

Headquarters *Fort Knox Regulation 200-3
US Army Garrison Command
Fort Knox, Kentucky 40121
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Environmental Quality Fort Knox Hunting and Fishing Regulation and Procedures

Official:

RICCI.CHRISTOPHER.JAMES.1170384101
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CHRISTOPHER J. RICCI
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History. This publication is a minor revision. The portions affected by this minor revision are listed in the summary of change.

Summary. This regulation establishes the policy for hunting, fishing, and other recreational use of the Fort Knox Military Reservation.

Applicability. This regulation applies to all persons residing/employed on or visiting Fort Knox.

Proponent and Exceptions. The proponent of this regulation is the Directorate of Public Works, Environmental Management Division, Natural Resources Branch.

Army Management Control Process. This regulation does not contain management control provisions.

Supplementation. Supplementation of this regulation and establishment of local forms are prohibited.

Suggested improvements. The proponent of this regulation is the Directorate of Public Works (DPW). Users are invited to send suggested improvements on DA Form 2028 (Recommended Changes to Publications and Blank Forms) directly to Directorate of Public Works (AMIM-KNP-E), 125 6th Avenue, Suite 320, Fort Knox, KY 40121-5719.

Distribution. Distribution of this regulation is intended for Headquarters, U.S. Army Recruiting Command, its subordinate units, and the general public. Distribution is in electronic format only.

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Chapter 1

Overview

1-1. Purpose and Scope.

a. To announce policies, hunting and fishing regulations, and outline responsibilities and procedures relative to hunting and fishing activities on the Fort Knox Military Reservation. Specific season dates, bag limits, creel limits, check-in/out times, and other pertinent information are published annually in the Fort Knox Archery Deer Hunting Guidelines, Quota Gun Deer Hunting Guidelines, Extended Gun Deer Hunting Guidelines, Spring Turkey Hunting Guidelines, Small Game/Fall Turkey Hunting Guidelines, and Fishing Guidelines. Violations and administrative suspension of rules contained in this regulation and in the annual hunting and fishing guidelines are outlined in Appendix A.

b. The primary mission of this installation is to conduct military training and other related military activities requiring the use of the land. Outdoor recreation and harvest of fish and wildlife resources will be permitted subject to the availability of areas as determined by the installation training mission requirements. However, hunting may be given priority for use of the training complex during the Quota Gun Deer Hunt.

c. The Fort Knox Military Reservation is divided into 101 hunting areas, comprising 67,563 acres. The remainder of the training complex is off limits for all recreational activities due to unexploded ordnance and proximity to firing ranges. Controlled hunting within specified areas may be conducted with coordination and approval from the Directorate of Plans, Training, Mobilization, and Security (DPTMS), Range Branch (i.e., Yano, Cedar Creek, and Wilcox Ranges). Hunters utilizing these areas for the archery or extended gun deer seasons will be given information regarding access points or gate access and/or other requirements when making a reservation in iSportsman. The hunting areas are displayed on the Fort Knox Hunting and Fishing map, copies of which are available for purchase at the Hunt Control Office, Building 9297, 4916 Wilson Road, or can be downloaded from the iSportsman website. All hunters are required to have a digital or hard copy of this map in their possession while hunting.

d. Rules pertaining to hunting and fishing on the Fort Knox Military Reservation are in accordance with the laws of the Commonwealth of Kentucky and the provisions of the Migratory Bird Treaty Act. Nothing in this regulation will be interpreted to permit acts contrary to either State or Federal statutes. Exceptions are listed below:

(1) Deer harvested at Fort Knox do not count against the Kentucky state bag limit.

(2) Turkeys harvested at Fort Knox do not count against the Kentucky state bag limit.

e. All entries into hunting areas will be coordinated by the Hunt Control Office. No entries will be permitted without properly checking into the hunting area through iSportsman.

1-2. Definitions.

The definitions for terms listed below are for the purpose of clarity as used herein and not necessarily applicable elsewhere.

a. Hunting. To take or attempt to take in any manner, whether or not the hunter has

game in possession.

b. Take. Includes pursue, shoot, hunt, wound, catch, kill, trap, snare, or capture wildlife in any way and any lesser act designed to lure, attract, or entice for these purposes; and to place, set, aim, or use any device, animal, substance or agency which may reasonably be expected to accomplish these acts; or to attempt to do such acts or to assist any other person in the doing of or the attempt of such acts.

c. Military hunter. Any active duty/retired military, members of Reserve Components, Department of the Army Civilian Federal employees employed at or retired from Fort Knox, and their Family members. Military hunters are further defined as:

(1) Tier 1 - Active-duty military, members of the Reserve Components, and their Family members.

(2) Tier 2 - Disabled American Veterans with $\geq 50\%$ service-connected disability as designated by the Veterans Administration (VA), retired military (including the Reserve Components), current or retired Department of the Army Civilian Federal employees, and their Family members.

d. Nonmilitary hunter. Tier 3 - Members of the general public authorized by the commander to enter the installation for the purpose of hunting game birds and animals.

e. A Family member as referred to in para 1-2c above is defined as:

(1) Spouse of a military hunter.

(2) The dependent parents of a military hunter as defined by Internal Revenue Service (IRS) regulations (dependency tests proof must be furnished).

(3) A military hunter's child who is natural or adopted, single, and under 21 years of age. An exception exists when the children are over 21 and under 23 years of age, depend on the sponsor for over half of their support, and are enrolled in an approved full-time course of education above high school level.

f. Installation hunting, fishing, and combination permits. The documents issued for a fee, or for free, granting permission to hunt and/or fish on this installation.

g. Cantonment area. The cantonment area is defined as the area inside the heavy black lines and labeled cantonment area on the Fort Knox Hunting and Fishing Map.

h. Hunt Control Office. The office operated by the DPW which serves as the planning and supervisory agency for the recreational aspects of the Fort Knox hunting and fishing programs.

i. Range. Those portions of the Fort Knox training and impact area that contain fixed installations, to include buildings, shelters, towers, firing lines/positions, downrange course and service roads, and target devices/positions which compose a range training site.

j. Impact area. The ground and associated airspace within the Fort Knox training complex used to contain fired, placed, dropped, thrown, or launched military ammunition and explosives, and the resulting fragments, debris, and components from various weapon systems. Portions of the dedicated impact area have been designated as Hunting Areas but are only released (if military training requirements permit).

k. iSportsman. A web-based program designed to manage access for hunting, fishing, or engaging in other recreational activities in an assigned area on the reservation with online and/or telephone check-in/out, and to conduct license and permit sales, and disseminate program information.

1-3. Hunt Control Office Responsibilities.

The DPW, Natural Resources Branch, Hunt Control Office, has the administrative and operational responsibilities and serves as officer-in-charge of hunting/fishing activities conducted in the Fort Knox training complex and is responsible for the following:

- a. Coordinating and administratively conducting all hunts, to include: management and operation of Fort Knox iSportsman, application procedures, selection process, area assignments, check-in/out through iSportsman, and preparation and distribution of information to hunters.
- b. Issuing Fort Knox Hunting and Fishing Permits.
- c. Controlling recreational use of all hunting areas as released for such use by DPTMS, Range Branch. Hunting areas released for recreational use will be posted to the Fort Knox iSportsman website by COB Monday for the following Wednesday through Monday. These areas are subject to change based on military training schedules, natural resources management activities, and harvest results. Areas that have attained sequential deer harvest quotas will be released for small game as determined by the Natural Resources Branch but may be released for deer hunting at a later date. Areas released for recreational use after the weekly release from Range Branch, i.e., units cancelling training or completing mission early, will be posted to the website prior to the reservation time for that day to the extent practicable. Area assignments for these areas will be conducted by tier at the times indicated on the guidelines for that activity.
- d. Selecting and briefing hunting area guide teams for the Quota Gun Deer Hunt.
- e. Disseminating current hunting and fishing information provided by state and local sources.
- f. Initiating lost hunter reports to the Directorate of Emergency Services (DES) Conservation Law Enforcement Officers (CLEOs), Military Police Operations (MPO), and DPTMS Range Branch as appropriate.
- g. Recommending administrative suspension of hunting and fishing privileges to DES.
- h. Notifying DPTMS Range Branch immediately of the following:
 - (1) Any injury producing accident or incident.
 - (2) Any unaccounted-for personnel assigned to or thought to be on any range, training area, or impact area.
 - (3) Any incident or problem which could jeopardize safety of military or civilian personnel, damage government property, or hinder/delay training activities.
- i. Implementing and executing AR 200-1, Environmental Protection and Enhancement, 13 December 2007.
- j. Ensuring hunters are provided appropriate information on safety, limits of authorized area of use, dud munitions, and pyrotechnic threat.
- k. Establishing and operating the check stations on days that are mandatory check-in days as described in the current deer and turkey hunting guidelines.
- l. Prior to issuing a permit authorizing use of a firearm, verify firearm registration is valid for each hunter for which it is required.

1-4. Directorate of Emergency Services Responsibilities.

