2010 Maine Moose Hunter's Guide

Maine Department of Inland Fisheries and Wildlife
Caring for Maine's Outdoor Future

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CONGRATULATIONS! You are about to experience what many consider to be a once in a lifetime opportunity - hunting Maine's largest mammal. Preseason planning and proper care and handling of the animal will help to ensure that your Maine moose hunting experience is a memorable one.

The Department of Inland Fisheries and Wildlife (DIF&W) has developed the Maine Moose Hunter's Guide to:

1. Increase your awareness of safe, ethical, and responsible behavior necessary when moose hunting.
2. Expand your knowledge of moose and moose hunting in Maine.
3. Improve your hunting skills.
4. Answer any questions you may have.

GENERAL HUNTING LAWS

Some of the general hunting laws you should be aware of while moose hunting are summarized below. See the current Maine hunting law booklet for full details.

IT IS ILLEGAL TO:

- Hunt on Sunday or at night.
- Shoot from a paved way (any road with a bituminous surface) or within 10 feet of the edge of the pavement, or within the right-of-way of any controlled access highway. It is also unlawful to shoot over a paved way.
- Discharge a firearm within 100 yards of a residential dwelling, including barns, without permission of the owner.
- Possess a firearm in a motor vehicle on Sunday on an unpaved road in an unorganized township (most of the townships in the moose hunting area are unorganized) unless the firearm is carried securely and completely wrapped in a case or in at least two separate pieces so that it cannot be fired unless the pieces are put together (a clip, magazine, or cylinder is not considered a piece of the firearm).
- Use artificial lights at night to illuminate wildlife.
- **Shoot from a motor vehicle or motorboat or possess a loaded firearm in or on a motor vehicle.** It is unlawful to shoot while in or on a motor vehicle or motorboat or have a loaded firearm while in or on a motor vehicle, trailer, or other type of vehicle being hauled by a motor vehicle except as specifically allowed. (Note: A loaded clip may be carried in a motor vehicle, but it must not be inserted in, or attached to, a firearm; a muzzleloading firearm is considered to be loaded ONLY if charged with powder, lead and a primed ignition device or mechanism.)
    a. Persons who hold a valid Maine permit to carry a concealed weapon may carry a loaded pistol or revolver in a motor vehicle
    b. Paraplegics and single or double amputees of the legs may shoot from motor vehicles that are not in motion.
    c. Migratory waterfowl may be hunted from a motorboat in accordance with federal regulations.
    d. A person may shoot from a motorboat if that boat is not being propelled by the motor.
- Hunt unless in the presence of a parent or guardian or another person who is at least 18 years of age, if you are under 16 years of age. If other than a parent or guardian, that person must possess a Maine hunting license or proof of a hunter safety course.
- Hunt while under the influence of intoxicating liquor or drugs.
- Hunt with automatic firearms (continue to fire as long as trigger is held back).
- Hunt with auto-loading firearm with a magazine that will hold more than five cartridges.
- Interfere with anyone who is hunting legally, or disturb wild animals with the intent to interfere with the hunting of them.

- **Use an aircraft, while on the ground or airborne, to aid or assist in hunting big game.**

CAUTION:

- It is also important for all Maine moose hunters to be aware of the regulation requiring that the **permittee and sub-permittee** physically be in the presence of each other while hunting, without the aid of radios or similar devices. The permittee may hunt alone, but if the permittee and sub-permittee hunt together they must be in contact. The sub-permittee may not hunt alone. Compliance with this regulation will ensure that all permittees and sub-permittees are hunting together and, therefore, in constant communication with one another. This will prevent confusion between hunters and the possibility of more than one moose being shot.

- In Maine, it is common for moose to travel in groups of two or more animals. As a participant in the Maine moose hunt, it is critical that you recognize your responsibility to be sure of your target. **It is extremely important that before you shoot at a moose, you are certain of your target and beyond to ensure that you do not inadvertently shoot a second moose.** Shooting or killing more than one moose, even accidentally, may expose a person to fines, jail time, forfeiture of firearms, and loss of hunting privileges.

MOOSE HUNTING LAWS AND REGULATIONS

The following are summaries of laws and regulations which specifically apply to moose hunting. You must also comply with all other applicable laws of Title 12, Maine Revised Statutes, which are summarized following this section and detailed in the Maine hunting law booklet.

