

# 2009 SPRING WILD TURKEY HUNTING GUIDE



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This guide is provided for informational purposes and is not intended as a complete listing of regulations. For other specific information on regulations and laws, visit the Game and Fish Department website at [www.gf.nd.gov](http://www.gf.nd.gov) or for North Dakota state laws go to [www.legis.nd.gov/cencode/T201.html](http://www.legis.nd.gov/cencode/T201.html).

## 2009 SPRING SEASON INFORMATION

**Opens:** April 11 – **Closes:** May 17

**Restrictions:** Restricted to spring season dates and unit described on license.

**Areas:** All open units – See back side for map with unit boundaries.

**Hunting Hours:** 30 minutes before sunrise to sunset daily.

## ELIGIBILITY

**Hunter Education Requirement** – Persons born after Dec. 31, 1961 must complete a certified state or provincial hunter education course and present the certification card to the license vendor to purchase a North Dakota hunting license. Exceptions: Persons who hunt only on land they own or operate, and persons under age 12 (those under age 12 may hunt if they have appropriate license and are under direct supervision of parent or guardian).

**Minimum Age** – Hunters under age 15 afield with firearms must be under direct supervision of parent, guardian, or adult authorized by their parent or guardian.

## LICENSES

**Youth** – First-time spring turkey hunters ages 15 or younger receive one spring license valid for the regular hunting season in a specific unit. The deadline for submitting applications was Feb. 11, 2009.

**Regular** – Regular licenses are issued by weighted lottery after the number of gratis licenses to be issued is deducted from the total available. The deadline for submitting lottery applications was Feb. 11, 2009.

**Gratis** – Gratis licenses are available to North Dakota residents who own, or lease for agricultural purposes and actively farm or ranch, at least 160 acres of land located in an open hunting unit. Gratis licenses are valid only upon land described on the application.

**Other Licenses Required** – Hunters, regardless of age, must also possess a fishing, hunting and furbearer certificate (\$1) and a general game and habitat license (\$13). In addition, hunters age 16 and older must possess a small game license (\$6) or a combination license (\$32) before hunting wild turkeys. (Gratis license holders exempt.) If you don't have these 2008 hunting licenses, 2009 licenses are available from the North Dakota Game and Fish Department's Bismarck office, website, or toll-free licensing phone number. Stamps must be affixed to the back of a fishing, hunting and furbearer certificate. Stamps and licenses must be signed in ink.

**Hunting by Nontribal Members on North Dakota Indian Reservations** – If an individual hunts exclusively on Indian lands within an Indian reservation, a tribal license is required and a state hunting license is not required. Hunting on non-Indian lands within an Indian reservation requires a state hunting license. Game taken legally with a tribal license within an Indian reservation may be possessed and transported anywhere in North Dakota.

## BAG LIMIT

Each license holder may take and possess one bearded wild turkey.

**Party hunting is not allowed.**

## WILD TURKEY IDENTIFICATION

Only bearded wild turkeys are legal. See the beard before you shoot. (Some hen turkeys grow beards, and these by definition may legally be taken.)



Phone:  
**800-406-6409**

In addition to the license fee(s) a service charge will be added. Service charge will vary depending on amount of transaction.



LICENSING BY COMPUTER OR BY PHONE  
QUICK – CONVENIENT – EASY

Purchase general licenses and apply for most lottery licenses 24 hours a day – 7 days a week.



VISA, DISCOVER AND MASTERCARD ACCEPTED.



Website:

**[www.gf.nd.gov](http://www.gf.nd.gov)**

Regular license fees apply with no service charge added. Applicants must print out their own license. Those without a printer will receive a confirmation number to carry.

## TAGGING REQUIREMENTS

Immediately after a turkey is taken, the hunter must indicate the date of kill by cutting out the appropriate month and day from the tag provided with the license, and attach it around the leg of the turkey in an exact manner as illustrated on back of tag to prevent its removal. It is not legal to possess or transport a turkey unless it is properly tagged. The tag shall remain with the carcass until it is packaged as food. No person may reuse or attempt to reuse any tag issued. All used tags must be kept in possession until the meat is consumed or disposed of.

## FIREARMS AND ARCHERY EQUIPMENT

**Shotguns** — Only shotguns no larger than 10 gauge and capable of holding not more than three shells in the magazine and chamber are legal. Minimum barrel length is 18 inches. Fully automatic firearms are illegal.

**Rifles** — Only muzzleloading long guns are legal. Centerfire rifles and rimfire rifles are not legal for hunting wild turkeys.