The DES is responsible for the following:

- a. Patrolling and enforcement of all installation, Federal, and Kentucky hunting and fishing laws and regulations. Military Police (MP) will be available to respond to incidents that would require a police presence.
- b. Establishing, maintaining, and monitoring checkpoints as required.
- c. Submitting a deer hunt after-action report to the Hunt Control Office after the season.
- d. Monitor check-out status of recreationists in iSportsman and initiate searches for lost individuals or ones that have not checked out of their area.
- e. Registration of firearms belonging to personnel living on and all firearms brought onto the installation for the purpose of engaging in authorized activities such as hunting, dog training, or marksmanship events.
- f. Administration of hunting and fishing suspensions for violations of this regulation and the annual guidelines.

1-5. Range Branch Responsibilities.

The DPTMS Range Branch is the responsible agency for access control to the Fort Knox range and training area complex. Additionally, they are responsible for the release or withdrawal of those hunting areas available for recreational use. All personnel in the training areas will adhere to all installation regulations, instructions, and/or restrictions issued by Range Branch, in addition to those issued by the Hunt Control Office. DPTMS Range Branch will review training requirements weekly and release those areas not required to support training in written or e-mail format to Hunt Control Office. Required area withdrawals will be made 48 hours in advance, whenever possible. The Range Branch also will provide range phone switchboard service during designated Quota Gun Deer Hunt weekends within available resources.

1-6. Hunter Responsibilities.

- a. Hunters on the Fort Knox Military Reservation are responsible for purchasing the appropriate Fort Knox hunting and fishing permits through iSportsman, and state licenses, tags, stamps, and permits from the Kentucky Department of Fish and Wildlife Resources (KDFWR), to include nonresident licenses and permits for nonresidents, before hunting or fishing on the installation. It is the responsibility of hunters to know and adhere to the Fort Knox hunting regulations and current guidelines for the type of hunting being conducted and control their own hunting activities. All hunters must adhere to the check-in/out procedures of the various hunts and absolutely stay within their assigned hunting area. Hunters must thoroughly review the Fort Knox hunting regulations and guidelines and the Fort Knox Hunting and Fishing Map to become familiar with same.
- b. Hunters are responsible for registering firearms brought onto the installation for the purpose of engaging in authorized activities such as hunting, dog training, or marksmanship events. Firearms must be registered at the Chaffee Gate Visitor Center (Building 17). A valid Weapon Permit must be maintained with the weapon when in transport. For more information on Firearms Registration, see AR 190-11 and Fort Knox Regulation 190-11.
- c. All participants who have permission from the US Army Garrison, Fort Knox,

Kentucky to participate in any event(s) do hereby release the United States; US Army Garrison Commander; Commanding General, US Army Recruiting Command, and officers, agents, and employees of and from any liability, claim, court action, or cause of action for personal injury or property damage which they may suffer while participating in said event, during transportation to and from the site, or while using facilities at Fort Knox.

d. All hunters must hunt within the geographic boundaries, as identified on the most recently approved hunting map and as identified in the current hunting and fishing guidelines.

c. Check out of their assigned hunting area by the time required for that day through iSportsman. Failure to properly check out of the hunting area will result in suspension of hunting privileges at Fort Knox.

d. Baiting wildlife, such as placing grains, minerals, salt, fruits, vegetables, hay, or any other food materials, whether natural or manufactured, that may lure, entice or attract wildlife, or the possession of such items in the hunting areas is prohibited.

1-7. Rules of Hunting Safety.

a. All guns will be separate from ammunition, unloaded (muzzleloaders deprimed), and fully encased while being transported (including off-road vehicles). Guns, bows, and crossbows will be unloaded (muzzleloaders deprimed) and actions open when not in use or in/at a vehicle, when carried in a non-hunting area, during non-hunting hours, or after a hunter has taken the legal bag limit. A Gun Sock or holster is not a proper case.

b. Be sure of the target before pulling the trigger; know identifying features of the game being hunted.

c. Never point a gun at anything not intended to be shot, absolutely no horseplay.

d. Never climb a tree or fence or jump a ditch with a loaded gun. Never pull a gun toward the body by the muzzle.

e. Absolutely no alcoholic beverages or any other intoxicants before and/or during hunting.

f. Hunters utilizing tree stands are required to use safety harness/restraint systems. All tree stands, blinds, and any other equipment left unattended in the hunting area must be identified with owner's full name and iSportsman permit number. Game/trail cameras are allowed, but must have the owner's full name and iSportsman permit number on them.

g. There will be no discharging of any firearm, bow and arrow, crossbow, or other similar device upon, over, or across any improved roadway or airstrip.

1-8. Privately Owned Vehicles (POVs).

Driving or parking POVs on unimproved roads, trails, firebreaks, or airstrips is prohibited. An improved road is defined as any road or trail that has a gravel or paved surface. Off-road driving is not authorized in any area. No vehicles are permitted on lake dams or grass areas. Mired or immobilized vehicles in training or impact areas, for any reason, are considered the fault of the vehicle operator. All vehicles will be driven by the most direct, authorized route to and from the hunting area; cruising the training complex is not

permitted. In each case of a reported violation of these regulations, the CLEOs will investigate and prepare citations or a military police (MP) report, as appropriate. The first offense will result in the suspension of hunting and fishing privileges at Fort Knox for up to 1 year. All POVs entering the Fort Knox training complex for hunting must display a copy of an iSportsman hunting permit for each hunter in the vehicle in the driver's side windshield (address and phone number can be obscured). POV parking is not authorized in any range area, bivouac site, or food service (mess) area. No parking beyond the baseline on Ashley Range (Hunting Area (HA) 52), Kennedy and Scott Mountain Ranges (HA 54), or McKie Range (HA 59). POVs must be parked in a manner that does not obstruct buildings, gates, roads, or trails, or impede the flow of traffic. Roads and trails must be kept clear to facilitate emergency vehicles in the event of an emergency.

1-9. Other Forms of Conveyance.

The use of off-road vehicles, motorcycles, bicycles, electric bicycles, and animals, such as horses and mules, is strictly prohibited in the training and hunting areas. See paragraph 1-15 below for handicapped hunter access.

1-10. Archaeological or Historical Items.

As required by the Archaeological Resource Protection Act and AR 200-1, Environmental Protection and Enhancement, 13 December 2007, excavation or removal of archaeological or historical items is prohibited without a Department of the Army permit approved specifically for that purpose. Hunters and permit holders are to report archaeological or historical findings to the DPW, Environmental Management Division (EMD), (502) 624-3629, or to the Hunt Control Office (502) 624-7311/2712. Destruction of an archaeological site and/or collection of antiquities are violations of the Federal Antiquity Act of 1906 and the Archaeological Resource Protection Act and will be prosecuted accordingly. Further, the destruction or removal of cemetery headstones is prohibited. No vehicular traffic is authorized on the Bridges to the Past or Tioga Falls Trail.

1-11. Unexploded Ordnance or Abandoned Munitions.

Numerous duds, unexploded ordnance, or abandoned munitions may be found throughout the installation. It is imperative that personnel do not attempt to move, disarm, or tamper in any way with any found munitions. Many may have activated fuses and are subject to explode at the slightest movement. Hunters are requested to mark the area of found munitions as clearly as possible and report their locations to the Hunt Control Office. The Hunt Control Office will immediately notify Range Branch of any dud sightings and provide all data to include the name and phone number of the individual reporting the data. Individuals attempting to move, disarm, or tamper in any way with any found munitions will permanently lose their hunting and fishing privileges at Fort Knox.

1-12. Field Airstrips

- a. Field airstrips are off limits to unauthorized vehicular traffic and dismounted training without permission from Range Operations.
- b. The name and location of these field strips (reference the Fort Knox Hunting and

Fishing Map) are as follows:

- (1) Cedar Creek Airstrip – HA 89
- (2) Chappel Ridge Airstrip – HA 35
- (3) Otter Creek Airstrip – HA 13A
- (4) West Point Airstrip – HA 6

1-13. Ranges.

No hunting is permitted within the established boundaries of any range area, training, or bivouac site with the exception of Cedar Creek, Yano, and Wilcox Ranges. This restriction includes the entire area that makes up these facilities including the administrative area and all cleared areas associated with that facility designed to house any installed target devices or target device locations associated with that facility.

1-14. Hunting Areas.

- a. Personnel authorized entry into any hunting area will not be in possession of any glass containers such as glass jars or bottles. Personnel observing glass in these areas are requested to report the location to the Hunt Control Office or Range Branch.
- b. The digging of ginseng and yellow root is prohibited on Fort Knox.
- c. All caves on Fort Knox are off limits.
- d. Hunters may not guide hunt in exchange for money or other compensation on Fort Knox.

1-15. Handicapped Hunter Access.