WHO MAY HUNT: Only holders of valid moose hunting permits and their designated subpermittee may hunt moose. The permittee must possess the permit at all times while hunting. Moose hunters hunting with bow and arrow are not required to obtain an archery license. Hunters may hunt moose with bow and arrow or firearm with a big game hunting license. The permittee may hunt alone, but the subpermittee must always be in the presence of the permittee while hunting; that presence must be unaided by visual or audio enhancement devices, including binoculars and citizens band radios. (Other individuals may be in the hunting party, but only permittees and subpermittees may hunt or kill a moose.) A person may assist in a hunt without a license or permit for that activity as long as that person does not carry hunting equipment (firearm, bow and arrow, or crossbow).

NOTE: The Saturday preceding the first day of the November season (October 30) in WMDs 15, 16, 23, and 26 is open for the hunting of moose by **Maine residents only**. If a Maine resident permittee has a nonresident subpermittee, the subpermittee may accompany the permittee on Maine residents only day, but the nonresident subpermittee may not hunt on Maine residents only day.

OPEN SEASON:

- September 27 through October 2, 2010 (WMDs 1, 2, 3, 4, 5, 6, 11, and 19)
- October 11 through 16, 2010 (WMDs 1 through 14, 17, 18, 19, 27, and 28)
- November 1 through 6, 2010 (WMDs 2, 3, 6, and 11)
- November 1 through 27, 2010 (WMDs 15, 16, 23, and 26) – October 30 Maine Residents only for those assigned permits in WMDs 15, 16, 23, and 26

Hunters must hunt during their assigned week.

LEGAL HOURS: Moose may be hunted from one-half hour before sunrise until one-half hour after sunset.

SWAPPING MOOSE HUNTING DISTRICTS: Any moose permit winner may swap permits with any other moose permit winner. There is no longer any restriction that requires that permits be of the same permit type and/or season. Swaps of permits in the same district but different seasons are also allowed. Swaps of resident and non-resident moose permits will also be allowed. **Only one swap per permit holder is allowed.** Both moose permits must be paid for before the swap can occur. Moose permit winners who wish to swap their permit with another moose permit winner will need to do all their own work to identify and contact potential permit winners to swap with.

Moose permit winners who wish to swap their permit with another moose permit winner will need to do all their own work to identify and contact potential permit winners to swap with. If you are interested in obtaining a list of moose permit winners, please visit the following web site maintained by InforME at http://www.informe.org/moose/.

The fee to swap permits is $7.00 (one check for $7.00 covers both of you). To swap your moose permit with another moose permit winner, send a written letter (**one letter only** signed by both permittees) to: Moose Permit Swap, Maine Department of Inland Fisheries and Wildlife, 284 State Street, 41 SHS, Augusta, ME 04333. The letter must include your name, permit number, permit type, season, and WMD, as well as the name, permit number, permit type, season, and WMD of the person you are swapping with. Remember, the letter must be signed by both permittees. **The letter as well as the $7.00 permit swap fee must be received by the Department of Inland Fisheries and Wildlife in Augusta no later than July 30, 2010 in order to make the permit swap.** Make checks payable to "Treasurer, State of Maine". Please do not send cash.

OPEN AREAS: Hunters must hunt within their assigned Wildlife Management District (see map and descriptions) during their assigned season.

CLOSED AREAS: Several areas in the moose hunting district **may not** be hunted, including game sanctuaries, Indian territories, Baxter State Park (including parts usually open to hunting), and the restricted zone of the Allagash Wilderness Waterway (prior to October 1). These areas are usually well marked and easily identified. See the Maine hunting law booklet for locations of game sanctuaries and the back of this guide for locations of Indian territories. Anyone wishing to hunt on Indian Territory should contact the appropriate Indian agency for further information. A list of hunting regulations for public reserve lands and parks is on pages 5 and 6. Moosehorn National Wildlife Refuge (in WMD 27 and 28) is closed to moose hunting.

BAG LIMIT: A **bull only permit holder** may shoot one bull moose (a "bull moose" means a moose with antlers). An **antlerless only permit holder** may shoot one antlerless moose. "Antlerless moose" means a moose without antlers or moose with antlers that are shorter in size than their ears. An **any-moose permit holder** may shoot one moose of either sex.