**Bows and Arrows** — A bow must be pulled, held, and released by hand. Any release aid may be used providing it is hand operated, the shooter supports the draw weight of the bow, and the release is not attached to any part of the bow other than at the bowstring. A compound bow used for hunting turkeys must have at least 35 pounds of draw at 28 inches or less draw length. Recurve and long bows used for hunting turkeys must have at least 35 pounds of draw at 28 inches. Arrows must be at least 24 inches long, tipped with a metal broadhead with at least two sharp cutting edges, and have a cutting diameter of at least 3/4 inch (i.e., not able to pass through a 3/4 inch ring). It is illegal to hunt turkeys with barbed arrows. Broadheads with mechanical or retractable blades are legal. Telescopic sights, range finding devices, battery powered or electronic lighted sights or other electronic devices attached to the bow, or the arrow, are not permitted. Handheld range finding devices are legal. Arrows capable of causing damage or injury in excess of that inflicted by the cutting edges of the broadhead are prohibited (e.g., explosive arrow points, arrows tipped with drugs or chemicals, and pneumatic or hydraulic shafts are illegal).

**Handguns** — Handguns using straight-wall cased centerfire ammunition and muzzleloading pistols are legal.

### Other Firearms/Archery Restrictions

- Crossbows are not legal, except with a permit from the Game and Fish director. Contact the Department for additional information on crossbow regulations.
- It is illegal to go afield with a firearm or bow and arrow while intoxicated.
- Firearms must be unloaded and encased within the boundaries of any national park.
- It is illegal to hunt upon the premises of another within 440 yards of any occupied building without the consent of the person occupying such building. Exception: Hunting is not prohibited on land owned by neighbors (private or public) even if the land is located less than 440 yards from the occupied building.

## POSTING AND TRESPASS

- Only the owner or tenant may post land by placing signs alongside a public highway or boundary giving notice that no hunting is permitted on the land. The name of the person posting the land must appear on each sign in legible characters. The signs must be readable from outside the land and must be placed conspicuously and not more than 880 yards apart. On land entirely enclosed by a fence or other enclosure, posting of signs at or on all gates through the fence or enclosure constitutes a posting of all the enclosed land.
- Hunting on posted lands without permission from the owner or tenant is illegal and punishable by suspension of hunting, fishing, and trapping privileges for a period of at least one year.
- Any person may enter upon legally posted land (without a firearm or bow) to recover game shot or killed on land where he/she had a lawful right to hunt.
- It is illegal to hunt in unharvested crops, including sprouted winter wheat, alfalfa, clover and other grasses grown for seed, without the landowner's consent, regardless of whether the land is posted or not.
- It is illegal to deface, take down or destroy posting signs.
- Failure to close gates upon exit or entry is a criminal violation punishable by forfeiture of hunting licenses.

## AREAS CLOSED TO HUNTING

Federal or state properties such as refuges, sanctuaries, military installations, parks and historic sites posted to trespassing or hunting are closed to hunting wild turkeys.

**Exception:** Firearms are allowed for turkey hunting on state wildlife management areas that are posted as closed to use of firearms after May 1. Portions of Des Lacs National Wildlife Refuge in Unit 51 and portions of J. Clark Salyer NWR in Unit 25 are open to spring wild turkey hunting. Contact refuge headquarters for details. All other NWRs are closed to spring wild turkey hunting. State school land is open to public access including hunting unless posted with State Land Department signs. Contact the State Land Department for additional information regarding state school lands. When hunting near the boundaries of closed refuges, sanctuaries, military installations, parks or historic sites, make sure you are familiar with any retrieval restrictions that may apply.

## TRANSPORTATION

License holders must accompany their wild turkey during transportation, except that it may be shipped by licensed public carrier in receipt of proper bill of lading.

## HUNTING OVER BAIT

Hunting over bait on Department wildlife management areas is prohibited. Hunting over bait is defined as the placement and/or use of bait(s) for attracting game to a specific location for the purpose of hunting. Baits include but are not limited to grains, minerals, salts, fruits, vegetables, hay or any other natural or manufactured foods. The designation does not apply to the use of scents and lures, water, food plots, standing crops or livestock feeds being used in standard practices.

Hunting over bait is also not allowed on all U.S. Fish and Wildlife Service national wildlife refuges and waterfowl production areas; U.S. Forest Service National grasslands; and all North Dakota state school, and forest service lands.



**RAP (REPORT ALL POACHERS) PROGRAM.** This program encourages people to report wildlife violations, remain anonymous if they prefer, and receive monetary rewards for convictions based on their information. Anonymous callers will be given a special code number and are not required to give their name. Rewards range from \$100 to \$1,000 depending on the nature and seriousness of the crime. **Call 800-472-2121.** Call this number only to report game and fish

violations. Note: If calling from outside North Dakota, the number is (701) 328-9921. The reward fund is supported by private donations. If you wish to donate to the RAP program, tax deductible contributions can be sent to RAP, Box 188, Valley City, ND 58072-0188.

