

# 2002 DEER DRAWING RESULTS

Story by Jerry Gulke, Photos by Harold Umber

*Indications are that North Dakota should have had a good deer harvest in 2002, even with a lot of sunflowers and corn still standing.*

*Now that the fun is over, it's time to look at the drawings results. As in the past, I will review how the lottery works. The review uses the deer drawing as an example, but applies to all drawings.*

## LOTTERY REVIEW

This is the ninth in a series of articles evaluating North Dakota's weighted lottery drawings for deer, antelope, turkey and swan licenses.

The weighted lottery system works like this. If you are unsuccessful in drawing your first choice of license, and you apply in the following year, you will receive a bonus point. You receive one additional chance to be drawn for each of the first three bonus points you accumulate.

When you accumulate four or more points, the number of additional chances you have at being drawn is determined by squaring the number of bonus points you have. For example when you have four points, you will be in the drawing 16 additional times, five points, 25 times and so on. Bonus points are accumulated as long as you do not draw your first choice of license and apply in consecutive years. The drawing is still random, but the more bonus points you have, the better your chance of being drawn.

When you receive your first choice of license, you lose your bonus points and start over. Bonus points can only be earned or used in the first drawing for each species in each year. If you do not apply, you will lose any bonus points you have accumulated.

If you apply in a party, the number of bonus points you have in the drawing is equal to the party member with the lowest number of bonus points. You do not lose your points, you just can't use them when you apply in a party with someone who has fewer points. If you are not successful in drawing your first choice of license, you will still have all your points next year.

A party application has only one chance to be drawn regardless of the number of applicants in the party. However, when a

party is drawn either all members get a license, or none of them do. So, if you and I apply in a party for buck licenses in unit 3A4 as our first unit/first choice, and you apply for a doe license as your first unit/second choice but I decide that I do not want a doe license and therefore do not have a first unit/second choice, if we do not get our first choice, you will not get your second choice even though there were doe licenses available. The reason is, I did not have a second choice, so all party members could not be issued a license, therefore no one in the party gets one. You may want to consider applying individually in a situation like this, or apply in parties where everyone has a similar set of choices.

The license lottery consists of four separate drawings, one for each choice on the application. First, we hold a drawing for the first unit/first deer choice. When all of those have been issued, we draw for the first unit/second deer choice, then the second unit/first deer choice, and finally the second unit/second deer choice.

Youth licenses were restricted again this year. The number of licenses which allowed the harvest of a mule deer buck were limited to 10 percent of the mule deer buck licenses available in the general lottery in units 4A-4F, 3B1, and 3B2. Those who were lucky enough to draw one of these licenses had to hunt in the unit on the license. Applicants who did not receive a license for a mule deer buck were automatically issued a regular youth license. Youth applicants who did not receive their first choice will have a bonus point when they apply in the 2003 drawing. These licenses are not included in Table 1, because they have no effect on the other license types and the applicants cannot apply for them again.

# LOTTERY RESULTS

## DEER

In 2002 there were a record 116,975 deer licenses available, a significant increase from 106,350 licenses available in 2001. It should be noted that most of the increase was in the antlerless deer categories. There were 11,270 gratis licenses deducted from the total (based on the number of gratis licenses we issued in 2001), and 1,163 licenses were deducted for nonresidents (state law requires one percent of licenses in each unit be reserved for nonresidents). In addition to the licenses above, there were 2,240 muzzle-loader licenses (6,373 applicants) available, and 1,751 youth licenses were issued.

Mule deer buck licenses decreased slightly in 2002, from 2,725 in 2001 to 2,675 in 2002. The number of people who applied for a mule deer buck also decreased slightly, from 9,783 in 2001 to 9,577 in 2002.

There were 75,543 applicants (not including gratis, nonresident, youth or muzzle-loader) in 2002, an increase from the 74,823 who applied in 2001. Most people apply for some type of buck license as their first choice (63,667), but less than half of the available licenses are buck licenses (52,945). We again had an abundance of deer licenses (you could have up to three), but not enough buck licenses. Nearly all the buck licenses are issued in the first unit/first choice drawing.

Table 1 presents the percentage of applicants who received their first choice of license in the 2002 deer drawing. For example, of the applicants with zero bonus points, who applied for an "Any Buck" license in unit 1, 82.5 percent received their first choice; conversely 17.5 percent (100-82.5) did not draw their first choice. If a column does not have a value, it indicates there were no applicants for that category. For example, nobody with four bonus points applied for an "Any Doe" license in unit 1. The "overall" column represents the percent of all the applicants in the unit who received their first choice of license. This would have been the success rate had the weighted lottery not been in effect.