A moose may be shot by either the permittee or the subpermittee. **It is unlawful for any person to hunt moose after having killed or registered one during the open season of that calendar year.**

HUNTER ORANGE CLOTHING: Anyone who hunts with a firearm in a moose hunting district during the September and October moose season must wear one article of solid-colored hunter orange clothing which is visible from all sides and in good and serviceable condition. The one article can be a hunter orange hat. Exempt from hunter orange requirements are persons hunting waterfowl from a boat or blind or in conjunction with waterfowl decoys.

Persons hunting moose with a firearm during the November moose season must wear **two** articles of hunter orange clothing. **One article must be a solid-colored hunter orange hat; the other must cover a major portion of the torso, such as a jacket, vest, coat or poncho and must be a minimum of 50% hunter orange in color (camouflage).**

ILLEGAL FIREARMS: It is illegal to hunt moose with .17 or .22 caliber rimfire firearms, shotguns using shot loads, or a crossbow.

BOW AND ARROW: If hunting with an archery license only, the hunter cannot carry a firearm. If the moose hunter possesses a big game hunting license or both an archery license and a big game hunting license, he or she may shoot the moose with either weapon. If the moose hunter possesses an archery license and a small game-hunting license, the moose cannot be dispatched with the firearm.

ILLEGAL HUNTING METHODS: It is illegal to intentionally pursue, drive, chase or otherwise frighten or cause a moose to move in the direction of anyone known to be waiting for the moose. **It is legal to use electronic calling devices and moose decoys while moose hunting.**

MOOSE TO BE TAGGED: The moose transportation tag portion of the moose hunting permit, bearing the full name and address of the person who killed the moose, shall immediately be attached to the moose, following instructions on the tag. **Please make sure you keep your permit with you; it is needed for registration.**

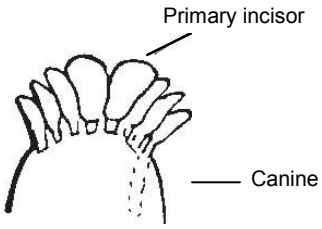
MOOSE TRANSPORTATION TO REGISTRATION STATION: The entire animal including all edible meat except the viscera, lower legs, rib cage, head, and hide must be presented for registration. The animal may be dismembered for ease of transportation. **It is much easier to cut the moose into several pieces to bring edible meat out of the woods, but leave the viscera, lower legs, rib cage, head, and hide in the woods. Evidence of gender must remain attached to at least one part of a dressed animal if it is dismembered and transported in several pieces.**

In order to transport a moose to a registration station:

a. the moose tag portion of the permit must be securely attached **immediately** to the moose **once it is killed** until it is registered;

b. the moose must be accompanied by the person who killed it;

c. evidence of gender **must remain attached** to at least one part of a dressed animal if it is dismembered and transported in several pieces;



d. a canine tooth or the lower jaw must also be presented at the time of registration **if** the head is not brought to the registration station. The canine tooth is the outside tooth in the row of teeth in the front of the lower jaw. To remove it cut along the root on either side of the tooth (see the dotted lines in the diagram) and pry it out. (Use a screwdriver to pry so you don't break your knife!)

e. leave the registration seal attached to the moose until it is processed and packaged for consumption.

MOOSE PARTS LEFT IN THE WOODS: It is much easier to leave the viscera, lower legs, rib cage, head, and hide in the woods. But, any moose parts that are not presented for registration **may not** be placed where they are visible to a person traveling on a public or private way.

MOOSE REGISTRATION: The person who killed the moose must present it at the first open official moose registration station, where an agent will register it and attach a seal. A small fee is charged. No one other than the person who killed it may present a moose for registration. **Remember, evidence of gender must remain attached to at least one part of a dressed animal if it is dismembered and transported in several pieces.** (If you feel your moose is unfit for consumption because of disease or parasite infestation, ask a game warden or wildlife biologist about the condition **before** registering it.

Once the moose is registered it becomes your property, and under no circumstances will an opportunity be given to take another moose.)

A person may not keep an unregistered moose at home or any place of storage (except at an official registration station or a game warden's office) for more than 18 hours. However, an unregistered moose may be left in the woods provided the person notifies a game warden within 18 hours as to the location of the moose and the circumstances necessitating leaving the moose in the woods.