## LICENSES AVAILABLE BY UNIT

UNIT	AVAILABLE	UNIT	AVAILABLE
02	200	34	175
03	100	37	200
04	150	40	150
06	125	41	225
10	100	44	175
13	350	45	160
15	175	47	200
17	350	50	225
18	100	51	350
19	200	53	50
21	<b>CLOSED</b>	70	200
25	750	98	400
27	500	99	350
30	700	R	350
31	125	<b>TOTAL</b>	<b>7,135</b>

One additional spring turkey license is authorized to be raffled or auctioned by the National Wild Turkey Federation. The license is valid for any open unit. Proceeds are used for wild turkey conservation in North Dakota.

## SUNRISE AND SUNSET TIMES

Sunrise and sunset at Bismarck noted below. The sun rises and sets one minute later for each 12.5 miles west of Bismarck and one minute earlier for each 12.5 miles east of Bismarck.

DATE	SUNRISE	SUNSET	DATE	SUNRISE	SUNSET
APR 11	7:03	8:26	MAY 1	6:28	8:54
APR 12	7:01	8:28	MAY 2	6:26	8:55
APR 13	6:59	8:29	MAY 3	6:25	8:56
APR 14	6:57	8:30	MAY 4	6:23	8:58
APR 15	6:55	8:32	MAY 5	6:22	8:59
APR 16	6:53	8:33	MAY 6	6:20	9:00
APR 17	6:52	8:35	MAY 7	6:19	9:01
APR 18	6:50	8:36	MAY 8	6:17	9:03
APR 19	6:48	8:37	MAY 9	6:16	9:04
APR 20	6:46	8:39	MAY 10	6:14	9:05
APR 21	6:44	8:40	MAY 11	6:13	9:07
APR 22	6:43	8:41	MAY 12	6:12	9:08
APR 23	6:41	8:43	MAY 13	6:11	9:09
APR 24	6:39	8:44	MAY 14	6:09	9:10
APR 25	6:37	8:45	MAY 15	6:08	9:12
APR 26	6:36	8:47	MAY 16	6:07	9:13
APR 27	6:34	8:48	MAY 17	6:06	9:14
APR 28	6:32	8:50			
APR 29	6:31	8:51			
APR 30	6:29	8:52			

### ROAD RIGHTS OF WAY

Do not hunt on road rights of way unless you are certain they are open to public use. Most road rights of way are under the control of the adjacent landowner and are closed to hunting when the adjacent land is posted closed to hunting.

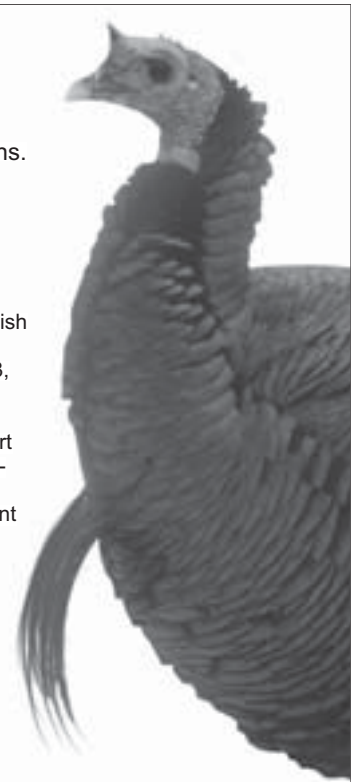
## AIRCRAFT AND MOTOR-DRIVEN VEHICLES

- Aircraft may not be used to drive, concentrate, rally, raise, stir up, spot or disturb game.
- Motor-driven vehicles may not be used to pursue game.
- It is illegal to shoot with bow and arrow or firearm while in or on a motor-driven vehicle.
- It is illegal to carry a firearm in or on a motor-driven vehicle with a shell in the chamber. The entire cylinder of a revolver is considered the chamber, requiring the revolver to be completely unloaded. It is illegal to carry any muzzleloader in or on a motor-driven vehicle with a percussion cap or primer on the nipple or powder in the flash pan.
- Motor-driven vehicles may only be used on established roads or trails. Except for persons having a special disability permit, no person may use a motor-driven vehicle while in the process of hunting turkeys or aid another in the process of hunting turkeys, including travel to and from the hunting location unless the motor-driven vehicle is on an established road or trail. Exception: a landowner or a lessee who actively farms or ranches the land, or a person having written permission from the landowner or lessee, may use a motor-driven vehicle off of an established road or trail to hunt turkeys except during the deer gun season.
- Motor-driven vehicles may not be used off established roads and trails on state wildlife management areas, federal waterfowl production areas, and any other areas where motor-driven vehicles are restricted.
- Established roads or trails do not include temporary trails made for agricultural purposes.
- No person may use motor-driven vehicles on North Dakota Game and Fish Department Conservation PLOTS (Private Land Open To Sportsmen) property without permission from the landowner. These areas have been entrusted to the public for walking access only through written agreements with private landowners. The boundaries of these properties are identified by large yellow triangular signs.