Applicants could have as many as 10 bonus points, but, the highest number of points for any individual in the 2002 drawing was seven. Nine hundred nineteen applicants had four or more bonus points; 76 percent (698) of those drew their first choice of license. Applicants who applied for a mule deer buck license accounted for 81 percent (744 of 919) of

*Table 1.*

*Percent of applicants who received their first choice of license in the 2002 deer drawing.*

LICENSE TYPE	POINTS								OVERALL	
	0	1	2	3	4	5	6	7		8
1 A ANY BUCK	82.5	94.4	100	100	.	.	.	.	.	85
1 B ANY DOE	96.8	100	.	.	.	.	.	.	.	96.9
2A A ANY BUCK	43.2	61.2	75.3	100	100	.	.	.	.	50.8
2A B ANY DOE	99	100	100	.	.	.	.	.	.	99.1
2B AE ANY BUCK EARLY	82.8	97.5	100	.	100	.	.	.	.	84.2
2B AL ANY BUCK LATE	100	100	100	100	100	.	.	.	.	100
2B BE ANY DOE EARLY	98.9	100	100	.	.	.	.	.	.	98.9
2B BL ANY DOE LATE	100	100	.	100	.	.	.	.	.	100
2C A ANY BUCK	71.2	90.7	100	100	100	.	.	.	.	74.5
2C B ANY DOE	98.8	94.7	100	100	.	.	.	.	.	98.6
2D A ANY BUCK	100	100	100	.	.	.	.	.	.	100
2D B ANY DOE	100	100	.	.	.	.	.	.	.	100
2E A ANY BUCK	75.5	93.8	100	100	.	.	.	.	.	77.6
2E B ANY DOE	97.5	100	100	.	100	.	.	.	.	97.6
2F1A ANY BUCK	100	100	100	100	.	.	.	.	.	100
2F1B ANY DOE	100	100	.	.	.	.	.	.	.	100
2F2A ANY BUCK	69.4	92	96.6	.	.	.	.	.	.	73.3
2F2B ANY DOE	98.5	100	100	.	.	.	.	.	.	98.6
2G A ANY BUCK	79.6	91.4	100	100	100	.	.	.	.	81.7
2G B ANY DOE	99.3	100	100	.	100	.	.	.	.	99.3
2G1A ANY BUCK	77.4	94.1	90.9	100	100	.	100	.	.	79.5
2G1B ANY DOE	99.3	100	100	.	.	.	.	.	.	99.3
2G2A ANY BUCK	100	100	100	.	100	100	.	.	.	100
2G2B ANY DOE	100	100	.	.	.	.	.	.	.	100
2H A ANY BUCK	63.1	86.9	89.7	100	100	.	.	.	.	69.7
2H B ANY DOE	97.7	100	100	.	.	.	.	.	.	97.8
2I A ANY BUCK	46.2	71.1	87.6	95.5	100	.	.	.	.	55.4
2I B ANY DOE	98.2	97.2	100	.	.	.	.	.	.	98.1
2J1A ANY BUCK	21.9	35.3	47.9	66.7	100	100	.	.	.	30.8
2J1B ANY DOE	98.5	88.2	100	100	.	.	.	.	.	97.8
2J2A ANY BUCK	100	100	100	100	.	.	.	.	.	100
2J2B ANY DOE	100	100	.	.	.	.	.	.	.	100
2K1A ANY BUCK	46.1	68.9	77.8	100	.	.	.	.	.	53.1
2K1B ANY DOE	96.2	94.4	100	.	.	.	.	.	.	96.1
2K2A ANY BUCK	61.2	85.5	90.2	100	100	.	.	.	.	66.1
2K2B ANY DOE	98.1	96.6	100	.	.	.	.	.	.	98.1
2L A ANY BUCK	100	100	100	100	.	.	.	.	.	100
2L B ANY DOE	100	.	.	.	.	.	.	.	.	100
3A1A ANY BUCK	71.8	92.1	97.9	100	.	.	.	.	.	75.7
3A1B ANY DOE	98.4	100	.	.	.	.	.	.	.	98.4
3A2A ANY BUCK	80.7	94.6	100	100	.	.	.	.	.	82.6
3A2B ANY DOE	98.9	100	.	.	.	.	.	.	.	98.9
3A3A ANY BUCK	47.9	68.3	82.5	90.9	100	.	.	.	.	54.2
3A3B ANY DOE	97.8	96.9	.	.	100	.	.	.	.	97.8
3A4A ANY BUCK	69.4	89.4	100	75	.	.	.	.	.	73
3A4B ANY DOE	97.1	100	100	100	.	.	.	.	.	97.2
3B1C WT BUCK	45.4	62.6	87.6	93.8	100	100	.	.	.	54.4
3B1D WT DOE	99.1	100	100	100	.	.	.	.	.	99.2
3B1E MD BUCK	37.3	61.8	66.7	71.4	100	.	.	.	.	46.4
3B1F MD DOE	97.1	100	100	.	.	.	.	.	.	97.7
3B2C WT BUCK	51.9	68.8	100	100	.	.	.	.	.	59
3B2D WT DOE	100	100	.	.	.	.	.	.	.	100
3B2E MD BUCK	20	28.9	37.5	55.6	100	.	.	.	.	31.5
3B2F MD DOE	100	.	100	.	.	.	.	.	.	94.7
3B3A ANY BUCK	16.4	33	34.2	45.8	84.6	100	.	.	.	27.2
3B3B ANY DOE	86.5	91.3	100	100	.	.	.	.	.	88.3
3B3C WT BUCK	99.4	100	100	75	100	.	.	.	.	99.3
3B3D WT DOE	100	100	.	.	.	.	.	.	.	100