A person on a hunting trip in an unorganized township, and staying at a temporary place of lodging, may keep an unregistered harvested moose at the temporary place of lodging for no more than 7 days or until that person leaves the woods, whichever comes first.

MOOSE TRANSPORTATION AFTER REGISTRATION: After being registered, a moose may be transported by anyone.

RADIO COLLARS AND EAR TAGS: Any radio collars and ear tags found on harvested moose must be submitted to the agent when the animal is presented for registration.

GIVING MOOSE AWAY-PARTS TO BE LABELED: Except for permittees and subpermittees that have legally harvested and transported a moose, no one may possess any part or parts of a moose unless each separate part is plainly labeled with the name and address of the person who registered the moose and the year the animal was registered by that person.

MOOSE HUNTER SURVEY: The legislation that established the moose hunting season requires that ALL permit holders complete and return a survey to the Department within 10 days of the end of the moose season. The survey will be mailed to permittees prior to the season and it is recommended that you submit it to the agent at the registration station when you register your moose. (This is typically an index card asking you to report how many moose, deer and grouse you saw during your hunt; registration attendants may ask for this survey upon registration of your moose)

TWO-YEAR WAITING PERIOD: Anyone receiving a Maine moose hunting permit must wait two years before being eligible to receive another permit. This requirement affects status as a permit holder only; it does not affect hunters who have been subpermittees, nor does it prohibit a hunter from being a subpermittee during the two-year wait.

HUNTING OTHER SPECIES: Moose hunters may hunt other game species for which the season is open. Anyone who hunts any species with a firearm in the moose hunting districts must still wear one article of hunter orange clothing. The only exception is waterfowl hunters who are hunting from a boat, blind, or in conjunction with waterfowl decoys.

HUNTING REGULATIONS FOR PUBLIC RESERVED LANDS AND PARKS

1. All hunting and trapping shall take place in accordance with the laws of the State of Maine, the laws and rules of the Maine Department of Inland Fisheries and Wildlife, and local ordinances.

2. The possession and/or use of firearms or weapons are prohibited in all areas between May 1 and September 30, except where hunting is allowed during this period. Firearms or weapons may be transported across the Restricted Zone of the Allagash Wilderness Waterway, between May 1 and September 30, provided they are securely and completely enclosed in a cover, fastened in a case, or dismantled in at least two pieces in such a manner that they cannot be fired unless the separate pieces are joined together.

3. Hunting is not permitted at any time at State Historic Sites or Memorials, or at any of the properties listed below:

   Andrews Beach State Park; that portion of Bradbury Mountain State Park west of State Route 9; Cobscook Bay State Park; Crescent Beach and Kettle Cove State Parks; Damariscotta Lake State Park; Ferry Beach State Park; Holbrook Island Sanctuary State Park; Nickerson Lake State Park; Owls Head Light State Park; that portion of Quoddy Head State Park within 1,000 feet of the lighthouse; Reid State Park; Sebago Lake State Park; Shackford Head State Park; Two Lights State Park; and Wolfe's Neck Woods State Park.

4. Hunting is not permitted between May 1 and September 30 at of the properties listed below:

   Restricted Zone of the Allagash Wilderness Waterway; Aroostook State Park; Birch Point Beach State Park; Bradbury Mountain State Park east of Route 9; Camden Hills State Park; Grafton Notch State Park; Mt. Kineo State Park; Lake St. George State Park; Lamoine State Park; Lily Bay State Park; Moose Point State Park; Mount Blue State Park; Moxie Falls State Park; Peacock Beach State Park; Peaks-Kenny State Park; Popham Beach State Park; Quoddy Head State Park, except as provided in item #3 above; Range Pond State Park; Rangeley Lake State Park, except that portion posted as part of the Rangeley Lake Game Sanctuary; Roque Bluffs State Park; Swan Lake State Park; Warren Island State Park.

5. The discharge of any weapon is prohibited from or within 300 feet of any picnic area, camping area or campsite, parking area, building, shelter, boat launch site, posted trail or other developed area.

6. Trails which are closed to hunting will be posted to that effect at access points. On trails posted as closed to hunting, loaded weapons are not permitted on the tread way and weapons may not be discharged within 300 feet of the trail.

