, watching for or killing big game.

No one may establish, utilize or maintain a bait station from Aug. 15 - Feb. 1, inclusive and from March 15 - May 31, inclusive, to attract any big game animal (including turkey). A bait station is a location where grains, fruits, vegetables, nuts, hay, minerals (including salt) or any other natural food materials, commercial products containing natural food materials or by-products of such materials are placed or maintained as an attractant to big game animals for the purpose of hunting. The use of scents alone does not constitute a bait station. The bait station restriction does not apply to foods that have not been placed or gathered by an individual and result from normal environmental conditions or accepted farming, forest management, wildlife food plantings, orchard management or similar land management activities. Individuals are exempt from the bait station requirements while participating in any research or deprecation management activities directed by GFP.

No person may establish, utilize or maintain a bait station on lands owned by the GFP and on properties managed and classified by GFP as Game Production Areas, State Parks, State Recreation Areas, State Lakeside Use Areas, State Nature Areas or State Water Access Areas. Additionally, the distribution of bait and hunting over bait is prohibited on U.S. Fish and Wildlife Service Waterfowl Production Areas (WPA's).

2017 BIG GAME REGULATIONS

No one may use an electronic call when hunting big game (including turkey). Electronic calls are allowed for mountain lion hunting.

No one may kill a big game animal not in season or kill a big game animal in season and not tag and claim the animal.

Shooting Hours

All firearms and archery big game shooting hours (except turkey) are one-half hour before sunrise to one-half hour after sunset. Shooting hours for turkey season are one-half hour before sunrise to sunset.

Tagging and Transportation

The tag you receive with your license must be signed, dated and securely attached to the leg of the big game animal at the time it is brought to a road or into any hunting camp, farmyard or residence or before it is placed in or on a vehicle.

The locking seal issued with each Big Game License is an adhesive tag. You must sign and date the tag by cutting out completely the month and day of the date of kill. Then you must attach the tag securely around one hind leg between the hoof and ankle joint of all hooved big game animals, except elk or around one leg of a turkey.

Elk must be tagged by cutting a slit through the hide on one hind leg between the hock tendon and the leg bone and securely fastening the adhesive tag around the hock tendon directly above the ankle joint.

Tagging allows a big game animal to be transported and stored by the hunter or another person for the hunter.

No one may lend a license or tag to another or knowingly issue or aid in securing a license or preference point for any person not legally entitled to it.

No person may possess in the field or transport a big game animal (including boned out meat), except turkey, unless it is accompanied by the animal's lawfully tagged leg along with either the animal's head or a hind quarter with the visible external sex organs left naturally attached to it. Any person licensed to take any deer, any elk or any antelope is exempt from transporting the animal's head or hind quarter with attached sex organs if the lawfully tagged leg accompanies the animal for such license. However, the provisions of this section do not apply to a Big Game Licensee who transports big game parts (including boned out meat) from the licensee's domicile to another location if the licensee possesses the big game

tag or Big Game License entitling the licensee to the animal or to big game that has been cooked or cured, by means other than freezing, for personal consumption. If a person other than licensee transports big game animal parts (including boned meat) from the licensee's domicile to another location, the tagged leg or a transportation permit must accompany the items being transported.

Turkeys possessed or transported in the field, shall include the attached leg and foot bearing the tag issued with the license. Any wild turkey without spurs lawfully taken under a male turkey license shall also have the visible beard attached. The leg and foot and beard if required, shall remain naturally attached to the carcass.

If someone other than the licensed hunter is transporting big game parts (antlers, hide and etc.) to a taxidermist, the parts must be accompanied by the tagged leg or appropriate documentation that would allow a conservation officer to determine that the items in transport were lawfully possessed.

Big game taken in another state or with a tribal license must be properly tagged when transported within South Dakota. If no tag was issued, the person in possession of the animal must provide proof the animal was lawfully taken.

Tree Stands/Portable Blinds on Public Land

Construction or use of permanent tree stands, permanent blinds, and climbing devices is prohibited on lands owned, leased, or controlled by GFP. Portable tree stands, portable blinds, and climbing devices that do not utilize nails, wire, or bolts for attachment are allowed from Aug. 25 to Feb. 15, inclusive. Portable blinds may also be used during the spring turkey seasons by licensed spring turkey hunters. One screw-in "T" may be used to stabilize a tree stand. Removable screw-in steps may be used to access a tree stand. The name and address or the year and current applicable big game license number of the owner or user must be on the exterior of an unoccupied portable blind and legible from the ground on a tree stand. Other elevated platform devices that are not attached to a tree must meet the requirements of this rule for permitted dates and for labeling if left overnight or unattended.

The use of nails, wires, screws, bolts or screw-in type steps is prohibited on National Wildlife Refuges and Waterfowl Production Areas, both managed by the U.S. Fish and Wildlife Service.

Contact Sand Lake National Wildlife Refuge for specifics on placement of deer stands within the Refuge. Call 605.885.6320 or visit fws.gov/sandlake.

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Personal Property on Public Land

A person may not leave any property after 11:00 p.m. on public lands owned, leased, or controlled by GFP or in the water adjoining such an area, or within the right-of-way of the George S. Mickelson Trail unless that person is legally camped, lodged, or fishing or the property is located in a leased space designated for the specified use of that property. A person may not leave any fish houses for more than five days on lands owned, leased, or controlled by GFP without written permission from an authorized representative of the department. The provisions of this section do not apply to legally placed tree stands, elevated platforms, portable blinds, trail cameras, or trapping equipment.

Except for legal tree stands, portable blinds, and trail cameras, all personal property must be removed from lands managed by the U.S. Fish and Wildlife Service by the end of each day.

Trail Cameras on GFP Lands

Any trail camera placed on public lands owned, leased, or controlled by GFP may be attached

to a tree, post, or other structure by utilizing no more than one nail, bolt, or screw. The name and address of the owner or user or the year and current applicable big game license number of the owner or user must be on the exterior of an unattended trail camera. A trail camera is a remotely activated device set to capture photos, video, sound, or other evidence of activity while the user is absent from the location.

Turkey Hunting Restriction

No turkey may be shot in a tree or roost. Lead shot is legal for turkey hunting on all public lands.

Tag Definitions

Any Deer - whitetail or mule deer buck, doe or fawn.

Antlerless Deer/Elk - deer/elk of either sex without visible antler.

Doe/Fawn Antelope - antelope of either sex without horns or with horns less than three inches in length.

Any Turkey - wild turkey of either sex.

Male Turkey - wild turkey with a visible beard/spurs.

Hen Turkey - wild turkey without a visible beard/spurs.

LEGALLY TRANSPORTING DEER

How do I transport my deer from the field?

The deer (including boned out meat) must be accompanied by the animal's lawfully tagged leg along with either the animal's head or a hind quarter with the visible external sex organs left naturally attached to it. However, a person with an any deer license must only provide the lawfully tagged leg that accompanies the animal for such license.

Can I transport a deer for another person?

Tagging allows a deer to be transported and stored by the hunter or for the hunter. If a person other than licensee transports deer parts (including boned meat) from the licensee's domicile to another location, the tagged leg OR a transportation permit must accompany the items being transported.

What do I need to transport my deer from my domicile to the taxidermist or processor?

You must carry the big game tag or Big Game License entitling you to the animal.



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2017-2018 HUNTING SEASONS

Hunting Season		September	October	November
Grouse ¹			September 16 - January 7	
Sage Grouse		SEASON		
Partridge			September 16 - January 7	
Pheasant			October 21 -	
Youth only			← October 7-11	
Residents only			← October 14-16	
Quail			October 21 -	
Cottontail Rabbit		September 1		
Tree Squirrel		September 1		
Crow		September 1 - October 31		The crow hunting :
Common Snipe		September 1 - October 31		
Mourning Dove		September 1 - November 9		
Ducks	Youth only		← September 23-24	
	Low Plains North		September 30 - December 12	
	Low Plains Middle		September 30 - December 12	
	Low Plains South		October 14 - Decemb	
	High Plains		October 14 -	
Canada Geese	Unit 1	September 2 - December 17		
	Unit 2			
	Bennett Co. ²		October 21 - Dece	
Light Geese			September 30 - Jan	
White-fronted Geese			September 30 - December	
Sandhill Crane			September 23 - November 19	
Tundra Swan			September 30 - Jan	
Fall Turkey			No	
Black Hills Mountain Lion		NOT AVAILABLE AT T		
Antelope - Archery		Aug 19 - Sep 29		← October 16-31
Antelope - Rifle			← September 30 - October	
Deer	Archery		September 23 - December 3	
	Muzzleloader			
	Mentored & Youth		September 9 - January 15	
	Black Hills		November 1-30	
	West River ⁴			
	East River		November 18 - December 3→	
Elk - Black Hills		Archery: Sept 1-30	Rifle: Oct 1-31 ⁶	

December	January	February	Notes
			¹ Includes prairie chicken, sharp-tailed grouse, and ruffed grouse.
CLOSED			
			² Special permit required.
			³ Only antlerless whitetail deer tags are valid January 1-15.
			⁴ Units in Gregory and Mellette counties have special season dates.
			⁵ Only antlerless deer tags are valid Dec. 30 - Jan. 7.
			⁶ Season dates listed in table are for any elk licenses. Visit gfp.sd.gov/hunting/big-game/elk/black-hills.aspx to view Black Hills elk application for unit-specific antlerless elk season dates.
			⁶ Season dates listed in table are for any elk licenses. Visit gfp.sd.gov/hunting/big-game/elk/black-hills.aspx to view Black Hills elk application for unit-specific antlerless elk season dates.
			³
			³
			⁵

HUNTING ON PUBLIC ROAD RIGHTS-OF-WAY

Hunting on Public Road Rights-of-Way

Laws and rules governing trespass and motor vehicles are complex. The laws may be simplified if the hunter remembers to hunt only on foot during established seasons, to ask permission to enter private land and not to drive on state and federal lands. It is also advisable to restrict vehicular travel in wet weather when roads, trails, rangeland and cropland could be damaged and in dry conditions when fire danger is high.

ATTENTION DOG OWNERS: Hunters who hunt road rights-of-way should understand they must maintain control of their hunting dogs at all times. Dog owners who allow their animals to remain on private property without landowner permission for the purpose of flushing game birds may be subject to trespassing charges. Dogs may be used in the unarmed retrieval of lawfully taken waterfowl and small game birds from private property. However, under no circumstances may dogs be used to intentionally flush birds from private property to hunters in the road rights-of-way.

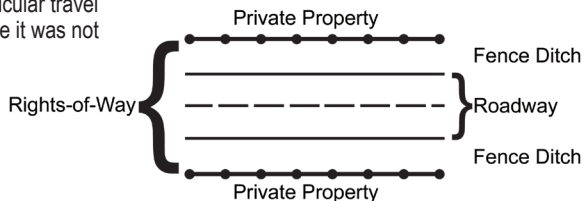
Road rights-of-way, excluding the Interstate highway system, are open for the hunting of small game and waterfowl (see Mourning Dove, Youth Pheasant and Resident-Only Pheasant seasons for special road hunting restrictions). Only the owner of the occupied dwelling, church, or schoolhouse; the owner of livestock; or a person who has written permission from the owner of the occupied dwelling, church, or schoolhouse, or the owner of the livestock may use such highways or rights-of-way for the purposes of discharging any firearm or for the purposes of hunting within a 660 foot safety zone surrounding an occupied dwelling, a church, schoolhouse, or livestock. No other person may discharge a firearm at small game within the safety zone.

The rights-of-way along a section line or other highway are open for hunting if:

- The rights-of-way have been commonly used by the public for vehicular travel, as demonstrated by the existence of a well-worn vehicle trail.
- An intentional alteration or adaptation has been made to the rights-of-way to enhance the natural terrain's utility for vehicular travel or to permit vehicular travel where it was not possible before.

NOTE: Fences are sometimes not on a rights-of-way boundary and sometimes there is no fence. Most section line rights-of-way are 66 feet wide. Some acquired rights-of-way are wider.

- Hunters can take only small game (except mourning doves) and waterfowl within the rights-of-way on foot. The hunter must be within the rights-of-way and the game must have taken flight from within or be flying over the rights-of-way.
- The person must park or stop their vehicle as far to the right-hand side of the road as possible.
- If the person who discharges a firearm is more than 50 yards from the vehicle, the doors on the side of the vehicle nearest the roadway must be closed, but the engine may remain running.
- If the person who discharges a firearm is less than 50 yards from the vehicle, all of the doors of the vehicle must be closed and the engine shall be turned off.
- It is NOT legal to shoot small game and waterfowl that takes flight from rights-of-way over a Federal Refuge or Tribal lands. If a state-licensed hunter shoots at a bird across the fence on either of these lands, the hunter may be subject to federal arrest.
- Small game and waterfowl taken from the rights-of-way but falling onto private property can be retrieved by unarmed hunters on foot.
- No person may discharge a firearm, muzzleloader, crossbow or bow and arrow at any big game animal, except turkey to be taken with a shotgun using shot shells or with a bow and arrow, from within the rights-of-way of an improved public highway.
- A person may not discharge a firearm or other weapon across or from any Black Hills National Forest system road.
- Any person who, while hunting road rights-of-way, negligently endangers another person or puts that person in fear of imminent serious bodily harm, is guilty of a Class 1 misdemeanor.