LICENSE TYPE	POINTS								OVERALL	
	0	1	2	3	4	5	6	7		8
3C AE ANY BUCK EARLY	20.4	32.6	22.2	33.3	100	.	.	.	.	24.8
3C AL ANY BUCK LATE	15.1	35.3	52.9	66.7	.	.	.	.	.	26
3C BE ANY DOE EARLY	93.3	100	.	100	.	.	.	.	.	94
3C BL ANY DOE LATE	92.6	75	100	.	.	.	.	.	.	91.2
3C CE WT BUCK EARLY	97.7	100	100	100	.	.	.	.	.	98
3C CL WT BUCK LATE	91.4	100	100	100	100	100	.	.	.	92.5
3C DE WT DOE EARLY	99.1	100	.	.	.	.	.	.	.	99.1
3C DL WT DOE LATE	99.1	100	.	100	.	.	.	.	.	99.1
3D1A ANY BUCK	22.1	34.6	28.6	50	100	.	.	.	.	29.6
3D1B ANY DOE	95.2	100	100	.	.	.	.	.	.	95.7
3D1C WT BUCK	97.8	100	100	.	.	.	.	.	.	98.3
3D1D WT DOE	100	.	.	.	.	.	.	.	.	100
3D2A ANY BUCK	24.8	40.4	56.3	63	100	.	.	.	.	36.4
3D2B ANY DOE	97.3	83.3	100	100	.	.	.	.	.	96.1
3D2C WT BUCK	98.4	94.4	100	100	100	.	.	.	.	97.8
3D2D WT DOE	100	100	.	.	.	.	.	.	.	100
3E1A ANY BUCK	15.3	24.8	29	42.3	90.9	100	.	.	.	23.9
3E1B ANY DOE	94.1	87.5	100	100	100	.	.	.	.	93.4
3E1C WT BUCK	53.2	82.2	100	71.4	.	.	.	.	.	65.8
3E1D WT DOE	91.9	100	.	.	.	.	.	.	.	92.3
3E2A ANY BUCK	22.6	38.1	53.9	63.3	100	100	.	.	.	34
3E2B ANY DOE	96.2	100	100	100	.	.	.	.	.	96.7
3E2C WT BUCK	100	100	100	100	100	.	.	.	.	100
3E2D WT DOE	100	100	100	.	.	.	.	.	.	100
3F1A ANY BUCK	21.6	23.8	36.8	27.3	66.7	100	.	.	.	25
3F1B ANY DOE	100	100	100	.	.	.	.	.	.	100
3F1C WT BUCK	100	100	100	100	.	.	.	.	.	100
3F1D WT DOE	100	100	100	.	.	.	.	.	.	100
3F2A ANY BUCK	15.4	27.7	43.9	40.5	91.3	100	.	.	.	27.8
3F2B ANY DOE	96.4	100	100	.	.	.	.	.	.	96.9
3F2C WT BUCK	98.9	95.5	100	100	100	.	.	.	.	98.7
3F2D WT DOE	100	100	100	.	.	.	.	.	.	100
4A C WT BUCK	42.3	55.1	83.3	66.7	100	.	.	.	.	47.6
4A D WT DOE	91.7	100	.	.	.	.	.	.	.	92.3
4A E MD BUCK	10.6	21.1	40.1	39.8	84.6	69.2	100	.	.	24.4
4A F MD DOE	83.3	100	.	.	.	.	.	.	.	85
4B C WT BUCK	100	100	.	100	100	.	.	.	.	100
4B D WT DOE	100	100	.	.	.	.	.	.	.	100
4B E MD BUCK	8.8	20.5	19.6	25.4	74.6	87	66.7	.	.	19.9
4B F MD DOE	78.2	73.3	100	66.7	100	.	.	.	.	77.9
4C C WT BUCK	96.6	100	100	.	.	.	.	.	.	95.5
4C D WT DOE	100	100	100	.	.	.	.	.	.	100
4C E MD BUCK	5.4	12.4	9.9	12.2	45.7	65.2	86.2	66.7	.	15.2
4C F MD DOE	84.8	66.7	80	.	.	.	.	.	.	82.8
4D C WT BUCK	94.1	100	.	.	.	.	100	.	.	95.3
4D D WT DOE	100	100	.	.	.	.	.	.	.	87.5
4D E MD BUCK	6.1	18.2	24.2	25.7	76.1	92.9	66.7	100	.	20.3
4D F MD DOE	83	91.7	100	.	.	.	.	.	.	84.3
4E C WT BUCK	100	100	.	.	.	.	.	.	.	100
4E D WT DOE	100	.	.	.	.	.	.	.	.	100
4E E MD BUCK	19.3	34	49.5	52.1	100	100	100	100	.	32.3
4E F MD DOE	94.3	80	100	.	.	.	.	.	.	92.3
4F C WT BUCK	100	100	100	100	100	.	.	.	.	100
4F D WT DOE	100	.	.	.	.	.	.	.	.	100
4F E MD BUCK	62.6	93.3	97	100	100	.	.	.	.	74
4F F MD DOE	93.5	100	.	.	.	.	.	.	.	93.9
MUZC WT BUCK	9.3	19.8	28.2	32.3	82	92.9	.	.	.	17.7
MUZD WT DOE	80.6	96.8	100	100	100	.	.	.	.	82.9