7. Work areas and areas with significant public use may be temporarily posted as closed to hunting by park management in the interest of public safety.

8. Baiting of wildlife for the purpose of hunting is prohibited.

9. Trapping may take place only in accordance with the laws of the State of Maine, the laws and rules of the Maine Department of Inland Fisheries and Wildlife and local ordinances. Trapping on state parks or historic sites in organized townships requires the written permission of the Bureau.

10. Bureau employees or their representatives in the official conduct of their duties and in accordance with bureau policy are exempt from the above rules.

    For more information, contact the Maine Department of Conservation, Bureau of parks and Lands at 207-287-3061.

WILDLIFE MANAGEMENT DISTRICTS DESCRIPTIONS

Each permit holder is assigned a wildlife management district (WMD). It is the permittees and subpermittees responsibility to be familiar with the WMD boundary and conduct their moose hunting activities within that WMD.

Moose populations are excellent in all Wildlife Management Districts (WMDs). More important differences between the WMDs are in their distances from towns, road access to and within the WMD, habitat types, and availability of services and lodging. These characteristics are discussed in the WMD descriptions that follow.

All WMD boundary lines are well marked with physical features such as roads, rivers, lakeshores, international boundaries, etc. All WMD boundary descriptions begin at the southwest corner of the WMD and proceed clockwise.

WILDLIFE MANAGEMENT DISTRICT 1

[North Maine Woods - Upper St. John River Valley]
Boundary description begins at the southwest corner of WMD 1, and proceeds clockwise.

> **WMD 1**. District 1 shall be that portion of the state located within the following bounds: Beginning at the point where the American Realty Rd intersects the Maine-Quebec border in T11R17 WELS; then following the Maine-Quebec border northerly to the Maine-New Brunswick border; then following the Maine-New Brunswick border southeasterly to the point where the St. John River and the St. Francis River and the Maine-New Brunswick border meet in St. Francis; then following the eastern shore of the St. John River southwesterly to the Allagash River in Allagash Plt; then following the eastern shore of the Allagash River and the eastern shore of the lakes formed on the Allagash River southwesterly to the American Realty Rd bridge across the Allagash River in T11R13 WELS; then following the American Realty Rd westerly to the point of origin at the Maine-Quebec border in T11R17 WELS.
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> **WMD 1 features** very remote commercial forestland and access through logging roads and navigable rivers and streams. Access to the area through North Maine Woods check points in Allagash Plantation, Telos, Six-Mile (west of Ashland), Fish River (west of Portage), and along the Maine/Quebec border at Daaquam, St. Pamphile, and Escourt controlled by U.S. Customs. Some access points have restricted hours. Some developed campsites are available, and camping is permitted in certain areas with a Maine Forest Service fire permit. There are no facilities so hunters must bring all equipment and supplies needed.
>
> WMD 1 is located on the Delorme Maine Atlas and Gazetteer Maps #54, 60, 61, 62, 66, 67, and 70.

WILDLIFE MANAGEMENT DISTRICT 2

[North Maine Woods - American Realty Rd. to St. Francis]
Boundary description begins at the southwest corner of WMD 2, and proceeds clockwise.

> **WMD 2**. District 2 shall be that portion of the state located within the following bounds: Beginning at the bridge where the American Realty Rd crosses the Allagash River in T11R13 WELS; then following the eastern shore of the Allagash River and the eastern shore of the lakes formed on the Allagash River northeasterly to the St. John River in Allagash Plt; then following the eastern shore of the St. John River northeasterly to the St. Francis River and the Maine-New Brunswick border in St. Francis; then following the Maine-New Brunswick border southeasterly to the International Bridge in Fort Kent; then following State Highway #161 northeasterly to State Highway #11 in Fort Kent; then following State Highway #11 southerly to the Garfield Rd in Ashland; then following the Garfield Rd westerly to the American Realty Rd in

Ashland; then following the American Realty Rd westerly to the point of origin at the bridge across the Allagash River in T11R13 WELS.

WMD 2 features vast undeveloped commercial forestland, limited agricultural lands, and a few small towns with no facilities except scattered commercial sporting camps. Access through private logging roads and numerous waterways. North Maine Woods checkpoint at Six-Mile, Fish River, and St. Francis.