Artificial Light

During the time from sunset to sunrise, no person may use or possess night-vision equipment or throw or cast the rays of a spotlight, headlight, or other artificial light on any highway, or in any field, pasture, woodland, forest, or prairie, for the purpose of spotting, locating, or taking or attempting to take or hunt any animal while having in possession or control any firearm, bow or other implement whereby any game could be killed.

However:

- A person may use a hand held light while on foot, to take raccoons after they have been treed by dogs;
- A landowner or occupant and no more than two guests accompanied by the landowner or occupant may use an artificial light and night vision equipment on the owner's or occupant's land, with a shotgun using shot shells only or a firearm using a rimfire cartridge in the taking of jackrabbits, coyotes, beaver during its hunting season, foxes, raccoons, opossums, badgers, skunks, or rodents; and
- A landowner or occupant, eighteen years of age or older, and no more than two guests accompanied by the landowner or occupant may use night vision equipment on the owner's or occupant's land, a firearm using a cartridge with a bullet diameter below .225 inches, in the taking of jackrabbits, coyotes, beaver during its hunting season, foxes, raccoons, opossums, badgers, skunks, or rodents.

For the purposes of this section, night-vision equipment is an optical device utilizing light amplifying circuits that are electrical or battery powered.

Recreational Artificial Light Law

To minimize disturbance to wildlife and rural residents, state law prohibits a person from using an artificial light other than headlights to spot or locate any wild animal between the hours of 10 p.m. and sunrise from Sept. 1 to Jan. 31. During this time frame, a person who has no weapons in possession may only use their vehicle headlights to spot or locate wild animals. Hand-held spotlights and other lights otherwise attached to the vehicle are not legal. The three exceptions to this law are the same as those found under "Artificial Light" above.

Boating Restrictions

Hunters and trappers must follow all state and federal boating regulations when operating boats

on public waters in South Dakota. Those using a boat for hunting or trapping purposes should verify they have all required boating equipment on board and their vessel is currently and properly licensed.

The 2017 South Dakota Boating Handbook is available from regional wildlife offices and from county treasurer offices or online at: gfp.sd.gov/fishing-boating/boating/default.aspx.

The following list includes water bodies in South Dakota with boating or boat motor restrictions that may impact hunters and trappers. On waters with motor restrictions, boats with motors exceeding the maximum horsepower can be operated with alternate motors under the maximum horsepower. A complete listing of public water safety zones by county may be found online at: legis.sd.gov.

- **Aurora County:** Wilmarth Lake, no wake zone.
- **Beadle County:** Staum Dam, no wake zone.
- **Bon Homme County:** Lake Henry, no wake zone.
- **Brookings County:** East Oakwood Lake Waterfowl Refuge, no boating Oct. 20 - Dec. 31.
- **Brown County:** Willow Dam Wildlife Management Area, no motor boats or motor vehicles; Putney Slough Game Production Area, no boating Oct. 15 - Dec. 31 in Secs. 7, 8, 17 and 18 in T124N, R61W.
- **Clark County:** Reid Lake, no boating Oct. 20 - Dec. 31.
- **Codington County:** McKilligan Lake, no boating during waterfowl seasons; Horseshoe Lake, no motors during waterfowl seasons; Long Lake in Secs. 11, 12, 13 and 14 of T117N, R55W, no boating year-round; Blythe Slough in portions of Secs. 27 and 28 of T117N, R55W, no boating from March 1 - Aug. 31.
- **Custer County:** Sylvan and Legion lakes electric motors only; Center Lake, no wake zone.
- **Day County:** Hillebrand's and Spring lakes and Swan Pond, no boating; Waubay Lake, no boating in Windgate Arm; Blue Dog Lake on waters fronting the Lakeside Use Area starting at east property boundary and extending 300 feet west along shore in a no wake zone.
- **Deuel County:** Lake Oliver, no wake zone.
- **Fall River County:** Cold Brook and Cottonwood reservoirs, electric motors only
- **Hand County:** Wall Lake, no motors during waterfowl seasons.
- **Hanson County:** Hanson Lake, no wake zone when lake elevation is 12" or greater over the spillway elevation.

- **Hughes County:** Hipple Lake west of the buoy, electric motors only.
 - **Hutchinson County:** Silver Lake, no boating during fall and spring waterfowl seasons; Dimock, Tripp and Menno lakes, no wake zone.
 - **Jerauld County:** Crow Lake lying west of the north/south section lines between Secs. 22 and 23 and Secs. 26 and 27, T106N, R66W, no motors Oct. 20 - Dec. 31.
 - **Kingsbury County:** Spirit Lake and waterfowl Refuge, no boating Oct. 20 - Dec. 31.
 - **Lake County:** Meandered portion of Milwaukee Lake in Sec. 33 of T107N, 51W and Sec. 4 of T106N, R51W, no motors Oct. 20 - Dec. 31; Long Lake, no wake zone except during July and August; the waters of Sunset Harbor, including the entrance canal, no wake zone.
 - **Lincoln County:** Lake Alvin and Lake Lakota, no wake zone.
 - **McCook County:** Island Lake, see Minnehaha County.; the waters of Lehrman Game Production Area, in Sec. 32, T103N, R56W, no boating during the Light Goose Conservation Order as well as any open season for migratory waterfowl.
 - **Meade County:** Bear Butte Lake, no motors over 25 hp.
 - **Minnehaha County:** Clear Lake, no boating Oct. 20 - Dec. 31; Island Lake, no boating north of McCook County Road 6 and Minnehaha County Road 110 Oct. 20 - Dec. 31.
 - **Moody County:** Lake Campbell, no wake zone south of Moody County Road 1; Battle Creek, no wake zone from Lake Campbell south to the steel bridge one mile south of Moody County Road 2.
 - **Pennington County:** Deerfield Reservoir, no wake zone.
 - **Roberts County:** Secs. 20, 28, 29, 32 and 33 of T128N, R49W of Cottonwood Lake Waterfowl Refuge, no boating zone during waterfowl seasons; and Secs. 11, 12 and 14 of T127N, R48W of Mud Lake, only boats using electric motors during waterfowl seasons.
 - **Turner County:** Swan Lake, no motors on waters south and west of Christian Camp; and the waters at the eastern end of Swan Lake within an area starting at a point along the shoreline approximately 60 feet south of the concrete retaining wall that is located on the north side of the beach on a line to a point 100 feet westerly, then on a line to a point 100 feet southerly, then on a line in an easterly direction back to a point on shore are a no boating zone.
 - **Yankton County:** Marindahl Lake, no wake zone; Lake Yankton, electric motors only of the north/south section lines between Secs. 22 and 23 and Secs. 26 and 27, T106N, R66W, no motors Oct. 20 - Dec. 31.
- Civil Damage Liability**
- Violations of most big game regulations are Class 1 misdemeanors, punishable by fine and/or imprisonment and mandatory loss of hunting privileges for one year. In addition to criminal penalties, a person taking or killing big game illegally may be assessed civil damages in the amount of \$100 for each game bird, \$200 for each turkey, \$1,000 for each non-trophy deer, non-trophy antelope or bobcat, \$5,000 for each non-trophy elk, mountain lion or buffalo and \$10,000 for each mountain goat or bighorn sheep.
- Cases involving "trophy" antelope or deer, civil damages will be at least \$2,000 and not more than \$5,000 for each animal; cases involving "trophy" elk, civil damages will be at least \$6,000 and not more than \$10,000 for each elk. If a person has taken or is in possession of more than two times the lawful daily or possession limit of a regulated wild animal, such person may be liable for twice the civil damages. In addition, individuals charged with the illegal taking of a trophy big game animal are subject to loss of all preference points for the lottery license drawing for that season.
- Closed Areas**
- The following are illegal:
- Hunting without permission of landowner on legally vacated section lines.
 - No person (except the landowner or anyone with landowner permission) may hunt on public waters that inundate private land within 660 feet of livestock, occupied dwelling, churches or schoolhouses.
 - Discharging firearms or hunting road rights-of-way within 660 feet of a occupied dwelling, church, schoolhouse, or livestock without written permission from the owner of such property. **NOTE:** Hunters often violate this state law when trees obscure feedlots, livestock, buildings and dwellings. A violation of the 660-foot law carries a one-year suspension of hunting privileges when the distance is clearly and accurately posted
 - Hunting waterfowl within state waterfowl refuges or game birds (including waterfowl) within state game bird refuges except as provided in season regulations.
 - Hunting during the waterfowl seasons along Brown County Road 16 adjacent to the Sand

Lake National Wildlife Refuge.

- Hunting within any federal refuge, National Park or monument, except as otherwise provided for in season regulations.

Dog Training

No person may kill or capture any wild game birds while training or running a dog except during open seasons. Using pen-raised birds to train dogs is permitted with certain restrictions:

- No person may train dogs on wild game birds from April 15 - July 31 statewide. From Aug. 1 through the Friday preceding the third Saturday in September, a person may train a dog for the purpose of locating, pursuing or pointing wild game birds on publicly-owned land or on road rights-of-way with the following restrictions:
- No more than four dogs may be trained in any one day. In addition, a person may not use or carry a shotgun or rifle during training.
- The dog(s) must be owned by the person conducting the training and not offered for sale.
- The owner of the dog may be assisted in the training if the owner is present.
- No motor vehicle, horse or any other conveyance may be used.
- However, persons who otherwise qualify to train dogs on public lands may use a horse for dog training on public lands until noon central time on Fridays, Saturdays and Sundays from the first Friday of August to the first Sunday of September, inclusive, with authorization of the government agency managing the public land.
- For complete rules write to Game, Fish and Parks Permits; 20641 SD Hwy 1806; Fort Pierre, SD 57532.
- The use of dogs is encouraged for hunting on federal Waterfowl Production Areas (WPAs). Dogs are allowed for other recreational activities only if confined to a vehicle, boat, ice house or on a leash controlled by the handler. Dog training and dogs roaming freely on WPAs are prohibited.

Dog Requirements

Dogs being brought into South Dakota are required to have a certificate from their local veterinarian indicating that they are vaccinated against rabies. A health certificate is not necessary for dogs traveling to this state with their owners for less than 30 days. Dog owners with questions concerning requirements may call the Animal Industry Board at 605.773.3321.

Electronic Calls

The use of electronic calls is prohibited when hunting migratory birds (except for crows and during the spring light goose conservation order) and when hunting big game except for mountain lion. Turkeys are considered big game.

Falconry-General

A person may hunt by falconry in South Dakota if they have been issued a falconry permit by their state of residence and have obtained the appropriate South Dakota hunting licenses. Non-migratory game birds and game animals may be hunted Sept. 1 - March 31. Migratory game birds may be hunted only in accordance with state and federal migratory game bird season regulations for 107 days beginning no earlier than Sept. 1 and ending by Jan. 15. The daily bag limit is three and the possession limit is six of game species in the aggregate. A person may not hunt by falconry and be in possession of a firearm or be accompanied by a person carrying a firearm, except if the person is carrying a pistol and possesses a valid concealed pistol permit. Protected nongame birds and animals taken incidentally by a raptor may not be retained or possessed.

Falconry-Taking or Acquisition of Raptors

No person may take or attempt to take any raptor without first acquiring a raptor collecting permit issued by GFP. Permittees must be in immediate possession of the raptor collecting permit while taking or attempting to take raptors. The fee for a nonresident raptor collecting permit is \$200.

The trapping of passage raptors (immature raptors in their first year plumage) is permitted only between Aug. 1 - March 31. Only resident general or master falconry permittees may take eyas (young, flightless birds) from a nest or aerie. At least one eyas must be left in the nest or aerie. Eyas may be taken only May 1 - July 31. For additional information, visit gfp.sd.gov/licenses/other-permits/falconry-permit.aspx.

Federal Lacey Act

No person may transport or ship to another state fish and wildlife unlawfully taken, possessed or sold in South Dakota.

General Restrictions

No one may:

- Wantonly waste game or destroy any birds or animals protected by the laws of South Dakota.
- Possess a loaded firearm while intoxicated.
- Recklessly discharge a firearm or bow and arrow.