- a. Handicapped hunters that possess a Hunting and Fishing Methods Exemption Permit issued by the KDFWR may use all-terrain vehicles (ATVs) or other specially equipped vehicles on Fort Knox. Hunters must have a current copy of their Methods Exemption Permit visibly displayed in the windshield next to their hunting permit (address and phone number can be obscured) while using the vehicle and a copy on file at the Hunt Control Office.
- b. All game will be taken while off the vehicle except for wheelchair bound hunters who may shoot from a stationary vehicle. Hunting will take place only while the vehicle is stationary and not running. Weapons will be unloaded and fully encased while vehicle is in motion. The ATVs will only be used to transport the hunter to and from a hunting site and for the removal of harvested animals. The ONLY person authorized on the vehicle is the person named on the Vehicle Methods Exemption Permit, others are not allowed on the vehicle. Department of Transportation (DOT) approved helmets are required for vehicles not equipped with seat belts and roll cages and must be worn while the vehicle is in motion. They are not to be used to stroll the area, roads, or to transport companions to different locations. The vehicle will not be used to cruise the area to locate or shoot game.
- c. Vehicles will not be operated in a reckless, careless, or negligent manner, in excess of posted speed limits, or in a manner likely to cause excessive damage or disturbance of the land, wildlife, or vegetative resources. Failure to follow these guidelines will be grounds for suspension of hunting and fishing privileges on Fort Knox.
- d. Vehicles operated off maintained roads will have a properly installed spark arrester

that will retain or destroy at least 80 percent of carbon particles at all flow rates.

1-16. Firearms.

Firearms may be used on occasion, with prior coordination through the DES, for animal damage control by Natural Resources Branch personnel and specimen collection assisted by, or with prior coordination with, Federal and State Fish and Wildlife Agency personnel.

1-17. Alcoholic Beverages.

Consumption or possession of alcoholic beverages (to include malt beverages) or any intoxicant in a hunting area, lake, or creek, or hunting while under the influence of alcohol (blood alcohol content of 0.05 percent) or any intoxicant will result in the revocation of Fort Knox permits.

1-18. Fires.

a. Range and training area fires will be reported to DPTMS Range Branch, phone (502) 624-2125. The Range Officer will report the fire to the USAG, Fort Knox Fire Department. Fires will not be fought in the impact area unless it is absolutely necessary to prevent damage to US Government built-up property or to prevent spread of the fire to private property.

b. The construction of fires in other than metal fire barrels is prohibited and is limited to comfort heating purposes if the ambient temperature is below fifty (50) degrees Fahrenheit; the fire is burned in a container not exceeding 55 gallons; excessive or unusual smoke is not created; and only clean lumber or vegetative matter is burned.

1-19. Violations.

a. As required by Title 10 USC 2671, (Military Reservations and Facilities: Hunting, Fishing and Trapping) all state and federal statues for fish and game laws are enforced by the Fort Knox CLEOs, Military Police, Federal Conservation Officers, and Fort Knox Natural Resources Branch personnel.

b. Installation Conservation Officers, Military Police, and Federal Conservation Officers are authorized to stop any vehicle or individual within the Fort Knox Military Reservation to request an inspection at any time in connection with enforcement of hunting and fishing regulations to examine hunting or fishing licenses, tags, harvest logs, permits, firearms registration, firearms, equipment, and game or fish that may be in an individual's possession.

c. The DES has primary responsibility for enforcing hunting and fishing regulations on the Fort Knox Military Reservation. Any person witnessing or having knowledge of a violation to State statues, or this regulation will report the facts as known to the Military Police dispatch (502) 624-2112. In each case of a reported violation a Conservation Officer or Military Police will investigate and when appropriate prepare citations, a Military Police Report, or a suspension of privileges. All personnel who do not check out and/or clear any assigned area through iSportsman will have their account automatically locked and must make an appointment with Conservation Law Enforcement prior to the account being released.

d. Any personnel violating these regulations, or relevant annually published

guidelines, will be subjected to administrative suspension of their hunting and fishing privileges on the Fort Knox Military Reservation. In addition, violators may be issued a United States District Court Violation Notice (USDCVN) and prosecuted through Federal District Court or Federal Magistrate Court.

e. Military personnel who violate state or federal laws may be issued a USDCVN and prosecuted under Article 92 of the UCMJ and/or through Federal District Court or Federal Magistrate Court and in addition, subject to penalties under Appendix A of this regulation and may have their weapons registration revoked under FK Regulation 190-11.

f. Civilian personnel who violate state or federal laws may be issued a USDCVN and prosecuted through Federal District Court or Federal Magistrate Court and be subject to penalties under Appendix A of this regulation. Civilians who commit violations against this regulation that are NOT COVERED under the state or federal statutes will be escorted off the installation and subject to administrative suspensions under Appendix A of this regulation and will have their weapons registration revoked under FK Regulation 190-11. If a civilian violator returns to the installation to engage in any outdoor recreational activity after being notified, that individual will be in violation of Title 18 USC 1382, (entering military installation for prohibited purposes) and subject to prosecution.

g. A Department of Defense (DD) Form 1408 may be issued to record warning violations.

h. All personnel destroying or desecrating any cemetery or historical site will be subject to prosecution under Article 92 of the Uniform Code of Military Justice (UCMJ) and/or through Federal District Court or Federal Magistrate Court, in addition to the penalties under Appendix A of this regulation and may have their weapons revoked under FK Regulation 190-11.

i. No personnel will carry more than one weapon system (shotgun, muzzleloader, bow, or crossbow) while in the hunting area (including your vehicle).

j. Any personnel with a registered or unregistered handgun in any hunting area will be issued a notice of violation and escorted off the installation. In addition, will be subject to administrative suspensions under Appendix A of this regulation and will have any weapons registration revoked under FK Regulation 190-11. If a civilian violator returns to the installation to engage in any outdoor recreational activity after being notified, that individual will be in violation of Title 18 USC 1382, (entering military installation for prohibited purposes) and subject to prosecution.

1-20. Hunter Education Requirements.

A valid state-issued hunter education certificate/card is required for all hunters born on or after January 1, 1975. Those younger than 12 years of age may hunt without a course completion card but must be accompanied by an adult at least 21 years of age with a valid hunter education card. The one-time Kentucky hunter education exemption is acceptable, but the hunter must be accompanied by an adult of at least 21 years of age that meets the hunter education requirements. Youth hunters under age 18 must also be accompanied by an adult hunter 21 years of age or older that meets the hunter education requirements. Cards issued from other states will be accepted providing that

it is sanctioned by that state's Natural Resources Agency. Proof of hunter education must be carried at all times while in the field hunting.

Chapter 2

Deer Hunting Overview

2-1. Seasons.

a. Military (Tier 1-2) and non-military (Tier 3) hunters are permitted to hunt deer during the Fort Knox archery and quota gun deer hunting seasons. Tier 1-2 hunters are also eligible to hunt during the extended gun deer season. The approved seasons, to include dates, application procedures, bag limits, and hours during which hunting may occur, are published annually in the Fort Knox Archery Deer Hunting Guidelines, Quota Gun Deer Hunting Guidelines, and Extended Gun Deer Hunting Guidelines which are available from the Hunt Control Office and iSportsman.

b. The Fort Knox bag limit is one antlerless deer and one deer of either sex with a firearm permit and one antlerless deer and one deer of either sex with an archery permit. Additional antlerless deer permits may be available for purchase, depending on population levels, and if harvest quotas are not met. The cantonment area either sex quota hunt (Tier 1-2) is one additional either sex deer. The bag limit for Anderson, Thorne, and Wilson Hunting Areas is one antlerless deer per day. **A hunter shall not take, or attempt to take, an antlered deer with an outside antler spread of less than 12 inches, except during the designated youth deer hunt. Bucks with only 1 antler are not legal 12-inch wide bucks.**

2-2. Fees, Permits, and Refunds.

a. Fees and permits. In addition to a Kentucky State Hunting License and Deer Permit, a Fort Knox Archery and/or Gun Deer Hunting Permit is required for all personnel. Permit fees are posted at the Hunt Control Office and on the Fort Knox iSportsman website. Any Kentucky resident 65 years of age or older, possessing a Kentucky Senior Citizen Hunting and Fishing License, will be eligible for a free Fort Knox Deer Hunting Permit. Honorably discharged veterans of the US Armed Services with a 100 percent service-connected disability will be eligible for a free permit provided they have a VA ID card, or a letter on VA stationery, signed by their doctor, verifying 100 percent service-connected disability. All military dependents (Tier 1-2) under age 16 may receive a free Fort Knox permit.

b. Refunds.

(1) Active duty military hunters who are absent from the installation due to reassignment or temporary duty (TDY) will be eligible for a refund. Permanent change of station (PCS) or TDY orders must be provided as proof.

(2) Refunds will not be made to hunters who fail to show on their assigned dates, except for those having a medical statement from their doctor stating they were unable to hunt.

2-3. Duplicate Permits.

Any hunter who requires a duplicate Fort Knox permit due to loss of the original may

reprint one from the iSportsman website or come to the Hunt Control Office to have one printed.

2-4. Junior Hunters.