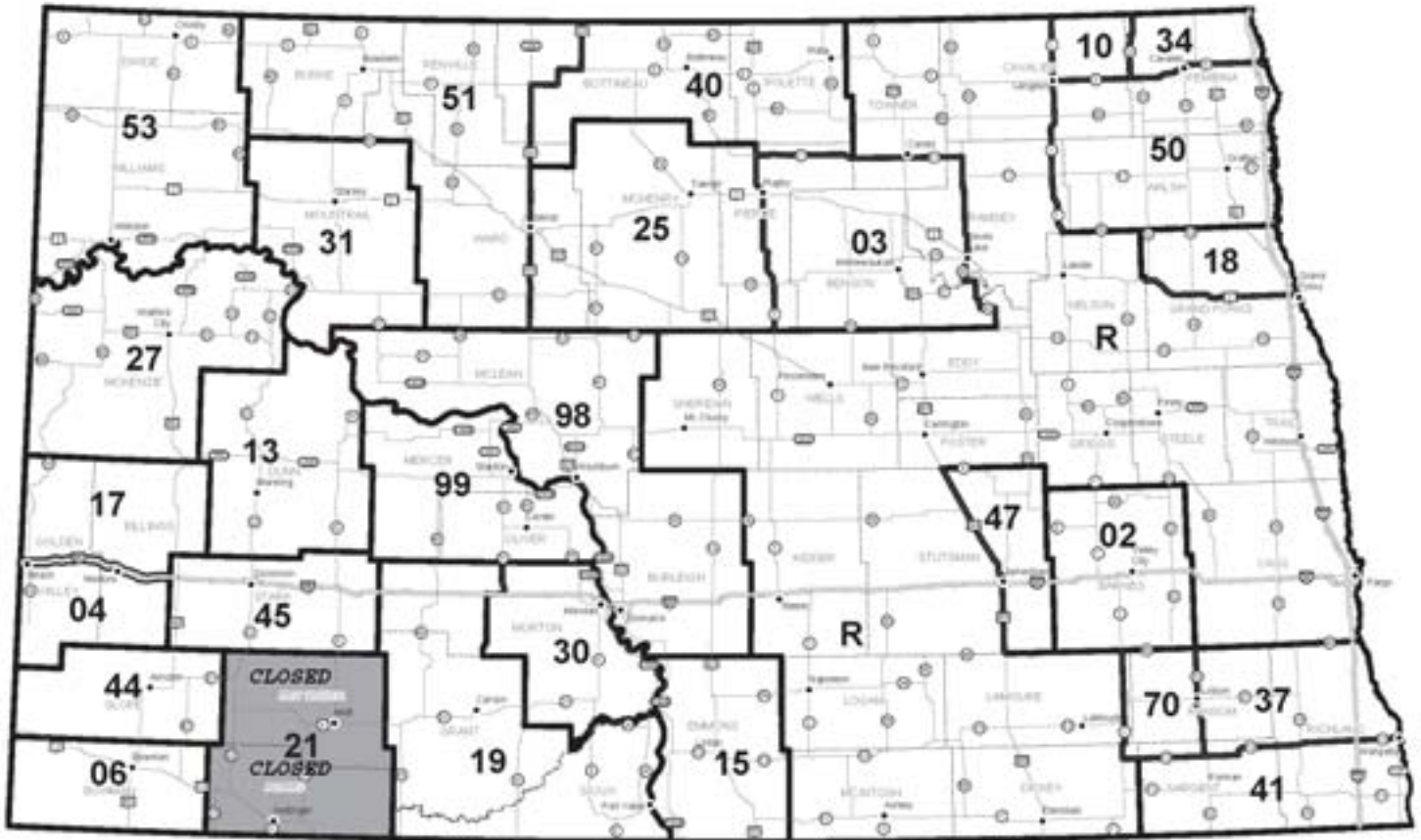
### INDIAN RESERVATIONS

Portions of some units are located on Indian reservations. Contact reservation tribal offices for more information. See Section 3 for licensing requirements.