- Use a firearm in the Fort Meade Recreation Area South Unit and the signed portion of the North Unit.
- Take game, except by shooting it with a legal weapon or by birds trained in falconry.
- Hunt game birds with a firearm other than a shotgun. Turkeys are classified as big game.
- Hunt game birds with a shotgun capable of being operated as a full automatic.
- Use rifles and handguns, including .22 caliber rimfire firearms, to hunt upland game birds. They may be used for hunting other small game animals such as squirrels and rabbits.
- Hunt with air guns, EXCEPT air guns may be used by licensed hunters to take cottontail rabbit, tree squirrel, coyote, fox, skunk, gopher, ground squirrel, chipmunk, jackrabbit, marmot, porcupine, crow and prairie dog; air guns must be factory-rated to produce a muzzle velocity of at least 1,000 feet per second; only hunting pellets are permitted.
- Possess a bow and arrow, crossbow, or firearm, including a muzzleloading firearm, while cooperating in a hunting party larger than 20 people, except when hunting coyote, gray fox, red fox, skunk, gopher, ground squirrel, chipmunk, jackrabbit, marmot, porcupine, crow, or prairie dog.
- Steal, damage or destroy someone else's trap, snare or animal in a trap.

Gift of Wildlife and Fish

For the purpose of this rule, gift means the voluntary transfer of game/fish from any person to another without fee or consideration. A licensee may gift game and fish or any part of game and fish, to another person if each of the following conditions is met:

- The game/fish was lawfully taken, caught or killed; and
- The number or amount of game/fish gifted does not place the recipient in violation of any season, daily or possession limit established for the species of game/fish being gifted.
- If gifting to an unlicensed person the licensee shall gift the game/fish at the domicile of the recipient.
- A wildlife processing facility and a person who deposits lawfully taken game with the facility for processing may agree upon a period of time following which the facility may consider the game, except a migratory bird, to be abandoned by the person. With the exception of a migratory bird, the facility may

distribute abandoned game to any non-profit organization or any charitable organization that distributes food or other services to individuals in need. At no time may any abandoned game be considered the property of the wildlife processing facility.

- Gifting of waterfowl must comply with federal regulations. See "Federal Laws for Migratory Game Birds" for more information.

Harassment

No person may intentionally interfere with other persons lawfully engaged in taking or attempting to take game or fish, engage in activity specifically intended to harass or prevent the lawful taking of game or fish or scare or disturb game with specific intent to prevent its lawful taking.

Hunting Guides on Public Lands

No person, acting as a hunting guide, may guide any hunting activity on state-owned or managed Game Production Areas, state parks, recreation areas and lakeside use areas, federal land leased or under agreement to GFP and posted as a Game Production Area and managed for wildlife purposes or private land leased or under agreement to GFP for the purpose of providing public access, or on highways or other rights-of-way within this state that otherwise meet the requirements except that a hunting guide or employees of a hunting guide may guide a hunting activity on the road rights-of-way immediately adjacent to property owned or leased by the hunting guide.

A hunting guide is defined as a person who holds himself or herself out to the public as a hunting guide and for compensation or remuneration, directs or provides services to any person for the purpose of hunting any wild animals.

Federal agencies have regulations pertaining to guiding and outfitting in addition to those listed here. Contact the respective agency for more information.

Inspection

Any person who possesses any game bird, animal, or fish shall, upon the request of any person authorized to enforce the game and fish laws of the state, permit the inspection and count of the birds, animals, or fish. Any motor vehicle, pickup camper, camper, or any conveyance attached thereto, may be stopped for such an inspection and count by any uniformed law enforcement officer.

Motor Vehicle Restrictions

No person may operate motor-propelled vehicles on:

- Lands owned, leased or controlled by GFP except on designated roads and parking areas; and waters that are open to motorized boats (see boating restrictions).
- Federal Waterfowl Production Areas, except on designated parking areas.
- Fort Pierre National Grasslands except on designated roads and trails.
- U.S. Forest Service roads posted against travel in the Black Hills.
- U.S. Army Corps of Engineers land except on established roads.
- On all waters of the Waubay National Wildlife Refuge and Waubay State Game Refuge in Day County, except for designated trails.
- Private land without permission from the owner or lessee.

No person who is in or on a motor vehicle, except those hunters with Disabled Hunter Permits, may discharge a firearm, crossbow or a bow and arrow at any wild animal except, coyotes, jackrabbits, rodents, skunks, badgers, raccoons and red and grey fox.

No person may allow a firearm to protrude from a motor vehicle or a conveyance attached to it while the vehicle is on a public road during a hunting season. However, a firearm may protrude from a motor vehicle when shooting at, coyotes, jackrabbits, rodents, skunks, badgers, raccoons and red and grey fox.

NOTE: Trespass laws apply and landowner permission is necessary to shoot from a road at these species that are on private land.

No person may use a motor vehicle to chase, harass, intercept, pursue or disturb big game, small game or migratory birds.

No person may use any aircraft, manned or unmanned, to hunt, take, concentrate, rally or locate any game.

No person may use a snowmobile to chase, harass or disturb any wild animal.

No person may use an amphibious or all-terrain vehicle to hunt or shoot at waterfowl unless the vehicle is at rest or being used as part of a fixed hunting blind.

No person may use a motor vehicle on SD School and Public Lands for the purpose of hunting, fishing or trapping. The restriction does not apply to roads, trails or parking areas designated and signed by GFP.

No one may possess a firearm while riding on or operating a snowmobile, motorcycle or off-road vehicle (ATV or UTV) unless the firearm is unloaded and completely enclosed in a carrying case. This does not apply to persons using snowmobiles or ATV's/UTV's on their own land or on land they lease, but does apply to use of motorcycles. Additionally, this restriction does not apply to unaccompanied persons at least 18 years of age hunting coyotes from a stationary snowmobile on their own land or on land they lease. No more than one person may be aboard the snowmobile while coyotes are being hunted, and when shooting at coyotes, the snowmobile must be stationary. The restrictions for carrying firearms do not apply to any person who is carrying a pistol and who possesses a permit to carry a concealed pistol.

No person may send or receive a message by radio, cellular telephone or other electronic form of communications while in or on a motor vehicle for the purpose of hunting big game, small game or migratory waterfowl.

Hunters planning to use U.S. Forest Service or National Grassland public lands should contact the Forest Service or Grasslands office for details on travel restrictions.

Party Hunting Daily Limits

Two or more legally licensed hunters who mutually agree to hunt small game as a party and who maintain visual and unaided vocal contact may take more than one daily limit of small game. However, the total number of small game taken by the party may not exceed the aggregate daily limit for all members of the party who are licensed to take and possess small game.

This does not apply to anyone who hunts small game in more than one party in one day.

This does not apply to any Big Game License or any tag issued as a part of a hunting license nor does this section apply to hunting of migratory birds.

Protected Animals

The following mammals are on the state and/or federal threatened or endangered species lists and are protected: wolf, swift fox, black-footed ferret and river otter. No person may kill nongame birds except English (house) sparrows, rock pigeons, Eurasian collared-doves and European starlings. Blackbirds, grackles, crows and magpies may be killed when doing or about to do depredation.

Non-toxic Shot

The use of non-toxic shot is required for all small game/waterfowl hunting on all state game production areas, lake and fishing access areas, state park system areas, U.S. Army Corps of Engineers land, U.S. Bureau of Reclamation Wildlife Production Areas managed by GFP, U.S. Fish and Wildlife Service National Wildlife Refuges, and U.S. Fish and Wildlife Service Waterfowl Production Areas. Lead shot may not be possessed while hunting waterfowl/small game on these areas. GFP encourages hunters to use non-toxic shot for all hunting, but it is not required on U.S. Forest Service National Grasslands, SD School and Public Lands or on most GFP-managed and leased property designated as Walk-In Areas and CREP when hunting small game such as pheasants, grouse or mourning doves.

Those hunting ducks, geese, coots, tundra swan, Sandhill cranes or snipe may not possess lead shot and must use a federally approved non-toxic shot.

Approved non-toxic shot includes steel (iron) shot, bismuth-tin, tungsten-polymer, tungsten-matrix, tungsten-iron-fluoropolymer and any combination of tungsten-iron-nickel-tin-copper-bismuth. See also 50 CFR 20.21(j)(1) for the complete listing of federally approved non-toxic shot types.

Coated lead shot does NOT qualify as non-toxic shot.

Turkeys are classified as big game and can be hunted with lead shot.

In addition, target shooting with shotguns using lead shot is prohibited on the following state public lands: State Game Production Areas, lake and fishing access areas, public water access areas, state park system areas and U.S. Army Corps of Engineers Wildlife Production Areas and U.S. Bureau of Reclamation lands managed by GFP.

Refer to Tom Roster's Non-toxic Shot Lethality Table on page 48.

National Parks, Monuments, Memorials

The taking of wildlife is prohibited in Badlands National Park, Jewel Cave National Monument, Mount Rushmore National Memorial and Wind Cave National Park. No person may hunt, trap or discharge a firearm within the boundaries of these units.

If an animal is wounded outside the boundaries of one of these units and enters within the boundaries, the hunter should immediately notify a Park Ranger before tracking or retrieving the animal.

Public Land and Park Restrictions

No person may enter, use or occupy lands owned or leased by GFP if it interferes with the management of the area, the posted purpose for which the land was acquired or if the lands are posted against such entry or use. Camping is only permitted in established campgrounds. Camping is also prohibited on Waterfowl Production Areas (WPA's) operated by the U.S. Fish and Wildlife Service. Campfires are allowed only at designated campsites and in approved fireplaces, stoves or grills on GFP lands. Campfires are not allowed on Waterfowl Production Areas (WPA's) operated by the U.S. Fish and Wildlife Service.

No person may use a motor vehicle for the purposes of hunting, fishing or trapping on any land under the control of SD School and Public Lands, except for roads, trails or parking areas designated and signed by GFP. Hunting is not permitted in standing crops.

Only persons using a state park, state recreation area, state nature area or state lakeside use area for lawful hunting, trapping, fishing, snowmobiling, boating or camping may enter, use, or occupy any of the above areas from 11 p.m. to 6 a.m. May 1 - Sept. 30 and from 9 p.m. to 6 a.m. from Oct. 1 - Apr. 30.

Only persons engaged in lawful hunting, trapping, fishing or boating may enter, use, or occupy any of the following areas from 11 p.m. to 6 a.m. year-round: Public Shooting Areas, Game Production Areas, Wildlife Refuges, Lake and Fishing Access Areas, Public Water Access Areas and Waterfowl Production Areas (WPA's) operated by the U.S. Fish and Wildlife Service.

A person hunting in a leased controlled waterfowl hunting area may hunt only in designated hunting areas. Hunting in leased shooting zones where blinds have been constructed by GFP must only occur from the constructed blinds. Hunting outside of or between adjacent blinds is prohibited.

No person may target shoot on federal Waterfowl Production Areas.

The Fort Pierre National Grasslands prohibits trap shooting. USFS asks hunters to use non-toxic shot for small game hunting.

Uncased firearms, crossbows and bows are prohibited in all state parks, state recreation areas, state nature areas and state lakeside use areas with the following exceptions:

- Uncased firearms, crossbows and bows are permitted on designated rifle and archery ranges the year around;
- Hunters licensed for Custer State Park hunting seasons may have uncased firearms,

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crossbows and bows in Custer State Park during the season for which they are licensed;

- Only shotguns using shot shells, muzzleloading shotguns, crossbows and bow and arrow are permitted in Custer State Park during the Custer State Park spring turkey season;
- Uncased firearms, crossbows and bows are permitted from Sept. 1 - May 21, inclusive, within the Sheps Canyon Lakeside Use Area;
- From Oct. 1 - April 30, inclusive, uncased firearms, crossbows and bows are authorized for licensed hunters in all state parks, state recreation areas, nature areas and lakeside use areas during established hunting seasons with the following restrictions:
 - Uncased firearms, crossbows and bows are prohibited year around in all established campgrounds, designated day use areas, and at Beaver Creek Nature Area, Lake Herman State Park, Spring Creek Recreation Area, Spirit Mound Historic Prairie, Bear Butte State Park east of Hwy 79, Oahe Downstream Recreation Area except for a hunter who possesses a valid deer license for Unit WRD-58D or a valid turkey license for Unit PST-58B; and in Good Earth State Park and Adams Homestead and Nature Preserve except for a resident hunter who possesses a valid archery spring turkey or archery deer license and an access permit;
 - Only bows are permitted in Big Sioux State Recreation Area, the Forest Drive Unit of Richmond Lake State Recreation Area, Palisades State Park, LaFramboise Island, Chief White Crane, Clay County Recreation Area and the mouth of Spearfish Canyon;
 - Only shotguns using shot shells, crossbows and bows are permitted in West Whitlock State Recreation Area, West Pickerel Recreation Area, Mina Recreation Area, Okobojo Recreation Area, Farm Island Recreation Area, Angostura Recreation Area, Cow Creek State Recreation Area and those portions of North Point State Recreation Area which are situated to the west of 381st Street and north of 297th Ave., and situated west of 382nd Ave. and north of 297th Street, and situated south of 297th Street and west of Prairie Dog Bay;
 - Only shotguns using shot shells, crossbows and bows for the wild turkey hunting seasons and bows for archery deer and

archery wild turkey hunting seasons are permitted in that portion of Newton Hills State Park which is situated to the west of County Road 135 and north of County Road 140;

- From Oct. 1 - Jan. 31, inclusive, deer hunting with a firearm, crossbow, or a bow is permitted in all state parks, state recreation areas and state nature areas during established hunting seasons according to the provisions and restrictions set forth in this section, except for Farm Island Recreation Area and LaFramboise Island Nature Area where archery deer hunting is allowed to Dec. 31;
- A person who possesses a valid turkey license for the turkey unit containing Sica Hollow State Park in Roberts County is permitted to have an uncased bow, crossbow, a shotgun using shot shells or a muzzleloading shotgun within the boundary of Sica Hollow State Park through the eighth day prior to Memorial Day, inclusive.