Military or nonmilitary Family members under 18 years of age will be allowed to hunt, provided the following rules are adhered to:

a. **A state-issued hunter education card is mandatory and must be carried by the junior hunter at all times.** Children 12 years of age and older must have a course completion card.

b. Junior hunters must be accompanied by an adult who shall be in a position to take immediate control of the firearm. One adult shall not accompany more than two junior hunters actively hunting (possessing a firearm) at any one time.

c. Junior hunters must have in their possession the Fort Knox issued tags and permits, the appropriate Kentucky Hunting Licenses, permits, and a hunter education card as outlined in paragraph 1-20.

d. If junior hunters "kill out" during the first day of a weekend hunt, they may return with their sponsor. If a junior hunter's sponsor "kills out," the sponsor hunter **MUST** return with the junior hunter or designate another sponsor hunter through the Hunt Control Office. In either situation, the hunter who has "killed out" will not, at any time, carry a gun while back in the field.

2-5. Hunter Orange Requirements.

During gun deer hunting seasons, all personnel in the gun hunting areas are required to wear **both** a solid blaze orange hat and vest, jacket, or coverall. **Jackets with orange pockets/patches and orange camouflage jackets, vests, coveralls, and hats are not acceptable.**

2-6. Legal Hunting Equipment.

a. Shotguns 12, 16, and 20 gauge with a single projectile (slug). Repeating shotguns will be plugged to hold a maximum of 3 slugs. Over and under shotguns cannot be used if one of the tubes is rifled, e.g., .20 gauge/.22 caliber. Muzzleloading rifles .38 caliber minimum to .58 caliber maximum and muzzleloading shotguns with single projectile slug. No restriction on priming methods. Smokeless powder is prohibited, and powder charges are limited to a maximum of 100 grains. A maximum of 10 slugs OR powder charges is permitted during each hunting day.

b. Longbows, recurves, and compound bows that do not have a device that holds an arrow at full or partial draw without aid from the archer. Broadheads at least 7/8 inch wide and razor sharp. Arrows will not be fitted with barbed broadheads. Chemically treated arrows or broadheads, or attachments containing chemicals may not be used or possessed on Fort Knox. Crossbows are prohibited except for handicapped hunters who have a valid Hunting Methods Exemption Crossbow Permit from the KDFWR, as well as hunters under 16 years of age, or 65 years of age or older.

a. During the Quota Gun Deer Hunt, hunters may use shotguns, muzzleloaders, or archery equipment.

b. Absolutely NO unauthorized guns or ammunition will be permitted in the hunting

areas or within vehicles in hunting areas. No more than one hunting system may be possessed at a time in the hunting areas (including vehicles). **No handguns are authorized.**

c. Only portable tree stands that do not injure trees may be used at Fort Knox. Screw in steps, spikes, and nails that injure trees are prohibited. All hunters are required to use a safety harness/restraint system when utilizing a tree stand at Fort Knox. All tree stands, blinds, and any other equipment left unattended in the hunting area must be identified with owner's full name and iSportsman number. Game/trail cameras are allowed, but must have the owner's full name and iSportsman permit number on them.

d. Ground blinds may be used, but they must have a blaze orange patch, a minimum of 12 inches by 12 inches (144 square inches), affixed to all sides of the blind when in a hunting area or during times when hunting area is open for gun deer hunting.

2-7. Antlered and Antlerless Deer Definitions.

a. An antlered deer is any deer with ONE antler at least four inches long or longer.

b. An antlerless deer is a deer with no antlers or BOTH antlers less than four inches as measured from the skin at the base of the antler to the furthest tip.

2-8. Deer Tagging and Checking.

a. All deer harvested at Fort Knox must be checked-in through the KDFWR's Telecheck System by midnight on the day it is harvested. Harvest must also be reported at check-out in the iSportsman system.

b. When a deer is harvested, all blanks on the Fort Knox Harvest Log must be completely filled in immediately after harvest and before the animal is moved, with the exception of the KDFWR confirmation number which must be obtained before midnight, then added to the Harvest Log. A carcass tag is required to be attached to the harvested deer, only if the deer leaves the hunter's possession for any reason. A carcass tag can be handwritten and must include the hunter's name and iSportsman permit number at a minimum. On specified dates, there will be mandatory check-in of harvested animals at the Fort Knox Deer Check Station, hunters will be notified of the dates and location of the check station to use before the hunt date. On these days, deer must be checked on the day harvested.

c. Shed antlers may be collected on Fort Knox by appropriately checked-in persons, but not antlers with skull plates attached. Persons finding antlers with skulls attached must tag with a valid either sex deer tag (i.e., buck tag).

d. During the archery and gun deer seasons, hunters may continue to track/recover deer after the designated clearance time by obtaining a one-day Retrieving Big Game After Hours Permit from iSportsman per current guidelines. This will generally allow hunters two hours after the designated check-out time to track/recover a deer.

2-9. Additional Rules.

a. River traffic on the installation is prohibited during all hunting seasons, with the exception of Memorial Day when the Salt River may be open for fishing from the bridge at Main Range Road to its confluence with the Rolling Fork River, check-in/out is

required through iSportsman.

b. There will be no hunting within 100 yards of an improved road (asphalt or rock-based), structure, checkpoint, or airstrip (HAs 6, 13, 35, and 89).

c. Hunters must have a current Fort Knox Hunting and Fishing Map (paper or electronic) of their hunting area in their possession while hunting. The maps posted on iSportsman for the archery season and Quota Gun Deer Hunt are the latest versions and will supersede all other editions. A compass and/or GPS are highly recommended.

d. Hunters will not kill deer for other persons in the hunting party.

e. Deer must be field dressed at the site where it is harvested. Deer will not be field dressed on a range or within a bivouac site. No deer will be dressed or hung in any on-post housing area or troop billet. Deer can be dressed at the skinning shed located at the Hunt Control Office but must be policed by the user.

f. Sponsors hunting with a spouse or child, or a parent whose age is 65 years or older or is medically handicapped, may return to the hunting area after they have "killed out" to assist, but will not carry a weapon.

2-10. Sportsmanship.

The Sportsmen's Code of Ethics will be exercised at all times.

a. A hunter is expected to shoot at a deer or other game so there is a clean, quick kill.

b. Hunters will observe all safety precautions at all times.

c. Hunters will be cautious and considerate of other hunters at all times.

Chapter 3

Archery Deer Hunting

3-1. Eligibility.

a. Military hunters (Tier 1-2) will be allowed to hunt all days of the archery season.

b. Non-military (Tier 3) hunters are eligible to hunt all weekdays, except Tuesdays, and one of the designated lottery weekends, if they apply and are selected. The specifics of eligibility are detailed in the current annual Archery Deer Hunting Guidelines. The total number of Tier 3 archery hunters will be determined based upon a projection of available areas provided by Range Branch. No switching of selected lottery weekends will be permitted unless in the event of an emergency and only upon prior approval by the Hunt Control Office. Standby hunting will not be allowed. Tier 3 hunters that were drawn for the early archery season and did not harvest the bag limit are also eligible to hunt all days of the late archery seasons on a space-available basis.

3-2. Application Procedures.

a. Tier 1-2 hunters are not required to submit an application. They may purchase their archery permits through the iSportsman system. Validation of military status is required prior to purchasing permits; military, retired military/ Department of the Army Civilians (DACs) and current DACs may verify their status with a Common Access Card (CAC), current pay voucher, or other official proof of status.

b. Tier 3 archery hunters must submit an application through the iSportsman system

during the designated application period for lottery weekends as detailed in the current archery procedures published by the Hunt Control Office on the iSportsman site.

3-3. Hunter Selection and Notification.

- a. A computerized random drawing is conducted to select Tier 3 archery hunter weekends.
- b. Tier 3 archery hunters selected for a weekend will be provided information through their iSportsman email account.

3-4. Hunting Area Check-In/Out.

- a. Checking into and out of hunting areas will be done through the iSportsman system, prior to entering into any hunting area. Check-in/out procedures are mandatory for all hunters 18 years of age or older. Hunters under the age of 18 must have an iSportsman account and appropriate licenses and permits, but should not be reserved or checked-in through iSportsman and must be accompanied at all times by an adult hunter (21 and over) that is checked-in. It is the hunter's responsibility to know the boundaries of, and any off-limits areas within, their Hunting Area as depicted on the Fort Knox Hunting and Fishing Map. Hunters found out of their assigned hunting area will be cited.
- b. Hunting area reservations may be made the day before the hunt, by tier, at the times indicated on the Archery Deer Hunting Guidelines. Hunters will be responsible for checking in/out of their hunting area the day of the hunt, late checkout from your hunting area is grounds for suspension of hunting privileges as per Appendix A. Each hunter in a vehicle must place a copy of their hunting permit inside the front driver's side windshield (address and phone number can be obscured), indicating each individual has registered to hunt. A non-hunting person may accompany a checked-in hunter, but that person must have an iSportsman account and place a scouting permit in the windshield next to the checked-in hunter's hunting permit and must stay with the hunter at all times. Hunters may check into only one area at a time.
- c. Hunters harvesting a deer must follow the tagging and checking procedures outlined in para 2-8. Failure to take a deer to the deer check station on mandatory deer check days is a violation that will result in prosecution and suspension of hunting and fishing privileges on Fort Knox.

3-5. Fall Archery Turkey Hunting.

