

2025 FORT KNOX EXTENDED GUN DEER HUNTING GUIDELINES

Note: Changes from 2024 are in italics.

1. Shotgun/muzzleloader deer hunting seasons for Tiers 1-2: *17-19 October, 1-10 November, and 10-15 December*

(See Hunting and Fishing Information tab on website for Tier definitions)

All firearms brought onto Fort Knox must be registered with the Directorate of Emergency Services (DES) and be on file with the Hunt Control Office prior to purchasing a firearm hunting permit (Weapon Permit may be emailed to usarmy.knox.id-training.mbx.dpw-hunt-control@army.mil or hand delivered to Hunt Control. Please cover up your personal information, leave only your name and the to and from dates at the top of the page visible). All hunters 18 and over must present their Weapon Permit and a photo ID at Installation Access Control Points and when requested by law enforcement. All individuals under 18 years of age may only possess firearms when supervised by an adult (21 and over) with a current Fort Knox Weapon Permit. For more information contact the Weapons Registration Office at (502) 624-7011 or 7019 or at the [Weapons Registration webpage](#).

2. The following completed documents must be in your possession at all times while in the hunting areas:

- 2025 Kentucky Annual Hunting License, Sportsman's License, or Senior/Disabled License (out-of-state hunters need an annual non-resident license)
- 2025 Kentucky Statewide Deer Permit (out-of-state hunters need a non-resident deer permit)
- 2025 Fort Knox Gun Deer Hunt Permit (paper or electronic copy acceptable)
- Fort Knox Harvest Log
- State-issued Hunter Education Certificate required for 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 certificate. The one-time Kentucky hunter education exemption is acceptable but the hunter must be accompanied by an adult (21 and over) that meets the hunter education requirements above.
- Hunters 18 years of age and older must have photo ID.

3. Each hunter will use their [iSportsman](#) account to make hunting area reservations and check-in/out of hunting areas. Hunters under 18 must have an iSportsman account and the appropriate permits, but should NOT be reserved or checked-in through iSportsman and must stay with sponsoring checked-in adult at all times. A printed iSportsman hunting permit for each individual in a vehicle must be displayed in the driver's side windshield (address and phone number can be obscured). Hunters found out of their assigned hunting area will be cited and suspended. ***Utilizing any other accounts other than your own in any capacity is strictly prohibited.***

Hunting Area reservations can be made Sunday and Tuesday thru Friday for the following day beginning at 0800 for Tier 1 and 0900 for Tier 2 (Eastern Time) until 2359. Reservations and check-ins MUST NOT be attempted from 2400 thru 0400. **ALL hunters checked into an area on Saturday may reserve the same area they are checked into for Sunday from 0800 to 1300 on Saturday. If you want a different hunting area for Sunday, you may reserve it on Saturday beginning NO earlier than 1300.** This is to provide the opportunity for hunters to hunt the same area for both days of the weekend if released for hunting. Attempting to reserve an area prior to assigned time will result in an administrative hold immediately being placed on the account and a suspension of privileges. Hunters must check into their hunting area reservation on the day of the hunt by 0759 or the reservation will expire. Reservations are not required but recommended. If a reservation is not made, check-in on the day of the hunt can be done beginning at 0400 for any available spaces.

Hunters MUST check into their hunting area through iSportsman each day no earlier than 0400, **prior to entering the hunting area.** Hunters MUST be checked out of their hunting area by the time indicated on iSportsman at check in. Check out MUST be completed even if the hunter did not actually go into the area. Failure to check out on time is grounds for immediate suspension of hunting privileges. Hunters in Hunting Areas 48, 113, 114, and 117 must physically check IN and OUT with the area guide by the time indicated on iSportsman. Refer to the Fort Knox iSportsman page for procedures to pursue a wounded animal after hunting check-out time.

4. Legal shooting hours are 30 minutes before sunrise to 20 minutes after sunset, or as indicated on iSportsman. **There will be no hunting or scouting on Tuesdays or specified holidays the Hunt Control Office is closed.**

5. **Bag Limits:** 1 antlerless deer and 1 deer of either sex (antlerless or antlered with an outside antler spread of at least 12 inches) per hunter (quota and extended gun seasons combined). **A hunter shall not take or attempt to take an antlered deer with an outside antler spread of less than 12 inches at any time. An antlered deer is a deer with at least one antler 4 inches long, or longer, as measured from the skin at the base of the antler to the furthestmost tip. Bucks with only 1 antler are not legal 12-inch wide bucks.** One additional antlerless permit per hunter may be purchased for use with archery equipment or gun, not both. Harvesting or attempting to harvest a deer for another hunter is prohibited. Deer harvested on Fort Knox are bonus animals and are in addition to the Kentucky statewide deer bag limits. Deer hunters may also harvest 1 bobcat at Fort Knox during the Kentucky bobcat season. Bobcats harvested at Fort Knox must be telechecked and are NOT in addition to the statewide bobcat limit. There is no limit on the number of coyotes or feral hogs that may be taken.