Uncased .22 caliber rimfire firearms are prohibited on all state park and recreation area lands and on the George S. Mickelson Trail the year around. However, uncased .22 caliber rimfire firearms are permitted within North Point Recreation Area and Oahe Downstream Recreation Area the year around on rifle ranges designated by the GFP.

Uncased firearms are prohibited on:

- The East Pelican Lake Access Area in Codington Co.
- That portion of the Beilage Game Production Area north of Christensen Drive located in Sec. 24 and 25, T6N, R2E, in Lawrence Co.
- Hazel's Haven Fishing Access Area in Moody Co.
- That portion of the Marcotte Game Production Area in Sec. 16, T5N, R5E, in Meade Co.
- Kelley's Cove Fishing Access Area in Yankton Co.
- The Hwy 38/James River Fishing Access Area in Davison Co.
- The New Underwood Lake Access Area in Pennington Co. except any licensed hunter while lawfully engaged in hunting.
- The Rollings Game Production Area in Lincoln Co. except any licensed hunter, using a shotgun with shot shells only, while hunting small game or wild turkey and persons using the shooting range when open.

- The Lake Henry Fishing Access Area in Bon Homme County except any licensed hunter, using a shotgun with shot shells only, while hunting small game or turkey.
- Only shotguns using shot shells, crossbows, and bow and arrow are permitted on lands owned and operated by the Otter Tail Power Company and leased as a Game Production Area in Grant County and the Lake Andes units Game Production Areas in Charles Mix County.

The discharge of firearms or bows on or across the George S. Mickelson Trail rights-of-way is prohibited.

Centerfire rifles are prohibited on the Lechtenberg Game Production Area in Hand County and on the Cottonwood Lake Hatchery Game Bird Refuge in Spink County.

No person may use any firearm on the Fort Meade Recreation Area South Unit and the signed portion of the North Unit.

No person may discharge a weapon across or from a National Forest System road or into a cave or within 150 yards of a residence, building, campsite or recreation area (Pactola, Sheridan, Deerfield, etc.).

NOTE: A person who possesses a valid concealed pistol permit may carry a concealed pistol at any time.

No person may ride or allow horses on land owned, leased or controlled by GFP except on designated bridle trails or equestrian areas. During established seasons, licensed deer hunters may use horses on state Game Production Areas along the Missouri River, and licensed deer and elk hunters or anyone assisting in the removal of legally tagged deer and elk may use horses on the Battle Mountain/Friendshuh GPA in Fall River and Custer counties. Horses are prohibited on U.S. Fish and Wildlife Service Waterfowl Production Areas (WPA's) and National Wildlife Refuges.

A person may not destroy, damage or remove a living or dead tree, shrub or vegetation; disturb any earth, rocks, minerals, natural formations or cultural resources; or destroy, damage or remove skulls or other parts of animal carcass located on lands owned or leased by GFP without written permission from the secretary or a designated agent.

Shed antler hunting is now allowed on GFP owned lands, including state parks, recreation areas and Game Production Areas. However, permission from the landowner is required for shed hunting on Walk-In Areas, CREP, CHAP, or other privately-owned lands leased by GFP for public hunting. Regulations differ for lands owned

by other state or federal agencies. Contact the respective agency for more information.

If you are planning a trip for hunting or other recreation on National Forest and Grasslands in South Dakota please contact a U.S. Forest Service Office for information on use of these public areas, road closures and recreation fees that might apply in certain areas.

Railroad Rights-of-Way

Railroad rights-of-way are not considered to be the same as road rights-of-way for purposes of hunting. Some rail lines expressly prohibit hunting on their owned or leased railroad rights-of-way. Those routes include:

Rapid City, Pierre and Eastern Railroad

- Belle Fourche to Nebraska border at Wayside following Hwy 34 and 79
- Rapid City to South Dakota border at Elkton following Hwy 14
- Blunt to Onida following Hwy 83
- Huron to Yale north of Hwy 14
- All crossings are marked RCP&E

Burlington Northern/Santa Fe

- White Butte - Mobridge - Aberdeen - Milbank - Ortonville
- Aberdeen - Mitchell - Yankton - Vermillion - Elk Point - North Sioux City
- Mitchell - Parker - Canton
- Canton - Sioux Falls - Colton - Wentworth - Madison
- Sioux Falls - Garretson - Sherman
- Dewey - Edgemont - Provo - Ardmore

Dakota-Southern - (not open during the resident-only pheasant season) No big game hunting allowed (firearm or archery) on all Dakota Southern.

- Mitchell to U.S. Hwy 83 (West of Vivian) - closed to hunting.
- U.S. Hwy 83 to Kadoka - open to small game hunting.
- Napa (Yankton County Road 211) to the City of Ravinia - open to small game hunting.

Other rail lines exercise varying degrees of control over the uses of the rail lines they operate, including restrictions on public hunting. Abandoned rail lines may have reverted to private ownership to the adjoining landowner. Unless permission has been obtained from the rail line operating the particular stretch of track or permission has been obtained from the adjoining landowner of property in the case of abandoned rail lines, railroad rights-of-way should not be considered open for hunting.

Road-Killed Big Game

An unfortunate by-product of wild free-ranging big game animals is vehicle-wildlife accidents. If an accident occurs between a motor vehicle and a deer or other big game, the accident must be reported to law enforcement if there is significant damage to the vehicle. In accordance with state law, before any individual can possess a big game animal killed by a motor vehicle that individual must obtain authorization from a GFP conservation officer prior to taking possession. Taking carcasses or any part of a big game animal, including the antlers, without authorization is illegal.

Sale/Use of Wildlife

No person may sell or barter game birds or animals except for skin, head or bone-hard antlers of big game; skin or plumage of pheasants, sharp-tailed grouse, prairie chickens or grey partridge; turkey feathers; skins of cottontail rabbit, fox squirrel, grey squirrel and red squirrel that have been lawfully taken by a licensed hunter; and legal furbearers.

No person may sell or offer for sale antlers in the velvet except those legally taken during a big game season that have been tagged by a GFP conservation officer.

No person may wantonly waste game.

Trespass

No person may hunt or trap any species of game, including unprotected species, on private land without permission from the owner or lessee except in that part of the Black Hills Fire Protection District south of Interstate 90. In that area, no person may enter private land to hunt if the land is posted or if told by the owner or lessee not to do so. The Black Hills Forest Fire Protection District is as follows: Commencing at a point on the WY-SD state line at the junction of I-90 at the state line; then east and southeast along I-90 via Rapid City to the intersection of U.S. Hwy 16B; then south and southwest along U.S. Hwy 16B to the intersection of SD Hwy 79; then south along SD Hwy 79 to the intersection of U.S. Hwy 18; then south along U.S. Hwy 18 to the Cheyenne River; then west and northwest along the Cheyenne River to the

WY-SD state line; then north along said state line to the place of beginning. The Black Hills Forest Fire Protection District does not include any area within the limits of any municipality.

If a person is convicted of knowingly trespassing, the person's applicable hunting or trapping privilege shall be revoked for one year.

Unarmed Retrieval

Hunters may retrieve lawfully taken small game without permission from private or public land (except National Wildlife Refuges closed to such entry) if they are unarmed and retrieve on foot.

Permission is needed to retrieve big game, including turkeys.

To be lawfully taken from road rights-of-way, the hunter must be within the rights-of-way boundaries when shooting and the small game must originate from or be flying over the road rights-of-way.

See the "Hunting on Public Road Rights-of-Way" section.

Walk-In Area/CREP Restrictions

No one may enter, use or occupy lands leased by GFP under the state Walk-In Area program for any purpose other than hunting unless they have permission from the landowner or any lessee of the land other than GFP. A person may enter, use, or occupy lands leased by GFP under the state Walk-In Area program for purposes of hunting under the following conditions:

- The person moves or travels only on foot.
- The conditions under which a person may enter, use, or occupy lands leased by GFP apply whether or not the state has jurisdiction to impose its hunting regulations on the person seeking to enter, use, or occupy the land.
- Landowner permission is required to trap on these areas.

Youth Accompaniment

A parent, guardian or responsible adult (at least 18 years old) must accompany youth under age 16 (under 18 for Youth Pheasant Season) while hunting. A parent, guardian or responsible adult (at least 18 years old) must accompany all youth deer season licensees.

Be Respectful of Road Conditions

Driving roads during wet weather and leaving the traveled road in bad condition may hinder relationships between hunters and landowners. Landowners have expressed their concern about road conditions during the hunting seasons. When roads are traveled during wet periods ruts are developed and once frozen, can be extremely difficult to drive farm equipment down to access crop fields. Please respect these important roads. If you notice your vehicle leaving ruts, make the right decision; back out of the soft area, park and walk to your desired location.

TOM ROSTER'S 2016 NONTOXIC SHOT LETHALITY TABLE[©]

Proven Nontoxic Loads For Waterfowl, Doves, & Upland Game Birds <i>Vel. Range Tested: 1,225 – 1,700 FPS</i>	Typical Shooting Range During Activity (Yards)	Most Effective Nontoxic Shot Size(s) For Birds Listed Under ACTIVITY At The Distances Listed In The Second Column	Minimum Load Weight (Ounces)	Minimum Pellet Hits Needed for Lethal Areas for Clean Kills	Minimum Pattern Count Needed at Any Distance for Clean Kills (# of Pellets in 30" Circle)	Most Effective Choke(s) at Distance (Given Designations)	NOTE: The pellets in the steel shot loads listed in this table were traditional, highly spherical ball-shaped pellets of ~ 7.86 g/cc density and 90-95 DPH hardness. The HEVI-Shot pellets were of 12.0 g/cc density and are harder than traditional steel pellets.
ACTIVITY							
Large Geese At Long Range Giant, Western, Atlantic and Interior Canadas	50-65 50-70	Steel BBB to T HEVI-Shot 2 to B	1-1/4 1-1/2	1-2 1-2	50-55 50-55	Improved Modified Improved Modified, Full	
Large Geese Over Decoys	35-50 35-50	Steel BB to BBB HEVI-Shot 2 to B	1-1/4 1-1/2	1-2 1-2	50-55 50-55	Improved Cylinder, Modified Improved Cylinder, Modified	
Medium/Small Geese Long Range Snow, White-fronted, Lesser Canadas	50-65 50-65	Steel BB to BBB HEVI-Shot 2	1-1/4 1-1/2	1-2 1-2	60-65 60-65	Improved Modified Improved Modified, Full	
Medium/Small Geese Over Decoys	35-50 35-50	Steel 2 to BB HEVI-Shot 4 to 2	1-1/8 1-1/4	1-2 1-2	60-65 60-65	Light Modified, Modified Improved Cylinder, Modified	
Large Ducks At Long Range Mallard, Black, Pintail, Goldeneye, Gadwall	45-65 45-65	Steel 2 to 1 HEVI-Shot 4	1-1/8 1-1/4	1-2 1-2	85-90 85-90	Improved Modified, Full Improved Modified, Full	
Large Ducks Over Decoys	20-45 20-45	Steel 6 to 2 HEVI-Shot 6 to 4	3/4 - 1 1-1/8	1-2 1-2	85-90 85-90	I.C. (20-35 Yds), Mod. (35-45 Yds) I.C. (20-35 Yds), Mod. (35-45 Yds)	
Medium Ducks Over Decoys Wigeon, Scaup, Shoveler	20-45 20-45	Steel 6 to 3 HEVI-Shot 6 to 4	1 1-1/8	1-2 1-2	115-120 115-120	I.C. (20-35 Yds), Mod. (35-45 Yds) I.C. (20-35 Yds), Mod. (35-45 Yds)	
Small Ducks Over Decoys Teal, Ruddy, Bufflehead	20-45 20-45	Steel 6 to 4 HEVI-Shot 6	1 1-1/8	1-2 1-2	135-145 135-145	Mod. (20-35 Yds), Full (35-45 Yds) Mod. (20-35 Yds), Full (35-45 Yds)	
Ring-Necked Pheasants	20-50 20-50	Steel 3 to 2 HEVI-Shot 6 to 4	1 1-1/8	2-3 2-3	90-95 90-95	I.C. (20-30 Yds), Mod. (30-50 Yds) I.C. (20-30 Yds), Mod. (30-50 Yds)	
Turkeys (Head and Neck Shots)	20-40	Steel 4; HEVI-Shot 6	1-1/4	3-4	210-230	Full or Extra Full	
Mourning Doves	20-45 20-45	Steel 8 to 7 HEVI-Shot 7 1/2	% -3/4 3/4	1-2 1-2	200-210 200-210	IC-8's/LM-7's (20-30 Yds); Mod>30 Yd I.C. (20-30 Yds); Light Mod (30-45 Yd)	
Northern Bobwhite Quail	20-30	Steel 8 to 7	% -3/4	1-2	200-210	Imp. Cyl., Light Modified	
Swatter Load For Wounded Birds	20-30	Steel 7 to 6	1	1	175	Improved Modified, Full	