Eligible archery deer hunters may harvest a turkey(s) during the Fort Knox Fall Turkey Season, provided they have purchased a Kentucky Fall Turkey Permit and a Fort Knox Fall Turkey Permit. Bag limits are published annually in the Fort Knox Small Game/Fall Turkey Hunting Guidelines.

3-6. Cantonment Area Antlerless Deer (Archery Only).

- a. The cantonment areas in which antlerless deer may be harvested are TA 11, Richardson, Heritage, Wilson, Anderson, and Thorne Park. A regular archery permit must be purchased to be eligible to hunt in an antlerless area. Maps (paper or electronic) outlining each area are available and must be in possession while hunting.
- b. The season/bag limit for TA 11, Richardson, and Heritage is one antlerless deer

and it is not in addition to the regular Fort Knox bag limit. The bag limit for Wilson, Anderson, and Thorne Park is one antlerless deer per day and is in addition to the regular Fort Knox bag limit. Multiple permits can be acquired for Wilson, Anderson, and Thorne Park, and are free. An antlerless deer is a deer without antlers or both antlers less than four inches.

c. Archery hunters that wish to hunt these areas may do so on a first-come, first-served basis.

d. Hunting will be conducted only from tree stands.

3-7. Additional Antlerless Deer Permits.

Hunters may be eligible to purchase additional antlerless deer permits, depending on population levels and if harvest quotas are not met.

3-8. Drawing for Cantonment Area Either Sex Deer Permit.

a. A nonrefundable application fee is required to be eligible for the drawing. Applications must be submitted during the application period listed on iSportsman.

b. Tier 1-2 category hunters and their family members will be eligible for the drawing.

c. Hunters drawn for one of these permits will be permitted to harvest one either sex deer as identified in the guidelines provided with the permit. This permit is in addition to the regular Fort Knox deer bag limit.

d. Hunters will be drawn for dates indicated on the application in ONE of the following areas:

(1) Heritage.

(2) TA 11.

(3) Richardson.

e. Hunters must designate their area and week they desire to hunt in order of preference on the application. A random drawing will be conducted to assign permits. Permit issued will be valid only for the hunter, dates, and area specified. All scouting of the area will be done prior to the season or during the days a hunter is drawn to hunt. There will be no hunting on Tuesdays or days the Hunt Control Office is closed. Dates that hunting is closed, except in emergency situations such as inclement weather etc., will be posted to the iSportsman website homepage at least 5 days before the effected date.

f. Hunters selected will have priority for these areas for the dates indicated on the permit.

g. All hunters must follow the same check-in/out procedures as required of all archery deer hunters.

h. Tagging procedures are the same for all deer taken at Fort Knox as outlined in paragraph 2-8.

Chapter 4 Gun Deer Hunting

4-1. Eligibility.

a. Military hunters (Tier 1-2) will be eligible to hunt all weekends during the Quota Gun Deer Hunt.

b. Tier 1-2 hunters are eligible to hunt additional days during the extended shotgun and muzzleloader deer season; dates and check-in/out procedures and times are published annually in the Fort Knox Extended Gun Deer Hunting Guidelines. Tier 1-2 hunters may use archery equipment in these areas; however, they must have a valid gun deer permit and wear a solid blaze orange hat and vest, jacket, or coveralls at all times while in the hunting areas and check harvested deer under their gun deer permit.

c. Tier 3 hunters must apply according to the current Quota Gun Deer Hunting Guidelines/Procedures for the first weekend of the Quota Gun Deer Hunt and only selected Tier 3 hunters are eligible to hunt this weekend. Hunters drawn for this weekend, and any other hunter that purchases a gun deer hunting permit within established quotas, are eligible to hunt on the second and third weekend of the quota gun deer hunt within the capacity of areas available.

4-2. Quota Gun Deer Hunt Application Procedures.

a. Validation of military status (Tier 1-2) for each hunter must be completed before gun deer hunting permit can be purchased in iSportsman. Validation may be done in person at the Hunt Control Office or a photocopy of military ID can be emailed or faxed. Kentucky residents age 65 and over requesting a free Fort Knox hunting permit must present a Kentucky Senior Citizen Hunting and Fishing License, or a photocopy of license. Honorably discharged veterans of the US Armed Services with a 100 percent service-connected disability will be entitled to a free permit if they provide a photocopy of a VA ID card, or a letter on VA stationery, signed by their doctor, verifying their 100 percent service-connected disability. All military dependents (Tier 1-2) under age 16 may receive a free Fort Knox permit with verification of military status and age.

b. Tier 3 hunters must submit an application through the iSportsman system during the designated application period for the first weekend of the Quota Gun Deer Hunt. Kentucky residents age 65 and over requesting a free Fort Knox hunting permit must present a Kentucky Senior Citizen Hunting and Fishing License, or a photocopy of license.

4-3. Quota Gun Deer Hunting Area Assignment.

The quota of Tier 3 hunters that are projected to be accommodated for the first weekend will be selected by a random drawing and hunters will be notified via email of their status. Hunters may reserve hunting areas available on any eligible weekend as identified in the current Quota Gun Deer Hunting Guidelines.

4-4. Hunting Area Check-In/Out.

a. Checking into and out of hunting areas is outlined in para 3-4.

b. Hunting area reservations may be made the day before the hunt, by tier, at the times indicated on the annual Quota Gun Deer Hunting Guidelines. Hunters will be responsible for checking in/out of their own hunting area the day of the hunt. Hunters may check into only one area at a time and no more than two hunting areas per hunting day. Late checkout from your hunting area is grounds for suspension of hunting privileges

as per Appendix A. Each hunter in a vehicle must place a copy of their hunting permit inside the front driver's side windshield (address and phone number can be obscured), indicating each individual has registered to hunt. During the Quota Gun Deer Hunt, a hunter with a medical need for assistance, may be accompanied by a non-hunting person, but that person must have an iSportsman account and place a scouting permit in the windshield next to the checked-in hunter's hunting permit and must stay with the hunter at all times, but must *not* check into iSportsman. This must be coordinated with the Hunt Control Office prior to the hunt date. Hunters may check into only one area at a time.

c. Deer tagging and checking procedures are outlined in para 2-8. Failure to properly record information on harvest log and failure to take a deer to the deer check station on mandatory deer check days are violations and will result in prosecution and suspension of hunting and fishing privileges on Fort Knox.

d. It is the hunter's responsibility to know the boundaries of, and any off-limits areas within, their hunting area as depicted on the Fort Knox Hunting and Fishing Map. Hunters found out of their assigned hunting area will be cited.

4-5. Volunteer Area Guide Teams.

a. During the Quota Gun Deer Hunt, a team of up to three volunteer area guides per hunting area are used to assist hunters and increase the safety and organization of the hunt.

b. Persons volunteering as an area guide must meet the following requirements:

(1) Be at least 21 years of age.

(2) Have adequate knowledge of the Fort Knox Military Reservation terrain and boundaries.

(3) Be familiar with areas for which they volunteer, as evidenced by past experience as a hunter or other use of the areas.

(4) Be knowledgeable of Kentucky and Fort Knox deer hunting regulations. (Any violation of such regulations may disqualify the individual for further service as a guide.)

(5) Provide their own four-wheel drive transportation and cellular phones.

(6) Agree to serve all days of the Quota Gun Deer Hunt, to include returning to the area after they have filled their tags. Area guides returning to the hunting area after filling all of their tags will not be permitted to carry a firearm.

(7) One member of the "team" must be Cardiopulmonary Resuscitation (CPR) certified.

c. Hunting area guide teams will work directly for the Hunt Control Office. They will enter and clear their areas as directed by the Hunt Control Office.

d. Hunting area guides will be required to purchase the required hunting permits.

e. All members of an area guide team will be required to accomplish the following:

(1) Attend a hunting area guide meeting before the deer hunt.

(2) As requested, brief hunters on geographic boundaries and any natural or manmade hazards, off-limit areas, to include do's and don'ts of the Fort Knox Quota Gun Deer Hunt.

(3) Report problems occurring during the hunt to the Hunt Control Office.

(4) Assist in retrieving harvested deer, if needed, and assist hunters in finding their

way out of the hunting area.

(5) Ensure that one member of the team is present at the area guide meeting location at all times as identified on the designated map for that area.

4-6. Area Guide Team Selection Process.

a. The hunting area guide team will be selected from Tier 1-3 applicants to fill any area guide vacancies. Individuals desiring to volunteer as area guides may do so by submitting an application to the Hunt Control Office.

b. Those desiring to volunteer must apply as a team (a team will consist of three volunteers). Although years of hunting experience in a particular hunting area is considered, it is not the selecting criterion. Selection is a random drawing based on all team applications which have hunting experience in a hunting area that needs a new team.

c. Area guide teams will be selected and assigned hunting areas by the Hunt Control Officer. All team applicants selected will be notified of their assigned area, date, place, and time for an area guide meeting. Appointments are valid for the current gun deer season only. The area guide status is a volunteer appointment, and appointees are not automatically reappointed. All appointees serve at the discretion of the Hunt Control Officer. In addition, area guides will be dismissed by the Hunt Control Officer for failure to comply with their responsibilities and obligations; for safety violations; for misconduct; for failure to follow Hunt Control Office procedures, regulations, or game laws; or for failure to ensure others comply with same. Unless otherwise prohibited by this regulation or game laws, area guides who are dismissed or not reappointed remain eligible to participate in the gun deer hunt as hunters.