applicants, and 97 percent (225 of 232) of unsuccessful applicants, with four or more bonus points. All of the unsuccessful applicants with five or more bonus points applied for a mule deer buck license.

Overall, the 2002 deer drawing was similar to past drawings. A mule deer buck license in Unit 4C continues to be the most difficult license to draw with about seven times more applicants than licenses. Applicants for a mule deer buck license in unit 4C accounted for 29 of the 41 unsuccessful applicants with more than four bonus points. A muzzle-loader buck license continues to become more difficult to draw, with the odds of drawing a license about one in six. Muzzle-loader doe licenses are also becoming more difficult to draw as the season becomes more popular.

### PRONGHORN

The number of pronghorn licenses available in the drawing decreased again in 2002. We had 6,985 applications for 925 licenses as opposed to 2001 when we had 7,095 applications for 1,155 licenses. Table 2 lists the results of the 2002 pronghorn drawing. They are similar to those of the deer drawing, and clearly show the effect of the weighted drawing. No one in the drawing had the maximum number of bonus points.

If you wonder why you never get an antelope license, look carefully at the data in Table 2. Drawing a pronghorn license is a long shot. The best chance was in unit 3A and that was only one in five. Several units had odds greater than 50 to 1, and in 7A, all of the licenses were taken by gratis applicants.

### TURKEY

The results of the spring and fall turkey license drawings are listed in Tables 3 and 4 respectively. The results are similar to the other drawings. Available fall turkey licenses increased slightly from 6,510 in 2001 to 6,610 in 2002. The number of applicants also increased from 7,340 in 2001 to 8,434 in 2002. The number of licenses available in the spring season increased from 2,925 in 2001 to 3,310 in 2002. The number of applicants increased also, 8,460 in 2001 to 9,724 in 2002. Spring turkey hunting continues to grow in popularity and getting a license will likely become increasingly more difficult.