This table summarizes Tom Roster's analyses to date of the lethality data bases for certain of the 16 U.S. steel vs lead waterfowl & dove shooting tests published between 1968 & 2014 & one steel-only pheasant shooting test (1999) plus lethality data bases owned by ammunition companies for birds taken with nontoxic shotsteel loads Roster tested for them & the CONSEP Org. Note: Steel BBB (190") & HEVI-Shot #2 (150") have exhibited the best all-around performance for taking geese; steel #3 (140") & HEVI-Shot #4 (130") the best all-around performance for taking ducks; steel #2 & HEVI-Shot #4 (130") the best all-around performance for taking ring-necked pheasants; & steel 7's (100") the best all-around performance for taking doves. These findings are derived from testing 2 1/2", 28 gauge; 3" 20 ga.; 2 1/2", 3" & 3 1/2" 12 ga.; & 3 1/2" 10 ga. steel loads; plus 2 1/2", 28 ga.; 2 1/2", 3" & 3 1/2" 20 ga.; & 3" 20 ga.; HEVI-Shot loads. © Copyright 2016 by Tom Roster. For answers to questions on this table contact: Tom Roster, 1190 Lynnewood, Klamath Falls, OR, USA 97601. tomroster@charter.net



South Dakota's waterfowl hunting traditions run deep. The quality hunting, habitat and history make our state a "bucket list" destination for hunters across the country.

Help keep our sloughs, lakes and reservoirs healthy by checking your boats, blinds and decoys for aquatic invasive species (AIS) after every hunt.

Boat plugs must be removed and left out from the time you pull your boat out of the water and trailers and blinds must be free of visible weeds.

Stay educated, stay informed and help current and future generations slow the spread of AIS in our great state. You can also visit sdleastwanted.com at any time to learn more about what you can do!



S.D. SPORTSMEN AGAINST HUNGER

The South Dakota Sportsmen Against Hunger (SAH) program was established in 1993 to provide hunters with an easier way to share their success with those who are not as fortunate. South Dakota sportsmen and women can continue to make a difference by sharing the meat from big-game and game birds. Hunters may help offset costs of this program by making tax-deductible cash donations

to SAH through use a check-off provision on the online and paper applications for hunting licenses. Individuals may also use the "Donate" link on the SAH website or make out checks or money orders to "South Dakota Sportsmen Against Hunger" and send them to South Dakota Sportsmen Against Hunger, P.O. Box 1172, Pierre, SD 57501. Call 1.800.456.2758 or visit feedtheneedsd.com to learn more about the program.

CHRONIC WASTING DISEASE

Chronic Wasting Disease (CWD) is a fatal disease of the central nervous system found in both captive and free-roaming deer and elk. Game, Fish and Parks has been conducting surveillance for CWD since 1997 in an effort to determine disease presence and prevalence across the state.

Surveillance for 2017

GFP will be conducting surveillance during the 2017 West River, Black Hills and Custer State Park deer hunting seasons. One collection station will be placed at the Rapid City Regional Office for hunters who would like to get their harvested deer tested for CWD from the following hunting units: WRD-20A (Corson County), WRD-53A (Northern Perkins County), WRD-21A and WRD-21B (Custer County) and WRD-27A, WRD-27B, WRD-27L (Fall River County), all Black Hills deer units and all Custer State Park deer units.

GFP will continue to test all elk in the Black Hills Units, including Custer State Park. Elk Hunters within the Black Hills will receive a letter in the mail with instructions on how to submit a sample. All elk hunting units will be tested for CWD. Hunters are encouraged to apply for licenses and hunt in these units. Sampling and testing procedures are not designed or intended to provide quality assurance for individual animals. Hunters who provide the necessary information with voluntary samples will be notified by mail of test results. There is no scientific evidence that CWD is naturally transmitted to humans or domestic livestock. A hunter who takes a few basic precautions can further minimize human health concerns.

For additional information on the CWD surveillance program, contact the GFP Regional Office in Rapid City at 605.394.2391 or visit gfp.sd.gov/wildlife/diseases.

PLAGUE IN WILDLIFE

Plague is an infectious disease of humans and wildlife caused by the bacterium *Yersinia pestis*. It is generally contracted through the bite of a flea carrying the bacterium or less commonly by handling or ingesting meat from an animal infected with the disease. Typically rodents, carnivores and rabbits are species most likely to become infected. Species with high mortality rates include cats (wild and domestic), marmots, prairie dogs, rabbits, squirrels and wood rats. Dogs (wild and domestic), most mustelids (skunks, weasels, etc.) and some species of rodents have high resistance to the disease. Free-roaming pets that interact with infected wild animal populations can also carry plague-infected fleas.

From 1994-2012, plague-positive animal or flea samples have been taken from Bennett, Custer,

Dewey, Fall River, Jackson, Lyman, Mellette, Pennington, Shannon and Stanley counties. Plague likely occurs in most counties west of the Missouri River. Presence of plague does not indicate an outbreak is occurring.

Plague can cause severe illness or death. Antibiotic treatment is effective against plague if the infected person is treated promptly. There have been NO documented human cases of plague in South Dakota. Human patients generally have a history of exposure in rural areas. Avoid fleas and interacting with pets that may have had exposure to plague. For more information about plague in humans visit the Department of Health (doh.sd.gov) or Centers for Disease Control websites (cdc.gov).

2017 PUBLIC HUNTING AREAS

Please remember these are privately owned lands and your actions while hunting them can determine if they are open to public hunting in the future.

Game Production Areas (GPA)

Game Production Areas are public lands owned by the State of South Dakota and managed by the Department of Game, Fish and Parks for the benefit of all wildlife species. These lands are purchased with money from the sale of hunting licenses and Federal Aid money provided by a tax on hunting equipment sales. These areas are open to public hunting, fishing, and trapping. South Dakota has approximately 730 Game Production Areas, totaling more than 281,000 acres. The property taxes are paid annually by GFP.

Non-toxic shot required for waterfowl and small game.

Walk-In Areas (WIA)

Walk-In Areas are lands owned by private individuals as working farms and ranches that are leased for public hunting access only by the South Dakota Department of Game, Fish and Parks. Landowner permission is required for fishing and trapping. Money from the sale of hunting licenses and Federal Aid money from a tax on hunting equipment sales is used to pay the leases. No permission is needed to hunt these areas and there is no driving on these areas except on designated trails which are marked with signs. There are over 1.2 million acres in the Walk-In Area program.

Non-toxic shot required for waterfowl.

Controlled Hunting Access Program (CHAP)

CHAP areas are lands owned by private individuals as working farms and ranches that are leased for public hunting access only by the South Dakota Department of Game, Fish and Parks. Money from the sale of hunting licenses and Federal Aid money from a tax on hunting equipment sales is used to pay the leases. Permission is needed to hunt these areas and can be received via self-serve check in boxes, on-line reservations, or by directly contacting the landowner. See the 2017 Public Hunting Atlas for more details. There is no driving on these areas except on designated trails which are marked with signs.

Non-toxic shot required for waterfowl.

Elk Hunting Access Program (EHAP)

EHAP was developed to help address depredation complaints on private land and to increase hunter success. EHAP areas are lands owned by private individuals that are leased for public elk hunting access by the South Dakota Department of Game, Fish and Parks. Money from the sale of hunting licenses is used to pay the leases. There is no driving on these areas. Permission is needed to hunt these areas and can be received by directly contacting the landowner. Contact the GFP office in Rapid City at 605.394.2391 to learn how to access these areas.

Conservation Reserve Enhancement Program (CREP)

Lands in CREP are open year round to public hunting and fishing access. Landowner permission is required for trapping. CREP lands are owned by private individuals who have enrolled them in the Conservation Reserve Program (CRP) and signed a lease agreement with South Dakota Department of Game, Fish and Parks to provide public hunting and fishing access and target habitat in the James River Watershed. These lands were enrolled in the program starting at various times between 2010 and 2013 and will be in CREP for 10 to 15 years. Most of these areas have excellent wildlife habitat established. Over 810,000 acres of CREP will be open to public hunting this fall.

Non-toxic shot required for waterfowl.

Waterfowl Production Areas (WPA)

Waterfowl production areas are owned by the United States Fish and Wildlife Service. These areas open to public hunting and trapping and are managed for the production of waterfowl, but provide habitat for other wildlife as well. There are 1,000 WPAs in South Dakota, totaling nearly 150,000 acres.

Non-toxic shot required for waterfowl and small game.

Other Public Areas

Game, Fish and Parks also manages Water Access Areas, State Game Refuges, State Game Bird Refuges, State Waterfowl Refuges, Lakeside Use Areas, State Recreation Areas and State Parks. These areas are regulated and may or may not provide public hunting. Other agencies with public hunting lands in South Dakota include the SD Office of School and Public Lands, U.S. Forest Service, the Army Corps of Engineers, the Bureau of Land Management and the Bureau of Reclamation.

2017 STATE GAME REFUGES

GAME REFUGE - No hunting or trapping of any species.

GAME BIRD REFUGE - No hunting of game birds, including waterfowl. Big game hunting and trapping are allowed.

WATERFOWL REFUGE - No waterfowl hunting. Big game and small game hunting and trapping are allowed.

Brookings County

East Oakwood Lake - Waterfowl Refuge

Brown County

Renziehausen Slough - Game Bird Refuge

Brule County

Jorgenson - Game Refuge

Campbell County

Sand Lake - Game Bird Refuge (GFP land open to hunting on Nov. 15 - Aug. 31)

Clark County

Reid Lake - Waterfowl Refuge

Antelope Lake - Waterfowl Refuge

Day County

Waubay - Game Refuge

Edmunds County

Scatterwood Lake - Waterfowl Refuge

Faulk County

Gerken - Game Bird Refuge

Scatterwood Lake - Waterfowl Refuge

Grant County

Eye - Game Refuge

Lake Albert - Waterfowl Refuge

Big Stone Power Plant - Waterfowl Refuge

Hand County

Wall Lake - Game Bird Refuge

Hughes County

LaFramboise Island - Game Bird Refuge (No Firearms)

Hutchinson County

Silver Lake - Waterfowl Refuge

Kingsbury County

Whitewood Lake - Waterfowl Refuge

Marshall County

White Lake - Game Bird Refuge

Perkins County

Shadehill - Waterfowl Refuge

Roberts County

Cottonwood Lake - Waterfowl Refuge

Bullhead Lake - Waterfowl Refuge

Spink County

Cottonwood Lake - Waterfowl Refuge

Cottonwood Hatchery - Game Bird Refuge

Yankton County

Kelly's Cove - Game Refuge

MISSOURI RIVER RESERVOIR REFUGES

Refuge boundaries are posted with signs. Missouri River refuges are shown in the Hunting Atlas.