Chapter 5

Youth Gun Deer Hunt

5-1. Eligibility.

a. Youths 15 years of age and under, on the first day of the hunt, will be eligible to hunt in specified areas. All youths 12 years of age and older must have a valid state-issued hunter education card in their possession while hunting.

b. Youths must be accompanied by an adult, 21 years of age or older. An adult can accompany no more than two youths actively hunting (possessing a firearm) at one time and must be in a position to take immediate control of the youth's firearm at all times while hunting. Non-hunting youths may also accompany an adult but must stay with that adult at all times. Adults may not carry firearms during the youth hunt and will not shoot deer for youth hunters.

5-2. Season and Bag Limit.

a. The season dates for the Youth Gun Deer Hunt will be published annually in Youth Gun Deer Hunt Guidelines available on iSportsman page or at the Hunt Control Office.

b. One either-sex deer may be taken and is in addition to the regular Fort Knox deer bag limit.

5-3. Application Procedures.

Youths must purchase their Fort Knox Youth Gun Deer Permit through the iSportsman system during the designated period identified in the Youth Gun Deer Hunt Guidelines.

5-4. Hunting Area Assignment and Check-In/Out.

a. Youth hunters will be provided information through their iSportsman account with the following:

(1) Areas available to hunt, and reservation and check/in-out procedures.

(2) Area guide's name and phone number.

(3) Items needed to hunt, i.e., Fort Knox Gun Deer Permit, harvest log, map, and directions to their assigned area.

(4) Any applicable special instructions.

b. Hunting Area check-in/out during the Youth Gun Deer Hunt will be through the iSportsman system. Failure to properly tag a deer (para 2-8) and take to the deer check station on mandatory deer check days are violations and will result in prosecution and suspension of hunting and fishing privileges on Fort Knox.

Chapter 6

Small Game Hunting

6-1. Eligibility.

a. All hunters are eligible to small game hunt on Fort Knox.

b. All hunters must possess a Kentucky State Hunting License, Fort Knox Small Game Hunting Permit, and state-issued hunter education cards while hunting. A Kentucky State Hunting License must be purchased and in their possession before a post permit will be issued, and a Waterfowl Stamp or Migratory Bird Permit, if hunting waterfowl or migratory birds on the installation. Kentucky residents over 65 who have a Kentucky Senior Citizen Hunting and Fishing License are eligible for a free Fort Knox permit. Honorably discharged veterans of the US Armed Services with a 100 percent service-connected disability will be issued a free permit if they provide a valid VA ID card or a letter on VA stationery, signed by their doctor, verifying they are 100 percent service-connected disabled to the Hunt Control Office. All military dependents (Tier 1-2) under age 16 may receive a free Fort Knox permit.

6-2. Seasons and Bag Limits.

a. Fort Knox Small Game seasons will coincide with the Commonwealth of Kentucky's seasons, bag limits, and regulations, unless otherwise posted. Small game hunting will be allowed on Fort Knox during the state's modern gun deer season. However, small game hunting will not be allowed on weekends of the Fort Knox Quota Gun Deer Hunt. When a shortage of hunting areas occurs during the Fort Knox deer season due to military mission requirements, it may preclude the opening of small game areas in favor of deer hunting areas. Fall turkey seasons and bag limits will be published annually in the Fort Knox Small Game/Fall Turkey Hunting Guidelines.

b. Hunting hours are 30 minutes before sunrise to 20 minutes after sunset unless otherwise posted other hunting hours are required, for example, migratory bird hunting

(30 minutes before sunrise to sunset).

6-3. Legal Hunting Equipment.

Archery equipment and shotguns no larger than 10 gauge or smaller than .410 with pelleted ammunition no larger than shot size T. Repeating shotguns will be plugged to hold a maximum of three cartridges. Steel shot shells are the only ammunition permitted in possession while hunting waterfowl. Rifles, handguns, and solid projectiles are prohibited while small game hunting at Fort Knox, with the exception of pellets from shoulder-fired air guns .177 thru .25 caliber for upland game and .22-.25 caliber pellets fired from shoulder-fired air guns for furbearers. Authorized turkey hunting equipment is identified in para 7-4.

6-4. Hunter Control.

a. The Fort Knox Hunting and Fishing Map is used to control hunting and fishing activities. All sportsmen are required to familiarize themselves with this map and its proper use, the data contained, and explained thereon, and retain it in their possession while hunting (paper or electronic).

b. It is the hunter's responsibility to know the boundaries of and any off-limits areas within their hunting area as depicted on the Fort Knox Hunting and Fishing Map. Hunters found out of their assigned hunting area will be cited.

6-5. Hunting Area Check-In/Out.

a. Checking into and out of hunting areas is outlined in para 3-4.

b. Hunters will be responsible for checking in/out of their own hunting area the day of the hunt. Late checkout from your hunting area is grounds for suspension of hunting privileges. Each hunter in a vehicle must place a copy of their hunting permit inside the front driver's side windshield (address and phone number can be obscured), indicating each individual has registered to hunt. Hunters may check into only one area at a time. A non-hunting person may accompany a checked-in hunter, but that person must have an iSportsman account and place a scouting permit in the windshield next to the checked-in hunter's hunting permit and must stay with the hunter at all times. The Hunt Control Office will make the final determination as to the number of hunters permitted in each area. Hunters may enter their hunting area only after checking into it through iSportsman.

6-6. Other Rules Regarding Small Game Hunting.

a. Firearms will not be loaded within 100 yards of an improved road (asphalt or rock-based), structure, checkpoint, or airstrip (HAs 6, 13, 35, and 89); with the exception of dove hunting in HA19 along 484th Engineer and Baker Roads. Dove hunters in this area may hunt between the utility poles along the road and the dove fields. All firearms must be unloaded and fully encased while at or in a vehicle, when carried in a non-hunting area, during non-hunting hours, or after a hunter has taken the legal bag limit.

b. The use of mules, donkeys, or horses while hunting is prohibited.

c. The use of ATVs is prohibited, except for handicapped hunters as outlined in para

1-15.

d. The only authorized dog training area is TA-11.

e. The use of dogs to hunt quail, rabbits, squirrels, raccoons, opossum, migratory birds, and fall turkey is authorized; however, the use of dogs to run deer is prohibited. If deer are jumped by dogs, owners will take every means possible to lead the dog off the trail of the deer.

f. If a dog is lost while hunting, it will be reported to the MP Desk (502) 624-2112 and Hunt Control (502) 624-7311/2712. Hunters will make every attempt to locate such animals prior to leaving the field and, if unsuccessful, leave some article of personal clothing, such as a hat or jacket, at the location where the dog was last seen. Further attempts will be made to locate the lost dog or dogs the following day, if possible, with clearance from Hunt Control.

6-7. Raccoon Hunting

Raccoon hunting is allowed during the state's raccoon hunting season, check-in time is 20 minutes past sunset, check-out time will be listed at check-in on iSportsman.

6-8. Coyote Hunting.

a. During deer and fall turkey seasons in areas released for these types of hunting, hunters permitted for these activities may harvest coyotes with legal hunting equipment during legal hunting hours. During the remainder of the year, a Kentucky Hunting License and Fort Knox Small Game Hunting Permit is required to hunt coyotes and small game hunting check in/out and equipment rules apply.

b. Area check-in/out procedures are the same as outlined for small game hunting (para 6-5).

6-9. Use of Traps, Snares, Pitfalls, Etc.

The use of any type of trap, snare, pitfall, deadfall, hook, or any other device not identified under legal hunting equipment (para 6-3) is prohibited.

6-10. Illegal Possession of Wildlife.

Persons making use of or having in their possession any wildlife or parts thereof which have been killed or taken in any manner contrary to wildlife laws, rules, regulations, or appropriate annually published hunting guidelines shall be equally guilty of the offense and may be punished in like manner as the person killing or taking such wildlife.

Chapter 7

Spring Turkey Hunting

7-1. Season and Bag Limits.

a. The Spring Turkey Season dates and bag limits are published annually in the Spring Turkey Hunting Guidelines which are posted annually on iSportsman and available from the Hunt Control Office.

b. Hunting hours are from 1/2 hour before sunrise until 1300.

7-2. License and Permit Requirements.

a. Any person 12 years of age and older hunting turkey must have in their possession a valid Kentucky Hunting License and Turkey Permit, Fort Knox Spring Turkey Hunting Permit, state-issued hunter education card, and Fort Knox Hunting and Fishing Map (paper or electronic). A compass and/or GPS are highly recommended.

b. Youths must be accompanied by an adult, 21 years of age or older. An adult can accompany no more than two youths actively hunting (possessing a firearm) at one time and must be in a position to take immediate control of the youth's firearm at all times while hunting. Non-hunting youths may also accompany an adult but must stay with that adult at all times. Adults may not carry firearms during the youth hunt and will not shoot turkey for youth hunters.

c. It is the hunter's responsibility to know the boundaries of, and any off-limits areas within, their hunting area as depicted on the Fort Knox Hunting and Fishing Map. Hunters found out of their assigned hunting area will be cited.