**CONCLUSIONS**

There were no surprises in the drawings in 2002 and the results are pretty much what we expected. Our goal has been to have people get their first choice of license in a reasonable amount of time. So, if the odds of drawing your license is one out of seven, you should only expect to receive a license once in every seven years. For most people, we have accomplished that.

**SOME CHANGES FOR 2003**

While the Game and Fish Department's weighted lottery works as intended, we are going to try to make some improvements by changing the way we evaluate preference points. In the mule deer units, too many people with zero, or few bonus points are getting licenses. We would like to change that by cubing rather than squaring the number of bonus points for those applicants who have four or more. This won't eliminate those with zero points from having a chance in the drawing, but it will further reduce their odds. It should make it very hard for someone to draw two licenses in a row.

In addition, in several of the "whitetail" units some people are going two years without drawing their first choice, when they should only have to sit out one year. I think we can correct this by doubling the number of points between one and three. I think this change will get licenses to those who didn't have one the previous year in 95-plus percent of the cases.

You can get an idea of how this will change the results of the drawings by looking at the percentages of those folks who drew licenses in the two, four and six point categories. The doubling will have little effect on mule deer applicants, because we are cubing the number of points after you have four, which will more than offset the change.

So, here is how it will work. People with zero points in any drawing will have one chance to be drawn; those with one point would get three chances to be drawn; those with two points, five chances to be drawn; three points would give you seven chances; four points – 65 chances; five points – 126 chances; six points – 217 chances and so on.

Under the old system, someone with four points was 17 times more likely to be drawn than someone with zero points. In the new system, someone with four points would have 65 times more chances to be

*Table 2. Percent of applicants who received their first choice of license in the 2002 pronghorn drawing.*

LICENSE TYPE	POINTS									OVERALL
	0	1	2	3	4	5	6	7	8	
01AA ANY ANTELOPE	3.1	2.9	3.6	8	36	43.9	68.2	66.7	100	7.6
01DA ANY ANTELOPE	3	3.5	4.3	8.9	40.7	50	57.1	100	.	6.5
02AA ANY ANTELOPE	3.6	.	8.3	21.4	71.4	68.4	60	33.3	.	10.5
02BA ANY ANTELOPE	.	.	.	.	.	20	.	.	.	1.7
03AA ANY ANTELOPE	.	20	24.1	17.6	66.7	57.1	100	.	.	18.2
03BA ANY ANTELOPE	1.7	1.5	4.7	4.1	43.2	60	25	.	100	6
04AA ANY ANTELOPE	3.2	6.8	4.3	15.4	40.7	77.8	.	100	.	7.8
04BA ANY ANTELOPE	2.9	11.4	13.3	10.8	52.8	88.2	.	.	.	10.7
04CA ANY ANTELOPE	9.2	6.7	18.4	41.7	.	100	.	100	100	14.8
05AA ANY ANTELOPE	1.9	11.1	9.5	22.2	.	50	.	.	.	6.7
07AA ANY ANTELOPE	.	.	.	.	.	.	.	.	.	0
08AA ANY ANTELOPE	.	.	3.3	.	.	.	40	.	.	1.3
09AA ANY ANTELOPE	3.1	.	5.3	.	.	.	.	.	.	2.3

Photo omitted.

*A limited number of licenses to hunt tundra swans in North Dakota are issued by lottery drawing.*