6. **All deer 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 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.

7. ALL persons must wear a solid, unbroken blaze orange hat and vest, jacket, or coveralls at all times while in the hunting areas during the Extended Gun Deer Hunt, including hunters choosing to use archery equipment. Ground blinds may be used, but **must** have a blaze orange patch, a minimum of 12 inches by 12 inches (144 square inches), affixed to **all** sides of the blind.

8. **Legal Hunting Equipment:** 12, 16, or 20 gauge shotguns (**slugs only**), muzzleloading rifles (.38 caliber minimum and .58 caliber maximum), muzzleloading shotguns with a single projectile slug, and archery equipment. Muzzleloader powder charges are limited to a maximum of 100 grains, with no restrictions on priming method. Smokeless powder is prohibited for use in muzzleloaders. Bows must have a minimum 40-pound draw weight; longbows, recurves, or compounds only. Crossbows are prohibited except for hunters that have a valid crossbow Method Exemption Permit printed from the KDFWR website and signed by a physician, are under 16 years of age, or are 65 years of age or older. Razor sharp mechanical or fixed blade broadheads not less than 7/8 inch cutting width are permitted. Chemically treated arrows or broadheads are prohibited. **Rifles, handguns, and over and under shotgun/rifle combinations are prohibited in the hunting areas. No more than one weapon system is allowed in your possession while in the Hunting Areas (including your vehicle).**

9. You may have no more than **10 slugs or 10 balls and equivalent black powder** in your possession, including your vehicle, per hunting day. Magazine shotguns will be plugged to hold a **maximum of three slugs**. Failure to have shotguns plugged will be grounds for suspension.

10. Only portable tree stands that do not injure trees are permitted. **All equipment left unattended in the hunting areas must be clearly marked with hunter's name and iSportsman permit number.** Portable stands/blinds may be placed no more than two (2) weeks before deer season, and shall be removed from the hunting areas by the end of the archery deer season.

All hunters are required to use a safety harness when utilizing a tree stand at Fort Knox.

11. All guns will be separated from ammunition, unloaded (muzzleloaders deprimed), and fully encased while being transported (**including off-road vehicles**). Guns, bows, and crossbows will be unloaded and firearm actions will be open when not in use, when 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. 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). No person shall discharge any firearm, bow, or crossbow upon, over, or across any improved roadway or airstrip. Muzzleloaders that are loaded with powder and ball, but not primed, are considered unloaded.

12. Hunters with a Vehicle Methods Exemption Permit may utilize an off-road vehicle to participate in the Extended Gun Deer Hunt (**must be added to your account by the Hunt Control Office**). However, the **ONLY** person authorized on the vehicle is the person named on the Vehicle Method Exemption Permit. Helmets are required for vehicles not equipped with seat belts and rollcages. There will be no riding around the hunting area; violators will be removed from the installation.

13. Consumption or possession of alcoholic beverages or any intoxicant in the hunting areas or hunting under the influence of any intoxicant is **strictly prohibited**. Glass containers of any type are prohibited in the hunting areas.

14. 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 or your vehicle is prohibited.

15. Do not tamper with duds or any other objects and report duds to the Hunt Control Office. Watch for open wells and don't cross any streams during high water periods. No open fires allowed except for an emergency.

16. All hunters are **required** to possess a current Fort Knox Hunting and Fishing **map** (paper or electronic) and a **flashlight** while hunting; maps can be purchased at the Hunt Control Office or downloaded from iSportsman. A compass and/or GPS are highly recommended, and it is recommended you carry matches/lighter to start a fire in case of an emergency.

17. Junior hunters under age 18 **must** be accompanied by an adult 21 years of age or older. Adults **must** be in a position to take immediate control of a youth's (under age 16) firearm at all times and no more than two youth hunters may hunt with one adult.

18. Privately-owned vehicles are not authorized on unimproved roads, trails, firebreaks, or airstrips in the hunting areas. Do not park in front of gates or block access to buildings, leave gates as you found them, and **do not drive around locked gates**. Hunters must park in or adjacent to their hunting area, accessing a hunting area through a non-hunting area or off-limits area is prohibited (e.g., on-post housing). No parking beyond the baseline on Ashley Range (HA 52), Kennedy and Scott Mountain Ranges (HA 54), or McKie Range (HA 59). All rivers within Fort Knox are off limits. All vehicles will be driven by the most direct, authorized route to and from the hunting area; cruising the training complex is not permitted.