WMD 2 is located on the Delorme Maine Atlas and Gazetteer Maps # 61, 62, 63, 64, 66, and 67.

WILDLIFE MANAGEMENT DISTRICT 3
[Northern Aroostook Co. Farmland]

Boundary description begins at the southwest corner of WMD 3, and proceeds clockwise.

WMD 3. District 3 shall be that portion of the state located within the following bounds: Beginning at the junction of the Beaver Brook Rd, and State Highway #11 in Nashville Plt; then following State Highway #11 northwesterly to State Highway #161 in Fort Kent; then following State Highway #161 westerly to the International Bridge at the Maine-New Brunswick border in Fort Kent; then following the Maine-New Brunswick border easterly and southerly to State Highway #229 in Limestone; then following State Highway #229 westerly to State Highway #1A in Limestone; then following State Highway #1A northerly to State Highway #89 in Limestone; then following State Highway #89 southwesterly to State Highway #1 in Caribou; then following State Highway #1 southerly to State Highway #228 in Caribou; then following State Highway #228 westerly to the High Meadow Rd in Perham; then following the High Meadow Rd westerly to the Beaver Brook Rd in Perham; then following the Beaver Brook Rd southwesterly to the point of origin on State Highway #11 in Nashville Plantation.

WMD 3 features intensive agricultural land and industrial and private forests. Farmland and forests are poorly interspersed. Small towns and limited urban area. Access through public roads, logging roads, and numerous waterways. Please ask landowners permission to hunt on farmlands, especially managed croplands. No hunting is allowed in the Aroostook National Wildlife Refuge in Limestone.

WMD 3 is located on the Delorme Maine Atlas and Gazetteer Maps # 63, 64, 65, 67, 68, and 69.

WILDLIFE MANAGEMENT DISTRICT 4
[North Maine Woods – Chesuncook Lake to Daaquam]

Boundary description begins at the southwest corner of WMD 4, and proceeds clockwise.

WMD 4. District 4 shall be that portion of the state located within the following bounds: Beginning at the point where the Golden Rd intersects the Maine-Quebec border in T5R20 WELS; then following the Maine-Quebec border northerly to the point where the American Realty Rd intersects the Maine-Quebec border in T11R17 WELS; then following the American Realty Rd easterly to the bridge across the Allagash River in T11R13 WELS; then following the eastern shore of the Allagash River and the eastern shore of lakes formed on the Allagash River southerly to Lock Dam on Chamberlain Lake in T7R13 WELS; then following the northern shore of Chamberlain Lake, the northern shore of Round Pond and the northern shore of Telos Lake southeasterly to Telos Dam in T6R11 WELS; then following the northern shore of Webster Stream and the northern shore of Webster Lake easterly to the boundary of Baxter State Park; then following the western boundary of Baxter State Park southerly to the northern shore of the

West Branch of the Penobscot River in T3R11 WELS; then following the northern shore of the West Branch of the Penobscot River westerly to the Telos Rd in T3R11 WELS; then following the Telos Rd southerly to the Golden Rd in T3R11 WELS; then following the Golden Rd westerly to the point of origin at the Maine-Quebec border in T5R20 WELS.

WMD 4 features commercial forestland with access through private logging roads and numerous waterways. Northern access through North Maine Woods checkpoints at Telos and St. Juste and along the Maine/Quebec Border at St. Aurelie. Access the southern portion of the WMD through the North Maine Woods Caribou checkpoint (west of Moosehead Lake north of Rockwood). Hunters must bring all equipment and supplies needed. Commercial sporting camps are available.

WMD 4 is located on the Delorme Maine Atlas and Gazetteer Maps #47, 48, 49, 50, 54, 55, 56, 60, and 61.

WILDLIFE MANAGEMENT DISTRICT 5
[North Maine Woods - Matagamon to Big Machias River]

Boundary description begins at the southwest corner of WMD 5, and proceeds clockwise.