**Table 3. Percent of applicants who received their first choice of license in the 2002 spring turkey drawing.**

LICENSE TYPE	POINTS									OVERALL
	0	1	2	3	4	5	6	7	8	
02 S SPRING	23	40.3	55.6	75	100	.	.	.	.	29.2
03 S SPRING	11.7	33.3	42.9	.	.	.	.	.	.	15.9
04 S SPRING	84.9	100	.	.	.	.	.	.	.	85.7
06 S SPRING	90.5	.	.	.	.	.	.	.	.	90.5
10 S SPRING	12.5	28.6	44.4	33.3	50	.	.	.	.	20.3
13 S SPRING	34.9	61.5	90.9	75	.	.	.	.	.	43.6
15 S SPRING	43.7	69.7	75	.	.	.	.	.	.	49.7
17 S SPRING	32.4	55.1	77.8	50	100	100	.	.	.	39.9
19 S SPRING	52.2	77.6	90	.	.	100	.	.	.	58.4
21 S SPRING	75	100	100	.	.	.	.	.	.	77.4
25 S SPRING	27.3	47.3	40	84.6	100	.	.	.	.	32.2
27 S SPRING	36.5	63.1	81	76.9	100	.	.	.	.	45
30 S SPRING	28.4	45.6	60.3	71.4	100	.	.	.	.	34.2
31 S SPRING	33.3	66.7	71.4	75	.	.	.	.	.	44.2
34 S SPRING	18.7	43.9	48.4	31.3	100	.	.	.	.	27.3
37 S SPRING	9	15.2	33.8	24	64.3	.	.	.	.	13.3
40 S SPRING	33.5	59.5	66.7	100	100	.	.	.	.	41.1
41 S SPRING	8.6	8.7	.	50	100	.	.	.	.	10.3
44 S SPRING	85	100	100	.	.	.	.	.	.	87
45 S SPRING	35.1	57.9	50	.	.	.	.	.	.	37.8
47 S SPRING	21.2	13.6	80	.	100	100	.	.	.	22.5
50 S SPRING	10.1	16.9	31	35.7	100	100	.	.	.	14.5
51 S SPRING	28	45.5	61.3	50	100	.	.	.	.	34.4
70 S SPRING	19.2	35.4	50	88.9	100	.	.	.	.	26.1
98 S SPRING	9.5	18.8	10	38.5	66.7	.	.	.	.	12.5
99 S SPRING	24.5	44.9	69	71.4	100	.	.	.	.	32.2

**Table 4. Percent of applicants who received their first choice of license in the 2002 fall turkey drawing.**

LICENSE TYPE	POINTS									OVERALL
	0	1	2	3	4	5	6	7	8	
02 F	28.1	47.4	28.6	100	.	.	.	.	.	31.2
03 F	51.2	64.3	100	.	.	.	.	.	.	55.2
04 F	100	100	.	.	.	.	.	.	.	100
06 F	100	100	.	.	.	.	.	.	.	100
10 F	61.5	100	100	.	.	.	.	.	.	69.1
13 F	100	100	100	.	.	.	.	.	.	100
15 F	100	100	.	.	.	.	.	.	.	100
17 F	100	100	100	.	.	.	.	.	.	100
18 F	64.5	100	100	100	.	.	.	.	.	68.1
19 F	100	100	.	.	.	.	.	.	.	100
21 F	100	100	.	.	.	.	.	.	.	100
25 F	40.9	64.9	70	100	.	.	.	.	.	45.3
27 F	100	100	100	.	.	.	.	.	.	100
30 F	86.9	90	.	.	.	.	.	.	.	87.1
31 F	100	.	.	.	.	.	.	.	.	100
34 F	89.9	95.5	100	.	.	.	.	.	.	91
37 F	21	37.9	54.5	100	100	.	.	.	.	25.7
40 F	50	84.6	.	.	.	.	.	.	.	54.7
41 F	37.9	59.3	100	.	.	.	.	.	.	43.5
44 F	100	100	.	.	.	.	.	.	.	100
45 F	78.2	81.3	100	.	.	.	.	.	.	78.6
47 F	34.5	8.3	.	.	.	.	.	.	.	32.9
50 F	14.6	50	21.1	50	100	.	.	.	.	21.4
51 F	73.2	100	100	.	.	.	.	.	.	74.3
70 F	38.5	54.5	56.3	.	.	.	.	.	.	43.1
98 F	75.3	95	100	.	.	.	.	.	.	77.2
99 F	55.3	81.5	72.7	.	.	.	.	.	.	58.8

drawn than someone with zero points, and 21 times more likely to be drawn than someone with one point (as compared to eight times under the old system).

In the whitetail units, an applicant who did not draw their first choice last year would be three times more likely to draw a license than someone who did. This change, in most units, will make it very unlikely that someone applying for a whitetail buck license will be unsuccessful for more than one year. This change will apply to all drawings. It was on the agenda at the advisory board meetings in November, so hopefully you attended and let us know what you think.

We cannot stress enough that these drawings are still all random, and a few people will still be very lucky or very unlucky. We're just trying to make it harder to beat the odds.

We have chosen this approach because we want new hunters (young or old) to at least have a chance at drawing one of the hard-to-get-tags. We don't want to force people to apply for a license they know they won't get, just to build bonus points, as occurs in more rigid systems. We will continue to look for other ways to fine-tune and improve the drawings, and we will continue to run this series of articles to provide you with information to help you apply for licenses, and to decide for yourself how well the system is working.

**JERRY GULKE** is a Department information technology coordinator.

Photo omitted