Lake Oahe

Blue Blanket Waterfowl Refuge

Swan Creek Waterfowl Refuge

Latin Draw Waterfowl Refuge

Whitlock Bay Waterfowl Refuge

Sutton Waterfowl Refuge

Sutton Bottom Waterfowl Refuge

Baker's Gulch Waterfowl Refuge

Mail Shack Waterfowl Refuge

Okobojo Creek Waterfowl Refuge

Spring Creek Waterfowl Refuge

Peoria Flats Waterfowl Refuge

Oahe Dam Waterfowl Refuge

Lake Sharpe

Oahe Dam Waterfowl Refuge

DeGrey Waterfowl Refuge

Joe Creek Waterfowl Refuge

Big Bend Dam Waterfowl Refuge

Lake Francis Case

Chamberlain Waterfowl Refuge

Chamberlain North Waterfowl Refuge

Big Bend Dam Waterfowl Refuge

Whetstone Waterfowl Refuge

White Swan Waterfowl Refuge

Fort Randall Dam Waterfowl Refuge

Lake Lewis and Clark

Fort Randall Dam Tailwaters Reservoir

Refuges on Lake Oahe and Lake Sharpe, except those including Oahe Dam and Big Bend Dam, are closed to waterfowl hunting from the opening day of the earliest waterfowl season through the last day of the Canada goose season and are open to duck hunting after that date if that season is still open.

All state waterfowl refuges are open during the Light Goose Conservation Order in the spring, except for Silver Lake and refuges that encompass Oahe Dam, Big Bend Dam and Fort Randall Dam. Waterfowl hunters should also read the section on "Boating Restrictions" in this handbook.

MAPS FOR HUNTERS

The below maps are available to assist hunters when hunting and navigating public lands across South Dakota. For additional information on the maps listed below or to have any one of them mailed to you, contact the represented agency or view them online, if available.

South Dakota Hunting Atlas

This free booklet contains a series of detailed maps showing private land in South Dakota that has been leased for public hunting by GFP as Walk-In Areas. The maps also show other public hunting areas. Maps are available at GFP offices, from the GFP website gfp.sd.gov, by email request from wildinfo@state.sd.us, phone request from 605.223.7660, or by writing Game, Fish and Parks Information Office, 20641 SD Hwy 1806, Fort Pierre, SD 57532.

South Dakota Hunting Map for GPS

SD Hunting Atlas Map information is available for download into GPS devices at: gfp.sd.gov/hunting/areas.

South Dakota School and Public Lands

Shows state school and public lands throughout the state. Index is available online at sdpubliclands.com or by calling Office of School and Public Lands, 605.773.3303. There is a cost for each map.

Buffalo Gap National Grasslands

Color map of the National Grasslands and Badlands National Park in southwestern South Dakota. Write: U.S. Forest Service, 125 North Main Street, Chadron, NE 69337; or call 308.432.0300. Check with the Forest Service for map cost and postage; or website at nationalforeststore.com.

Black Hills National Forest

Color map of the Black Hills showing roads, trails and public land ownership. Write: U.S. Forest Service, 1019 N. 5th St., Custer, SD 57730; call 605.673.9200; or website at nationalforeststore.com. Check with the Forest Service for map cost and postage. To order a map using a credit card, call 605.745.7020.

Fort Pierre National Grasslands

Color map of the National Grasslands in central South Dakota. Write: U.S. Forest Service, 1020 N. Deadwood Ave., Ft. Pierre, SD 57532; call 605.224.5517; or visit the website at nationalforeststore.com. Check with the Forest Service for cost and postage.

Grand River and Cedar River National Grasslands

Color map of National Grasslands in northwestern South Dakota. Write: Dakota Prairie Grasslands, 240 West Century Ave., Bismarck, ND 58503; call 701.250.4443; or website at nationalforeststore.com. Check with the Forest Service for cost and postage.

Custer National Forest

Color map including Cave Hills, Slim Buttes, Long Pines and Short Pines in northwestern South Dakota, as well as Custer National Forest in Montana. Write: U.S. Forest Service, 1310 Main St., Billings, MT 59105; call 406.657.6200; or website at nationalforeststore.com. Check with the Forest Service for map cost and postage.

BLM Surface Management Quads

Shows public land in extreme western and northwestern South Dakota. Free index available. Write: Bureau of Land Management, Field Office, 310 Roundup Street, Belle Fourche, SD 57717; call 605.892.7000. Prices vary with size of the maps.

U.S. Bureau of Reclamation Lands

Information regarding land managed by the U.S. Bureau of Reclamation can be requested from: U.S. Bureau of Reclamation, Dakotas Area Office, Rapid City Field Office Room 101, 515 9th St., Rapid City, SD 57701; or call 605.394.9757.

Missouri River Boating and Recreation Guide Maps

Includes water area and government lands on the mainstem reservoirs of the Missouri River. Maps for lakes Lewis and Clark, Francis Case, Sharpe and Oahe can be ordered from: Dept. of the U.S. Army Corps of Engineers - Omaha District, Operations Division - CEMRO- OP-N, 106 South 15th St., Omaha, NE 68102-1618; or call 402.221.4139. Contact the Corps for map costs and postage.

DUCK IDENTIFICATION

Identifying ducks in the field is important. It is necessary for hunters to be able to identify ducks by sex and species so bag limits are not exceeded. The following are the most common ducks waterfowl hunters will encounter in South Dakota's marshes and fields. There are two views of male plumage.

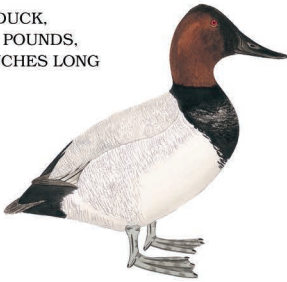
Males molt in the summer and many resemble hens. Coloration gradually changes from hen-like to a blochy, partial coloration in early fall and finally to full winter plumage. Young of the year males also evolve through these stages.

Illustrations by Donald A Soderlund,
Copyright South Dakota Game, Fish and Parks Department,
Duck wing photos collected by Spencer Vaa, photographed by Gary Marrone.

DIVING DUCKS

Canvasback

LARGE DUCK,
UP TO 3 POUNDS,
18-21 INCHES LONG



Male, Winter



Male, Fall

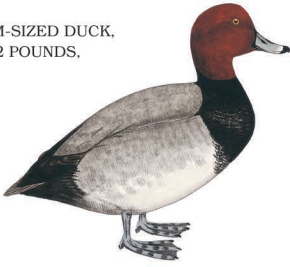


Female, All Seasons



Redhead

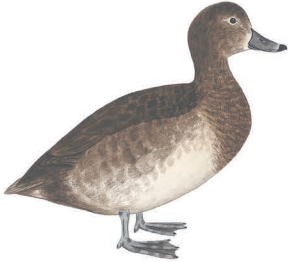
MEDIUM-SIZED DUCK,
2 - 2 1/2 POUNDS,



Male, Winter



Male, Fall

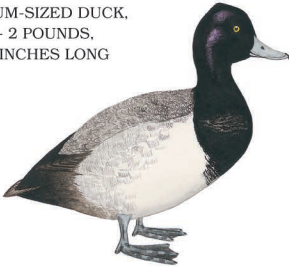


Female, All Seasons



Lesser Scaup (Bluebill)

MEDIUM-SIZED DUCK,
1 3/4 - 2 POUNDS,
15-18 INCHES LONG



Male, Winter



Male, Fall

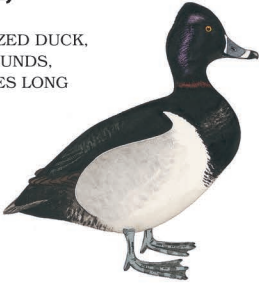


Female, All Seasons



Ring-Necked Duck (Ringbill)

MEDIUM-SIZED DUCK,
1 1/2 - 2 POUNDS,
16-18 INCHES LONG



Male, Winter



Male, Fall

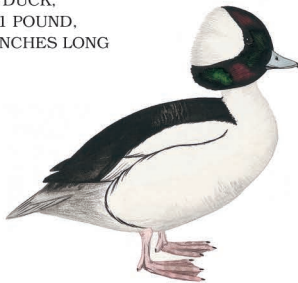


Female, All Seasons



Bufflehead

SMALL DUCK,
UP TO 1 POUND,
12-14 INCHES LONG



Male, Winter



Male, Fall



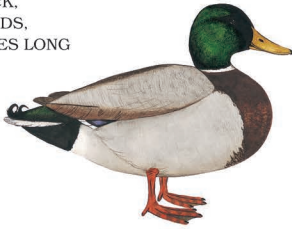
Female, All Seasons



PUDDLE DUCKS

Mallard

LARGE DUCK,
2 1/2 POUNDS,
24-28 INCHES LONG



Male, Winter



Male, Fall



Female, All Seasons



Northern Pintail

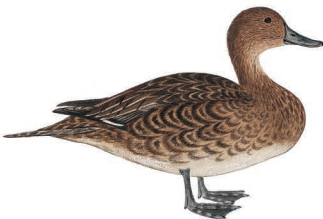
LARGE DUCK
2-2 1/2 POUNDS,
22-27 INCHES LONG



Male, Winter



Male, Fall



Female, All Seasons



Gadwall

MEDIUM-SIZED DUCK,
1 1/2-2 POUNDS,
18-20 INCHES LONG



Male, Winter



Male, Fall



Female, All Seasons



American Wigeon

MEDIUM-SIZED DUCK
1 1/2-2 POUNDS,
12-20 INCHES LONG



Male, Winter



Male, Fall

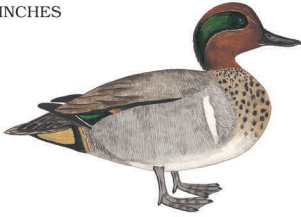


Female, All Seasons



Green-Winged Teal

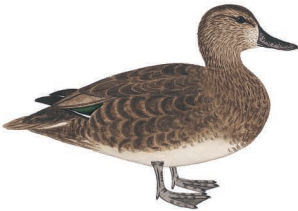
SMALLEST OF PUDDLE
DUCKS,
ABOUT 3/4 POUNDS,
UP TO 14 INCHES



Male, Winter



Male, Fall

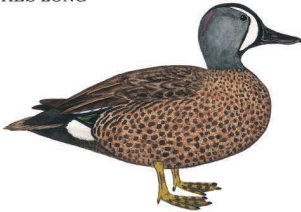


Female, All Seasons



Blue-Winged Teal

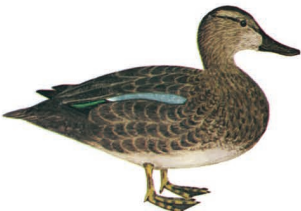
SMALL DUCK,
LESS THAN 1 POUND,
12-16 INCHES LONG



Male, Winter



Male, Fall



Female, All Seasons

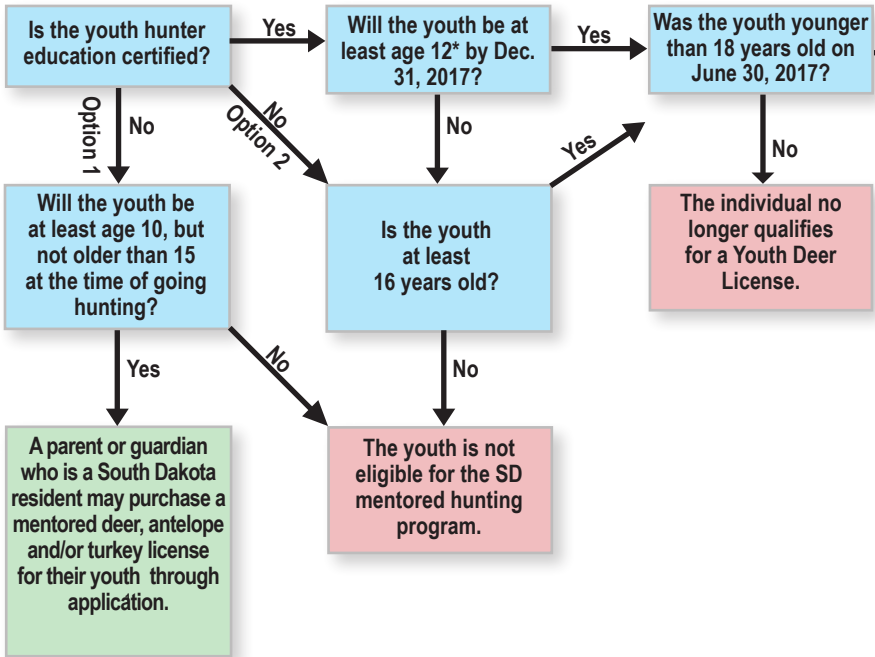


YOUTH DEER AND MENTORED BIG GAME

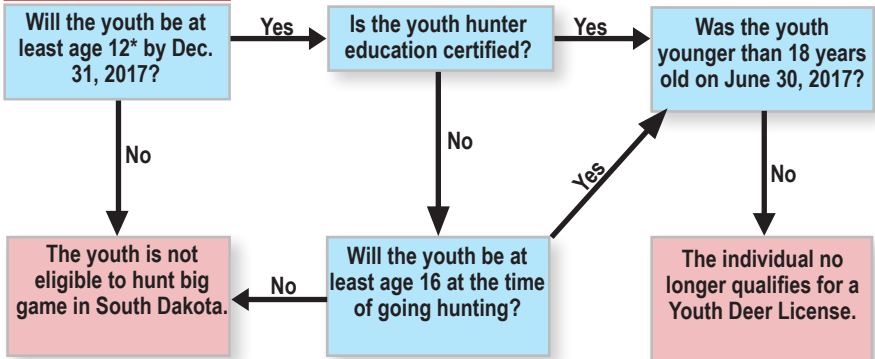
Qualifying Ages:
Mentored: 10-15
Youth: 12*-18

Which options are available to youth who want to hunt big game? Follow the diagram to determine which license is available.