7-3. Hunting Area Check-In/Out.

a. Checking into and out of hunting areas is outlined in para 3-4.

b. Hunting area reservations may be made the day before the hunt, by tier, at the times indicated on the annual Spring Turkey Hunting Guidelines. Hunters will be responsible for checking-in/out of their own hunting area the day of the hunt. Late checkout from your hunting area is grounds for suspension of hunting privileges. Each hunter in a vehicle must place a copy of their hunting permit inside the front driver's side windshield (address and phone number can be obscured), indicating each individual has registered to hunt. A non-hunting person/caller may accompany a checked-in hunter, but that person must have an iSportsman account and place a scouting permit in the windshield next to the checked-in hunter's hunting permit and must stay with the hunter at all times. Hunters may check into only one area at a time. The Hunt Control Office will make the final determination as to the number of hunters permitted in each area. Hunters may enter their hunting area only after checking into it through iSportsman.

7-4. Legal Hunting Equipment.

a. Shotguns .410 - 10 gauge with #4 shot shell or smaller. Repeating shotguns will be plugged to hold a maximum of three cartridges. Smooth bore muzzleloading shotguns 10 and 12 gauge may be used with #4 shot or smaller.

b. Longbows, recurves, and compound bows that do not have a device that holds an arrow at full or partial draw without aid from the archer. Broadheads at least 7/8 inch wide and razor sharp. Arrows will not be fitted with barbed broadheads. Chemically treated arrows or broadheads, or attachments containing chemicals may not be used or possessed on Fort Knox. Crossbows are prohibited, except for handicapped hunters who have a valid Hunting Methods Exemption Crossbow Permit from the KDFWR, as well as hunters under 16 years of age, or 65 years of age or older.

7-5. Prohibited Hunting Methods.

a. Hunting on any baited area or by the aid of baiting. The placement, or

possession, of grains, fruits, vegetables, hay, or other natural or manufactured food materials on Fort Knox for the purpose of baiting turkeys, or that may incidentally attract turkeys is prohibited.

- b. Hunting with the aid of dogs.
- c. Hunting from any type of vehicle (except for wheelchair bound hunters that have a Vehicle Methods Exemption Permit, who may shoot from a stationary vehicle) or boat.
- d. Shooting a turkey that is roosting.
- e. Hunting with the aid of recorded or other electronic calls.
- f. Using live turkeys as decoys.
- g. Calling or attempting to call wild turkeys by mimicking the calls made by a wild turkey is permitted only during legal hunting hours of the Fort Knox turkey season.
- h. Discharging any firearm, bow and arrow, crossbow, or other similar device upon, over, or across any improved roadway or airstrip.

7-6. Tagging and Checking Requirements.

a. All turkey harvested at Fort Knox must be checked-in through the KDFWR's Telecheck System (www.fw.ky.gov or 1-800-245-4263) by midnight on the day it is harvested. Harvest must also be reported at check-out in the iSportsman system. All blanks on the Fort Knox Harvest Log must be completely filled in immediately after harvest and before the animal is moved, with the exception of the confirmation number which must be obtained before midnight, then added to the Harvest Log. A carcass tag is required if a harvested turkey leaves the hunter's possession for any reason. A carcass tag can be handwritten and must include the hunter's name and iSportsman permit number at a minimum.

b. On dates designated in the current guidelines, all turkeys taken must be checked-in at the Hunt Control Office located in Bldg. 9297 by 1430 on the day the turkey is harvested.

7-7. Additional Rules Regarding Turkey Hunting.

a. Firearms will not be loaded within 100 yards of an improved road (asphalt or rock-based), structure, checkpoint, or airstrip (HAs 6, 13, 35, and 89). All firearms must be unloaded and fully encased while at or in a vehicle, when carried in a non-hunting area, during non-hunting hours, or after a hunter has taken the legal bag limit.

b. Turkeys may be taken by the use of hand or mouth operated calls. Turkey decoys without electronic devices and locator calls such as crow or owl calls are permitted.

c. All hunters will be restricted to their assigned hunting area. Hunters found out of their assigned area will be subject to prosecution and/or an administrative suspension.

d. All rivers will be off limits to turkey hunters.

e. Privately-owned vehicles are not authorized on unimproved roads, trails, firebreaks, or airstrips in the hunting areas; violators will be cited.

f. A junior hunter (under 18 years of age) and their sponsor (must be 21 years of age and older) will be considered as one hunter. A junior hunter may return with sponsor hunter after harvesting a turkey but may not carry a firearm.

Chapter 8 Fishing

8-1. Definition of Fishing.

Fishing means to take, or attempt to take, fish, turtles, and frogs in any manner, whether or not the persons fishing have any of the above in their possession.

8-2. License and Permit Requirements.

a. All anglers 16 years of age and over must possess a Kentucky Fishing License, Senior Citizen License, or Disabled License, as appropriate and a Fort Knox Fishing Permit.

b. Trout fishing requires a Kentucky Trout Permit in addition to fishing license and permit.

8-3. Size and Creel Limits.

a. Size and creel limits are published annually in the Fort Knox Fishing Guidelines.

b. Grass carp caught from managed waters must be immediately returned to the water.

c. Fish will be measured from the tip of the closed mouth to the tip of the lower tail with the lobes of the tail squeezed together. All undersized fish must be immediately returned to the waters from which caught.

8-4. Access to the Installation for Fishing.

a. Castle, Crystal, Dickerson, Ordnance #1, Sanders Spring, Upper Douglas, and Lower Douglas lakes are open daily with no check-in/out through iSportsman. These waters are open as stated above unless otherwise posted at the lake, and/or on iSportsman homepage; example is Castle Lake which is currently closed for fishing and projected to be opened in the spring of 2024 on a date to be determined and advertised.

b. Carlson Lake and the portion of Otter Creek 300 yards upstream of the pump station to 200 yards downstream of Camp Carlson is open only during daylight hours for fishing with no check-in/out required through iSportsman.

c. The waters referenced above in para 8-4, a. and all of Otter Creek are considered managed waters. An iSportsman permit is required to be displayed in the windshield for all occupants while fishing in a managed water or any part of the training complex.

d. All other ponds, lakes, rivers, creeks, and streams, or portions of, require daily check-in/out through iSportsman.

e. McCracken Spring and Reservoir from its origination to the confluence with Otter Creek are off-limits to fishing.

f. No parking on lake dams or grass areas.

g. All ponds, lakes, rivers, and streams are off limits for swimming, bathing, or wading (wading is permitted when fishing).

8-5. Boats and Motors.

a. Boats, to include canoes and kayaks, with outboard motors or electric trolling

motors may be used on all lakes for the purpose of fishing.

b. Outboard motors must be kept at idle speed on managed lakes. Idle speed is termed as the slowest forward position of the throttle to maintain maneuverability of a boat.

c. All vessels must be registered in accordance with Kentucky laws. Boats are registered at the County Court Clerk's Office.

d. The maximum number of boats permitted on any lake may be restricted in order to preclude congestion. Any lakes so restricted will be posted as to the maximum number permitted.

e. Boats used on waters on the installation will be equipped with at least one life preserver for each person aboard, children under 12 and non-swimmers aboard will wear preservers at all times.

f. All persons on a kayak or canoe must properly wear a Coast Guard approved, serviceable, correctly sized, Type I, II or III personal flotation device at all times while on the water.

g. Operating a boat in a reckless or negligent manner, which may endanger the life, limb, or property of any person, is prohibited.

8-6. Bait and Equipment Restrictions.

a. The use of live minnows or fish for bait is prohibited on managed lakes. These lakes are Carlson, Castle, Dickerson, Crystal, Sanders Spring, Lower Douglas, Upper Douglas, and Ordnance No.1.

b. The use of game fish, as listed in the Kentucky Fishing Guide, for bait is prohibited.

c. Fish may not be taken at any time by any method other than hook and line attached to a rod or pole in managed waters on the reservation. No person fishing may have more than two rods or poles in use at any one time on managed waters.

d. Trotlines and throw lines may be used only in unmanaged lakes. Only two trotlines may be used or fished at any one time. Each will contain no more than 50 single or multi-barbed hooks, which should be placed no closer than 18 inches apart. Each trotline must be tagged at both ends with Fort Knox iSportsman Fishing Permit number. It will be attended to at least once every 24 hours and all fish will be removed. Every trotline must be removed from the water when fishing is terminated. Jug lines are prohibited.

e. Fishing with bow and appropriate fishing arrows is permitted on all unmanaged lakes and streams of Fort Knox for rough fish only. Arrows must have a barbed or retractable style point that has a line attached for retrieval.

f. Trotlines, jug lines, limblines, seining, trapping, cast/throw nets, and bow fishing for any species of fish, reptiles, amphibians, and aquatic invertebrates is prohibited in managed waters.