- **Fort Berthold.** Game and Fish Department, 404 Frontage Road, New Town, ND 58763, (701) 627-4760.
- **Standing Rock.** Game and Fish Department, Box D, Fort Yates, ND 58538, (701) 854-7236.
- **Turtle Mountain.** Department of Natural Resources, Box 570, Belcourt, ND 58316, (701) 477-2600.
- **Spirit Lake.** Fish and Wildlife Department, Box 359, Fort Totten, ND 58335, (701) 766-4221.



## MAP/DESCRIPTION OF OPEN HUNTING UNITS



**Unit 02** – Barnes County.

**Unit 03** – Those portions of Benson County west of ND Highway 20, Towner County south of ND Highway 17, Pierce County east of ND Highway 3 and south of ND Highway 17, and that part of Ramsey County west of ND Highway 20 and south of ND Highway 17. Note: In addition to a Unit 03 spring wild turkey license, a special permit is required to hunt in Graham's Island State Park. Special restrictions will be required when hunting in the park. Contact the park office for additional information and for obtaining these free permits (701) 766-4015.

**Unit 04** – Those portions of Billings and Golden Valley counties south of Interstate 94.

**Unit 06** – Bowman County.

**Unit 10** – An area in Cavalier and Pembina counties starting at the west junction of ND Highway 5 and ND Highway 32, then north on ND Highway 32 to the US-Canadian border, then west to ND Highway 1, then south to ND Highway 5, and then east to the point of origin.

**Unit 13** – Dunn County.

**Unit 15** – Emmons County.

**Unit 17** – Those portions of Billings and Golden Valley counties north of Interstate 94.

**Unit 18** – That portion of Grand Forks County that lies north of US Highway 2.

**Unit 19** – Grant County, Sioux County, and that part of Morton County south of Interstate 94 that lies west of Morton County Road 86 (the Almont to Carson road) and that part of Morton County north of Interstate 94 that lies west of ND Highway 31.

**Unit 21** – Hettinger County and Adams County. **CLOSED IN 2009.**

**Unit 25** – McHenry County and that part of Pierce County west of ND Highway 3 and that part of Ward County that lies east of US Highway 83.

**Unit 27** – McKenzie County.

**Unit 30** – Morton County, except for that part of Morton County south of Interstate 94 that lies west of Morton County Road 86 (the Almont to Carson road) and except that part of Morton County north of Interstate 94 that lies west of ND Highway 31.

**Unit 31** – Mountrail County.

**Unit 34** – An area in Pembina County starting at the junction of ND Highway 32 and the US-Canadian border, then south to ND Highway 5, then east to the Minnesota-North Dakota border, then north to the US-Canadian border, then west to the point of origin.

**Unit 37** – An area in Ransom, Richland and Sargent counties starting at the east junction of ND Highway 32 and ND Highway 46, then east to the Minnesota-North Dakota border, then south to ND Highway 13 at Wahpeton, then west on ND Highway 13 to ND Highway 32 at Gwinner, then north on ND Highway 32 to the point of origin.

**Unit 40** – Rolette County, and those portions of Bottineau and Renville counties east of US Highway 83 and that portion of Pierce County north of ND Highway 17.

**Unit 41** – Those portions of Richland and Sargent counties south of ND Highway 13.

**Unit 44** – Slope County.

**Unit 45** – Stark County.

**Unit 47** – That portion of Stutsman County that lies east of US Highway 281.

**Unit 50** – Those parts of Cavalier, Pembina, Ramsey and Walsh counties starting at the junction of ND Highway 1 and ND Highway 5 at Langdon, then east on ND Highway 5 to the Minnesota-North Dakota border, then south to the Walsh County/Grand Forks County line, then west on the county line to ND Highway 1, then north to ND Highway 5 (the point of origin).

**Unit 51** – Burke County, all of Renville County except that portion east of US Highway 83, that part of Bottineau County west of US Highway 83, and that part of Ward County that lies west of US Highway 83.

**Unit 53** – Williams County and Divide County.

**Unit 70** – Those parts of Dickey, LaMoure, Ransom and Sargent counties bounded by ND Highway 46 on the north, ND Highway 32 on the east, ND Highway 13 on the south, and ND Highway 1 on the west.

**Unit 98** – Burleigh County and McLean County.

**Unit 99** – Mercer County and Oliver County.

**Unit R** – The remainder of North Dakota not included in a numbered unit.

**For additional hunting information visit [www.gf.nd.gov](http://www.gf.nd.gov)**