Residents Only



Nonresidents



* Youth who are age 11 turning 12 Sept. 1 - Dec. 31, 2017 are eligible for a Youth Deer License provided they meet hunter education requirements.

Yes

A parent or guardian may purchase their youth a Youth Deer License.¹ See page 31 of this handbook.

1 - If a youth acquires a Youth Deer License, they are ineligible for a Mentored Deer License. Alternatively, if a youth acquires a Mentored Deer License, they are ineligible for a Youth Deer License.

Yes

A parent or guardian may purchase their youth a Youth Deer License.¹ See page 31 of this handbook.

Youth Deer

- A parent/guardian must accompany the youth when obtaining a Youth Deer License.
- All youth deer licensees, must be accompanied (unaided visual and vocal contact) by a parent, guardian or responsible adult (at least 18 years old).
- Adult accompanying the youth deer licensee is not required to possess hunter education certification.
- Youth deer licensees are eligible for other deer licenses except the mentored deer license.
- Adult (at least 18 years old) must be unarmed** unless the adult has a firearm Big Game License valid for the same geographic area and time of year as the youth deer licensees.
- Adult can accompany multiple youth deer hunters.
- Hunting parties cannot exceed 20 persons.
- The purchase of a youth deer license does not affect the eligibility of the parent/guardian for any other hunting license.

Resident Big Game Mentored Program

Deer, Antelope, Turkey

- Dependents of residents only.
- Mentored hunter who, at the time of going hunting, is at least 10 years old and not older than 15 years old.
- Mentored deer licensees are eligible for other deer licenses except the Youth Deer License.
- Mentored hunter must be accompanied by an unarmed** parent, guardian or designated mentor within immediate control (arm's length) and supervision of the adult.
- Mentors must possess hunter education certification on their person and the license intended for their specific mentored hunter for the respective season.
- Mentors who are not the parent or guardian of the mentored hunter must also possess written permission from the parent or guardian of the hunter.
- Adult can only accompany one mentored hunter at a time.
- Hunting parties with mentored hunters cannot exceed six persons.
- The purchase of a mentored hunting license does not affect the eligibility of the parent/guardian for any other hunting license.

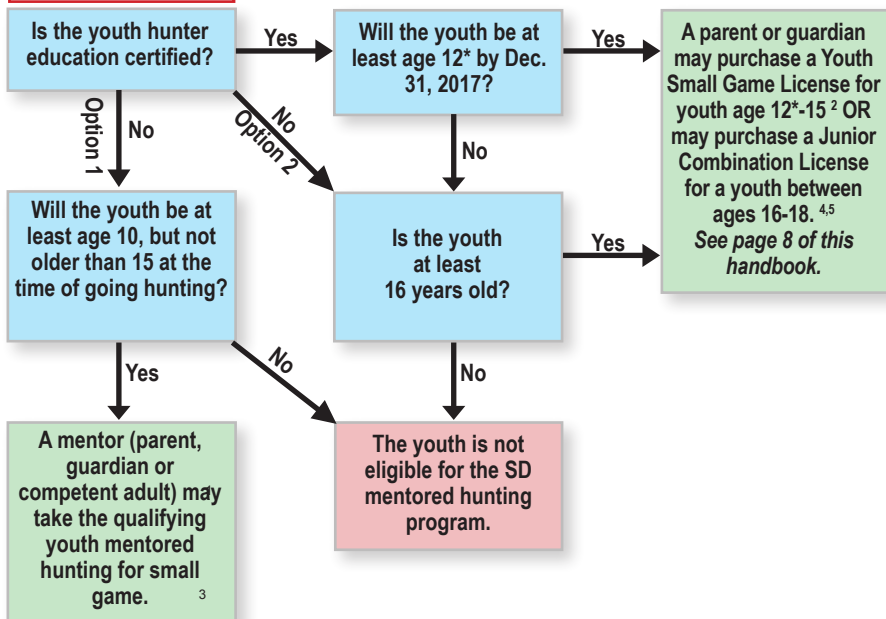
***Adult may carry and possess a pistol provided they have a valid concealed pistol permit*

YOUTH SMALL GAME, JR. COMBINATION

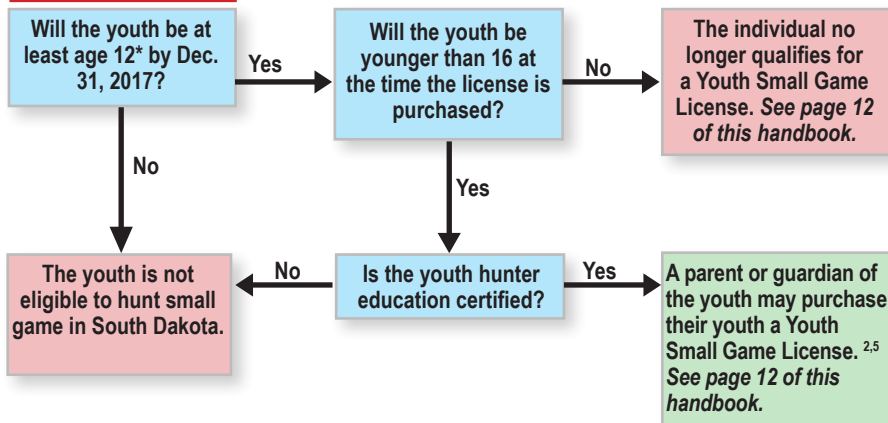
Qualifying Ages:
 Mentored: 10-15⁵
 Youth: 12*-15^{2,5}
 Junior Combination: 16-18^{4,5}

Which options are available to youth who want to hunt small game? Follow the diagram to determine which license is available.

Residents Only



Nonresidents



* Youth age 11 turning 12 Sept. 1 - Dec. 31, 2017 are eligible for a Youth Small Game License provided they meet hunter education requirements.

1 - A competent adult is defined as an individual who is at least 18 years old and has written consent from the parent or guardian.

2 - If the youth acquires a Small Game License before turning 16, the license is valid through Jan. 31, 2018.

3 - Mentors must be properly licensed for small game hunting and possess hunter education certification on their person while mentoring a youth who is small game hunting. Mentors who are not the parent or guardian of the mentored hunter must also possess written permission from the parent or guardian of the hunter.

4 - If the youth acquires a junior combination license before turning 19, the license is valid through Jan. 31, 2018.

5 - If the youth has not reached age 18, they are eligible to hunt in the youth pheasant season.

Youth Small Game

- A parent/guardian must accompany the Youth Small Game on Jr. Combination License.
- Adult (at least 18) accompanying the youth hunter is not required to have hunter education certification.
- Youth under 16 (under 18 for youth pheasant season) must be accompanied (unaided visual and vocal contact) by a parent, guardian or responsible adult (at least 18 years old).
- Youth hunters under age 16, are required to possess hunter education certification in the field.
- Game taken by a licensed youth hunter does not count toward the adult's daily limit unless party hunting for small game.
- The combined number of animals taken or possessed by the youth hunter and accompanying adult may not exceed the number of animals authorized under licenses held by hunters.
- An adult can accompany multiple youth small game or jr. combination hunters.
- Hunting parties cannot exceed 20 persons.
- A person who has not reached age 18 is eligible to hunt in the youth pheasant season.

Resident Small Game Mentored Program

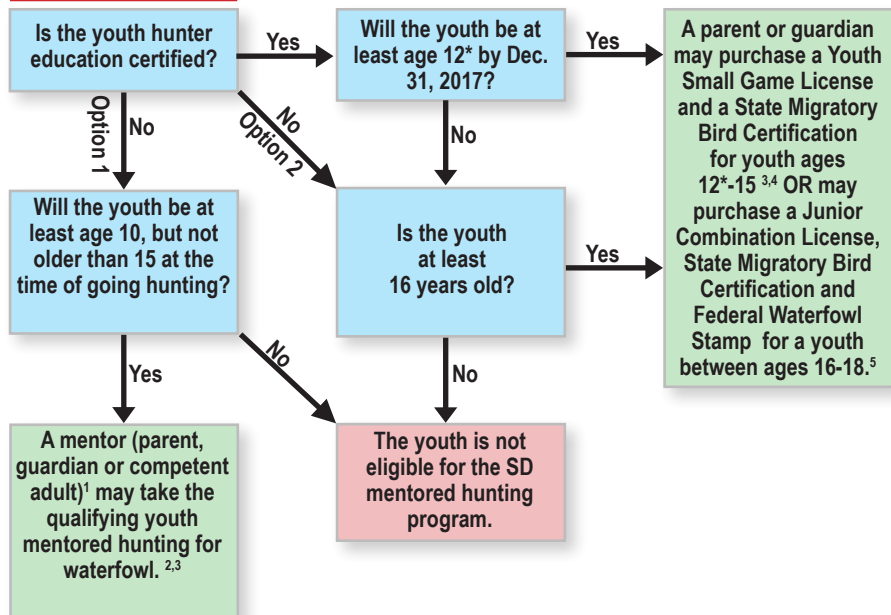
- Dependents of residents only.
 - Mentored hunter who, at the time of going hunting, is at least 10 years old and not older than 15 years old.
 - Mentored hunter is not required to possess hunter education certification.
 - The mentored hunter can hunt during the youth small game or other small game seasons but the mentored hunting rules for accompaniment must be followed anytime a mentored hunter is hunting:
 - A mentored youth hunter must be accompanied by an unarmed** parent, guardian or designated mentor within immediate control (arm's length) and supervision of the adult.
 - Game taken by a mentored hunter counts toward the mentor's daily limit.
 - The combined number of animals taken or possessed by the mentored hunter and the mentor may not exceed the number of animals authorized under the license held by the adult mentor.
 - Adult mentor can only accompany one mentored hunter at a time.
 - Hunting parties with mentored hunters cannot exceed six persons.
- **Adult may carry and possess a pistol provided they have a valid concealed pistol permit.

YOUTH WATERFOWL AND MENTORED WATERFOWL

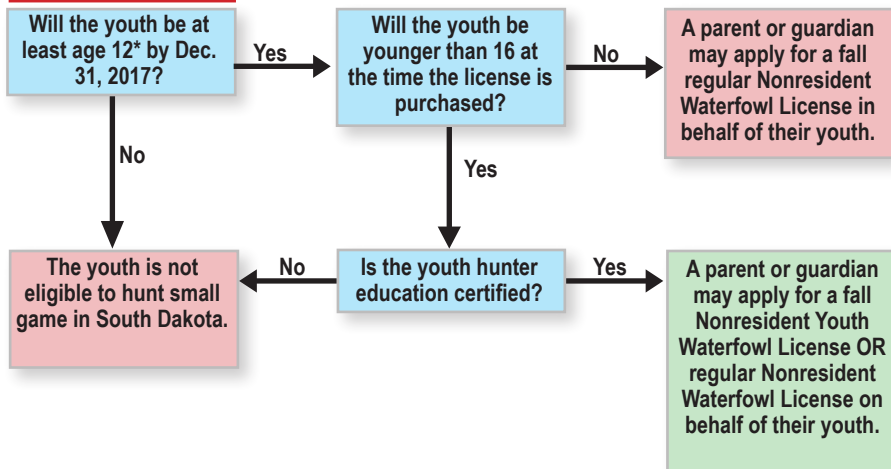
Qualifying Ages:
 Mentored: 10-15
 Youth: 12*-15^{3,4}
 Junior Combination: 16-18⁵

Which options are available to youth who want to hunt waterfowl? Follow the diagram to determine which license is available.

Residents Only



Nonresidents



* Youth age 11 turning 12 Sept. 1 - Dec. 31, 2017 are eligible to hunt in the fall of 2017 provided they meet hunter education requirements. In addition, resident hunters are required to possess the State Migratory Bird Certification. Those 16 and older are also required to possess the Federal Waterfowl Stamp.