8-7. Frog and Fish Giggling.

a. The season for taking frogs is from noon on the third Friday in May through 31 October, unless otherwise posted. Creel limit is 15 for a 24-hour period, noon until noon. It is unlawful to possess a gig on a stream or lake, or in a boat from 1 November through 31 January.

b. The season for giggling rough fish is 1 February through 10 May. Giggling for rough fish is prohibited in managed lakes.

Chapter 9

Recreational Kayaking and Canoeing at Lower Douglas Lake

9-1. License and Permit Requirements.

- a. All persons 16 years of age and over must possess the free kayaking and canoeing permit obtained from iSportsman.
- b. All participants under the age of 16 must be accompanied by a person 16 years of age or older while at Lower Douglas Lake.
- c. All permitted persons must display permit on driver's side windshield of vehicle while travelling to or recreating at Lower Douglas Lake.

9-2. General Rules

- a. Persons are permitted on the water from 30 minutes before sunrise until 30 minutes after sunset (daylight hours).
- b. All persons on the kayak or canoe must properly wear a Coast Guard approved, serviceable, correctly sized, Type I, II, or III personal flotation device at all times while on the water.
- c. Kayaks and canoes will be human powered, no motor propulsion permitted.
- d. Paddle boards are not permitted.
- e. Alcohol is not permitted, reference para. 1-16.
- f. Recreators should be courteous of others while on or at the lake. Do not block ramp while preparing your gear and do not park where it impedes movement of vehicles from accessing boat ramp.

Appendix A

Administrative Suspension and Appeal of Fort Knox Hunting and Fishing Privileges

A-1. Administrative Suspension.

a. Citations (US District Court Violation Notice and/or DD FM 1408) issued by Military Police (MP), Department of the Army Civilian Police (DACP) or Conservation Law Enforcement Officer (CLEO) for violating fish/wildlife laws and statutes are cause for immediate removal of the offender from the hunting area.

b. Removal of a violator from the hunting area for more than 14 days for an administrative violation can be recommended by an Area Guide, MP, DACP, CLEO, and/or a member of Range Branch, DPTMS, or Hunt Control. Recommendation and action will be in writing and the individual making the recommendation will provide the written report to the Directorate of Emergency Service (DES) for administrative action.

c. Suspension of hunting and fishing privileges is an administrative action which does not replace or preclude prosecution by military or federal authorities, as appropriate.

d. Suspension may be recommended in conjunction with any United States District Court Violation Notice (USDCVN) and/or DD Form 1408 (Armed Forces Traffic Ticket).

e. Suspension will be administratively determined by the DES Director or designated representative based on a recommendation in writing through the police records office.

f. The police records office will provide all recommendations for suspensions to the DES Director for review and, upon approval, notify the subject in writing of the suspension and appeal/reinstatement procedures. A copy of this suspension will be maintained in police records office.

g. The Range Manager, Range Branch, DPTMS, may also initiate action to suspend recreational privileges within the training complex. This action will be staffed through the police records office to DES Director.

A-2. Appeal of Administrative Suspension of Privileges.

a. An appeal of administrative suspension of privileges may be made in writing to the following: Department of the Army, Directorate of Emergency Services (AMIM-KNL-P), Bldg. 298, 481 Gold Vault RD, Fort Knox, Kentucky 40121-5719.

b. The DES Director, will make recommendations to the Garrison Commander, who will make a final determination.

A-3. Violations Subject to Administrative Suspension.

Violations subject to administrative suspension of hunting and fishing privileges are not exclusive to the list below. In addition to those listed, any violation of Kentucky or Federal Game Laws on or off the Installation may also result in suspension of privileges. CLEO's may suspend immediately and remove personnel from the installation in violation of Kentucky or Federal Game Laws, or Fort Knox Regulation 200-3. Personnel in violation with a weapon or trespassing may be subject to additional measures from the DES Physical Security Division. Personnel suspended will not accompany others hunting and/or fishing (including dependents). The periods listed are guidelines only and do not restrict the discretion of the CLEO Office, Chief of Police, or Director DES in fashioning an appropriate administrative remedy for violations. Any listed violation may result in the permanent suspension of

installation privileges. Appeals to suspensions may be submitted to the Director, DES within 30 working days. Permanent Suspensions may be appealed to the Commander, USAG, Fort Knox, KY. Suspensions of 30 days or less do not have a formal appeal process but a request for review may be directed to the Chief of Police or designated representative. Aiding or abetting a violation of the below list results in the same suspension as the violator.

Violations

Suspension of Privileges up to 30 days.

- Failure to comply with iSportsman requirements: Incorrect information in iSportsman profile.
- Failure to maintain idle speed on lakes or other boating violations not addressed elsewhere in this regulation.
- Failure to display iSportsman permit in vehicle windshield.
- Failure to check-in or check-out as required by current guidelines.
- Harvesting a deer that does not meet minimum antler spread restriction.
- Failure to record game on harvest log prior to moving the animal.
- Transporting an unloaded, uncased weapon.
- Failure to attach name and iSportsman permit number on equipment left in the hunting area or failure to remove stands/blinds at the end of the hunting season.
- Unauthorized personnel riding on ATVs.
- Leaving a pole or poles unattended or in the custody of a person not properly licensed and/or not having a valid Fort Knox Fishing Permit.
- Failure to wear a safety harness/restraint system while hunting in a tree stand.
- Failure to wear hunter orange when required.
- Operating a motor vehicle off improved roads as defined by this regulation.
- Exceeding creel/bag limit of fish.
- Littering

Suspension of Privileges up to 1 year.

- Repeat violations in which a suspension was applicable for less than 1 year.
- Hunting/Fishing/Scouting in an area not released for recreation (Criminal Trespass).
- Unauthorized use of traps, snares, pitfalls, nets, or similar devices.
- Failure to wear Coast Guard approved PFD while kayaking or canoeing.

- Recreational boating in an area where prohibited.
- Fishing or hunting without the appropriate Kentucky license/permit.
- Use/possession of bait in the hunting area (baiting wildlife).
- Transporting a loaded, uncased weapon.

Suspension of Privileges up to 3 years.

- Repeat violations in which a suspension was applicable for less than 3 years.
- Harvesting Ginseng/Yellow Root.
- Possession/use of toxic shot for waterfowl.
- Illegal taking of wildlife. (Includes wrong sex, not in season, and contrary to regulation and/or guidelines).

Suspension of Privileges - Permanent

- Repeat violations in which a suspension was applicable for 3 years or more.
- Theft of tree stand, blind, trail/game camera, or other hunting/fishing equipment.
- Hunting using a motor vehicle, boat, or aircraft contrary to current State/Federal Law.
- Use/possession of unauthorized weapons, ammunition, explosives, poison, etc.
- Use/possessing alcohol or drugs to include under the influence (.05%).
- Discharging a weapon in a restricted, off-limits area, or in an unsafe manner.
- Discharging a weapon from a vehicle or from/across a roadway or airstrip.
- Illegal hunting at night.
- Defacing/destroying government property.
- Removal of government property, munitions (duds) or like material, metal picking, or collection of historical artifacts.
- Criminal trespass, 2nd offense (**1st offense in an impact area**).
- Resisting or interfering with apprehension (arrest).
- Sell, barter, trade, or utilize in commercial establishment any fish or wildlife harvested on Fort Knox.

A-4. NOTES.

- a. For the second or related similar offense/violation, the suspension period will be increased to next higher category.
- b. The suspension of hunting and/or fishing privileges is an administrative action that may be imposed in addition to any judicial or punitive action.

c. Suspensions of one year will be effective through the end of the next hunting season in which the violation occurred.

Summary of Changes

FK Regulation 200-3
Fort Knox Hunting and Fishing Regulation

This is a minor revision, dated 1 Sep 2023.

- Administrative suspension oversight for hunting and fishing violations is transferred from the Natural Resources Branch Chief to the Directorate of Emergency Services Chief and Garrison Commander.
- Incorporates change of command of the installation from Cadet Command to Recruiting Command (para 1-7c).
- Revises Violation Section 1-19 and Appendix A, Administrative Suspension and Appeal of Fort Knox Hunting and Fishing Privileges (Appendix A, paras A-1 and A-2).
- Reflects change in Directorate of Public Works' office symbol (Appendix B, para B-2a).
- States electric, fat tire bikes, and regular bicycles may not be used in the training/hunting areas.
- Removes Conservation Council section (para 1-3).
- Adds all equipment left unattended in the hunting area must be identified with owner's full name and iSportsman permit number.
- Adds game cameras are allowed but must be identified with owner's full name and iSportsman permit number.
- Adds POVs are not allowed to drive on grass airfields/airstrips in training/hunting areas.
- Changes hunter education requirements from ages 12-60 to those born after 1 January 1975.
- Adds archery antlerless deer hunting in Anderson, Thorne, and Wilson Hunting Areas, with a bag limit of one antlerless deer per day.
- Adds shoulder-fired air guns .177 thru .25 caliber can be used for upland game and .22-.25 caliber pellets fired from shoulder-fired air guns for furbearers.
- Adds Castle Lake to the list of managed lakes on the installation.

- Adds recreational human-powered kayaking and canoeing can be conducted at Lower Douglas Lake.
- Revises list of penalties for hunting and fishing violations.