1 - A competent adult is defined as an individual who is at least 18 years old and has written consent from the parent or guardian.

2 - Mentors must be properly licensed for waterfowl hunting and possess hunter education certification on their person while mentoring a youth who is waterfowl hunting. Mentors who are not the parent or guardian of the mentored hunter must also possess written permission from the parent or guardian of the hunter.

3 - Youth who have not reached age 16 by the first day of the youth waterfowl season may hunt waterfowl during the youth waterfowl season.

4 - If the resident youth acquires a Small Game License before turning 16, the license is valid through Jan. 31, 2018.

5 - If the resident youth acquires a Junior Combination License before turning 19, the license is valid through Jan. 31, 2018.

Youth Waterfowl

- Nonresident Fall Waterfowl Licenses by application only.
- Youth hunters under age 16, are required to possess hunter education certification in the field.
- A parent/guardian must accompany the youth when obtaining the Youth Small Game License or Jr. Combination License and State Migratory Bird Certification (residents only).
- Federal Waterfowl Stamp is required for any hunters age 16 and older.
- Youth under 16, must be accompanied (unaided visual and vocal contact) by a parent, guardian or responsible adult (at least 18 years old).
- The combined number of animals taken or possessed by the youth hunter and accompanying adult may not exceed the number of animals authorized under licenses held by hunters waterfowl hunters.
- Adult can accompany multiple youth waterfowl hunters.
- Hunting parties cannot exceed 20 persons.

Resident Waterfowl Mentored Program

- Dependents of residents only.
- Mentored hunter who, at the time of going hunting, is at least 10 years old and not older than 15 years old.
 - Mentored hunter is not required to possess hunter education certification.
- The mentored hunter can hunt during the youth waterfowl or regular waterfowl seasons but the mentored hunting rules for accompaniment must be followed anytime a mentored hunter is hunting:
 - The mentor shall be properly licensed to hunt waterfowl in South Dakota.
 - A mentored youth hunter must be accompanied by an unarmed** parent, guardian or designated mentor within immediate control (arm's length) and supervision of the adult.
 - Game taken by a mentored hunter counts toward the mentor's daily limit.
 - The combined number of animals taken or possessed by the mentored hunter and the hunting mentor may not exceed the number of animals authorized under licenses held by the adult mentor.
 - Adult mentor can only accompany one mentored hunter at a time.
 - Hunting parties with mentored hunters cannot exceed six persons.

***Adult may carry and possess a pistol provided they have a valid concealed pistol permit*



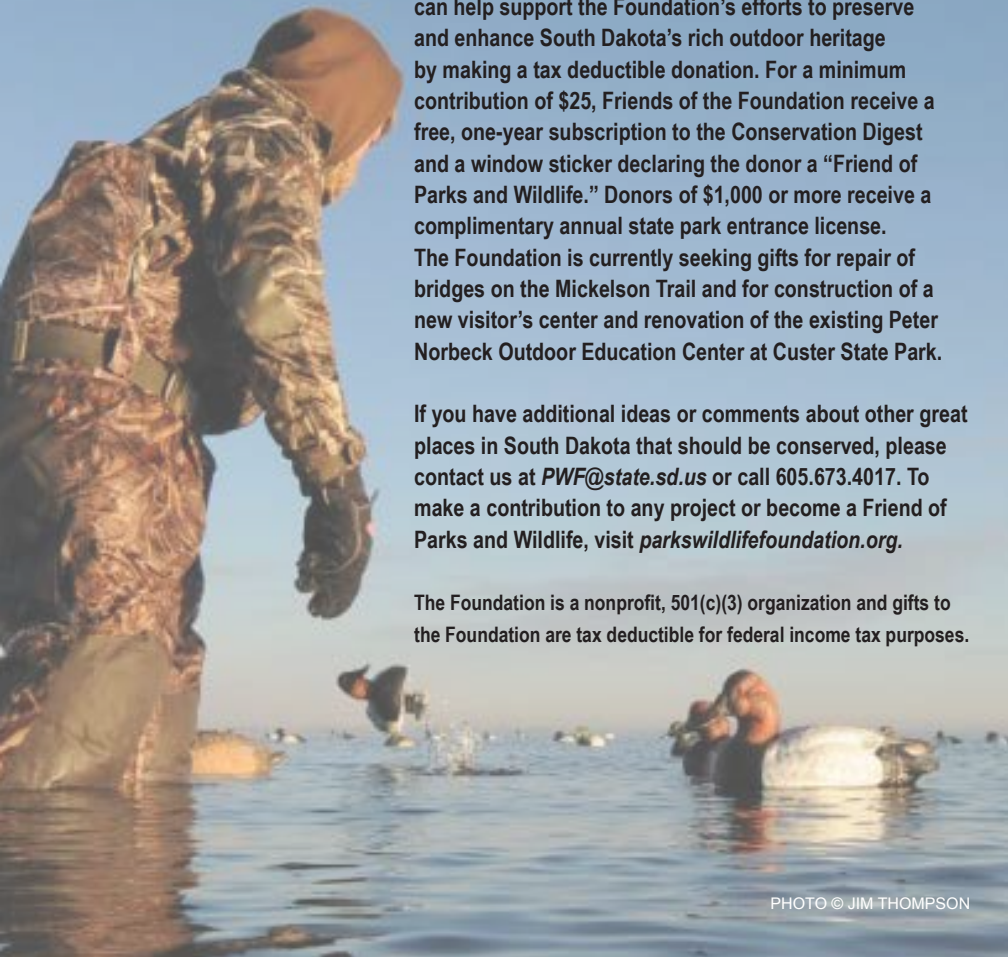
SUPPORT THE WORK OF GAME, FISH AND PARKS

Hunting, fishing and parks are central to the lives of many South Dakotans and these are the core activities that the South Dakota Parks and Wildlife Foundation supports. The Foundation works exclusively with the South Dakota Game, Fish and Parks (GFP) to acquire and manage wildlife production lands, provide outdoor educational opportunities like those found at the Outdoor Campuses in Rapid City and Sioux Falls, and help support and develop state parks and recreation areas throughout South Dakota.

In partnering with GFP, the Foundation brings private funds to public projects, making some projects feasible or funding enhanced services or opportunities. You can help support the Foundation's efforts to preserve and enhance South Dakota's rich outdoor heritage by making a tax deductible donation. For a minimum contribution of \$25, Friends of the Foundation receive a free, one-year subscription to the Conservation Digest and a window sticker declaring the donor a "Friend of Parks and Wildlife." Donors of \$1,000 or more receive a complimentary annual state park entrance license. The Foundation is currently seeking gifts for repair of bridges on the Mickelson Trail and for construction of a new visitor's center and renovation of the existing Peter Norbeck Outdoor Education Center at Custer State Park.

If you have additional ideas or comments about other great places in South Dakota that should be conserved, please contact us at PWF@state.sd.us or call 605.673.4017. To make a contribution to any project or become a Friend of Parks and Wildlife, visit parkswildlifefoundation.org.

The Foundation is a nonprofit, 501(c)(3) organization and gifts to the Foundation are tax deductible for federal income tax purposes.



SUNRISE/SUNSET SCHEDULE

All times are Daylight Savings Time through Nov. 4 beginning Nov. 5, all times are Standard Time. For each 12 miles west, add one minute. For each 12 miles east, subtract one minute.

DATE	Sioux Falls Rise-Set	Huron Rise-Set	Pierre Rise-Set	Philip Rise-Set	Rapid City Rise-Set
Sept 1	6:50-8:04	6:55-8:10	7:04-8:19	6:10-7:24	6:16-7:30
Sept 5	6:55-7:56	7:00-8:03	7:08-8:12	6:14-7:17	6:20-7:23
Sept 9	6:59-7:49	7:05-7:56	7:13-8:04	6:19-7:09	6:25-7:16
Sept 13	7:04-7:42	7:09-7:48	7:18-7:57	6:23-7:02	6:30-7:08
Sept 17	7:08-7:35	7:14-7:41	7:22-7:49	6:28-6:55	6:34-7:01
Sept 21	7:13-7:27	7:19-7:33	7:27-7:42	6:32-6:47	6:39-6:53
Sept 25	7:17-7:20	7:23-7:26	7:32-7:34	6:37-6:40	6:43-6:46
Sept 29	7:22-7:13	7:28-7:19	7:36-7:27	6:42-6:32	6:48-6:39
Oct 3	7:26-7:06	7:33-7:11	7:41-7:20	6:46-6:25	6:53-6:31
Oct 7	7:31-6:58	7:38-7:04	7:46-7:12	6:51-6:18	6:58-6:24
Oct 11	7:36-6:52	7:43-6:57	7:51-7:05	6:56-6:11	7:02-6:17
Oct 15	7:41-6:45	7:48-6:50	7:56-7:58	7:01-6:04	7:07-6:10

DATE	Sioux Falls Rise-Set	Huron Rise-Set	Pierre Rise-Set	Philip Rise-Set	Rapid City Rise-Set	DATE	Sioux Falls Rise-Set	Huron Rise-Set	Pierre Rise-Set	Philip Rise-Set	Rapid City Rise-Set
Oct 19	7:46-6:38	7:53-6:43	8:01-6:52	7:06-5:57	7:12-6:04	Dec 18	7:55-4:52	8:04-4:55	8:12-5:03	7:16-4:10	7:23-4:16
Oct 23	7:51-6:32	7:58-6:37	8:06-6:45	7:11-5:51	7:17-5:57	Dec 22	7:57-4:53	8:06-4:57	8:14-5:05	7:19-4:11	7:25-4:18
Oct 27	7:56-6:26	8:03-6:30	8:12-6:39	7:16-5:45	7:23-5:51	Dec 26	7:59-4:56	8:08-4:59	8:16-5:07	7:20-4:14	7:27-4:20
Oct 31	8:01-6:20	8:08-6:25	8:17-6:33	7:22-5:39	7:28-5:45	Dec 30	8:00-4:59	8:09-5:02	8:17-5:10	7:21-4:17	7:28-4:23
Nov 4	8:06-6:15	8:14-6:19	8:22-6:28	7:27-4:34	7:33-5:40	Jan 3	8:00-5:02	8:09-5:05	8:17-5:14	7:22-4:20	7:28-4:26
Nov 5	7:09-5:12	7:15-5:18	7:24-5:26	6:28-4:32	6:35-4:38	Jan 7	8:00-5:06	8:09-5:09	8:17-5:18	7:21-4:24	7:28-4:30
Nov 8	7:11-5:10	7:19-5:14	7:28-5:22	6:32-4:29	6:39-4:35	Jan 11	7:59-5:10	8:07-5:14	8:16-5:22	7:20-4:29	7:27-4:35
Nov 12	7:17-5:06	7:25-5:09	7:32-5:19	6:37-4:24	6:44-4:30	Jan 15	7:57-5:15	8:06-5:18	8:14-5:27	7:19-4:32	7:25-4:39
Nov 16	7:22-5:02	7:30-5:05	7:28-5:14	6:43-4:20	6:49-4:26	Jan 19	7:55-5:20	8:03-5:23	8:12-5:32	7:16-4:38	7:23-4:44
Nov 20	7:27-4:58	7:35-5:02	7:43-5:10	6:48-4:16	6:54-4:23	Jan 23	7:52-5:25	8:00-5:29	8:09-5:37	7:13-4:43	7:20-4:50
Nov 24	7:32-4:55	7:40-4:59	7:49-5:07	6:53-4:14	6:59-4:20	Jan 27	7:49-5:30	7:57-5:34	8:05-5:43	7:10-4:49	7:16-4:55
Nov 28	7:36-4:53	7:45-4:56	7:53-5:05	6:58-4:11	7:04-4:17	Jan 31	7:45-5:36	7:53-5:40	8:01-5:48	7:06-4:54	7:12-5:00
Dec 2	7:41-4:51	7:50-4:55	7:58-5:03	7:02-4:10	7:09-4:16	Feb 4	7:40-5:41	7:48-5:45	7:57-5:54	7:01-5:00	7:00-5:06
Dec 6	7:45-4:51	7:54-4:54	8:02-5:02	7:06-4:09	7:13-4:15	Feb 8	7:35-5:47	7:43-5:51	7:52-5:59	6:56-5:05	7:03-5:12
Dec 10	7:49-4:50	7:58-4:53	8:06-5:02	7:10-4:08	7:17-4:14	Feb 12	7:30-5:52	7:38-5:56	7:46-6:05	6:51-5:11	6:57-5:17
Dec 14	7:52-4:51	8:01-4:54	8:09-5:02	7:14-4:09	7:20-4:15	Feb 16	7:25-5:57	7:32-6:02	7:40-6:10	6:45-5:16	6:51-5:23

South Dakota

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