WMD 5. District 5 shall be that portion of the state located within the following bounds: Beginning at the point where the T6R10 WELS southern boundary line intersects the western boundary of Baxter State Park (T6R10 WELS western boundary line); then following the western boundary of Baxter State Park northerly to the northern shore of Webster Lake in T6R10 WELS; then following the northern shores of Webster Lake and Webster Stream westerly to Telos Dam in T6R11 WELS; then following the northern shore of Telos Lake, the northern shore of Round Pond, and the northern shore of Chamberlain Lake northwesterly to Lock Dam on Chamberlain Lake in T7R13 WELS; then following the eastern shore of the Allagash River and the eastern shore of lakes formed on the Allagash River northerly to the American Realty Rd bridge across the Allagash River in T11R13 WELS; then following the American Realty Rd easterly to the Garfield Rd in Ashland; then following the Garfield Rd easterly to State Highway #11 in Ashland; then following State Highway #11 southerly to State Highway #159 in Patten; then following State Highway #159 northwesterly to the Matagamon Rd in Mount Chase Plt; then following the Matagamon Rd westerly to the Baxter State Park Tote Rd at Matagamon Gate on the eastern boundary of Baxter State Park; then following the Baxter State Park Tote Rd to the Trout Brook Crossing Picnic Area bridge in T6R9 WELS; then following the northern shore of Trout Brook westerly to Wadleigh Brook in T6R9 WELS; then following the western shore of Wadleigh Brook northerly to the Baxter State Park Tote Road bridge in T6R9 WELS; then following the Baxter State Park Tote Rd southwesterly to the T6R9 WELS southern boundary line; then following the T6R9 WELS southern boundary line westerly to the T6R10 WELS southern boundary line; then following the T6R10 WELS southern boundary line westerly to the point of origin on the western boundary of Baxter State Park in T6R10 WELS.

WMD 5 features remote commercial forestland with very limited agricultural lands and a few small towns. Northern access through North Maine Woods checkpoints at Ashland and Oxbow. Access to the southern portion of the WMD through Patten and North Maine Woods Telos checkpoint. Individuals hunting in this area must bring all equipment and supplies needed. Commercial sporting camps are available. Baxter State Park is closed to hunting.

WMD 5 is located on the Delorme Maine Atlas and Gazetteer Maps #50, 51, 52, 55, 56, 57, 58, 61, 62, 63, and 64.

WILDLIFE MANAGEMENT DISTRICT 6
[Central Aroostook Co. Farmland]

Boundary description begins at the southwest corner of WMD 6, and proceeds clockwise.

WMD 6. District 6 shall be that portion of the state located within the following bounds: Beginning at the point at Knowles Corner in Moro Plt where State Highway #212 intersects State Highway #11; then following State Highway #11 northerly to the Beaver Brook Rd in Nashville Plt; then following the Beaver Brook Rd northeasterly to the High Meadow Rd in Perham; then following the High Meadow Rd easterly to State Highway #228 in Perham; then following State Highway #228 easterly to State Highway #1 in Caribou; then following State Highway #1 northerly to State Highway #89 in Caribou; then following State Highway #89 northeasterly to State Highway #1A in Limestone; then following State Highway #1A southerly to State highway #229 in Limestone; then following State Highway #229 easterly to the Maine-New Brunswick border in Limestone; then following the Maine-New Brunswick border southerly to the Interstate Highway #95 terminus at the Maine-New Brunswick border in Houlton; then following Interstate Highway #95 westerly to State Highway #2 in Smyrna; then following State Highway #2 westerly to State Highway #212 in Merrill; then following State Highway #212 northwesterly to the point of origin on State Highway #11 at Knowles Corner in Moro Plantation.

WMD 6 features intensive agricultural and commercial forestlands interspersed with small towns. Access through public roads, logging roads, and numerous waterways. Please ask landowners for permission to hunt on farmlands, especially managed croplands. No hunting is allowed in the Aroostook National Wildlife Refuge in Limestone.

WMD 6 is located on the Delorme Maine Atlas and Gazetteer Maps # 52, 53, 58, 59, 64, and 65.

WILDLIFE MANAGEMENT DISTRICT 7
[Western Maine Mountains - Rangeley Area]

Boundary description begins at the southwest corner of WMD 7, and proceeds clockwise.

WMD 7. District 7 shall be that portion of the state located within the following bounds: Beginning at the point where State Highway #26 intersects the Maine-New Hampshire border in Upton; then following the Maine-New Hampshire border northerly to Maine-Quebec border; then following the Maine-Quebec border northerly to the point where State Highway #27 intersects the Maine-Quebec border in Coburn Gore; then following State Highway #27 southeasterly to State Highway #142 in Kingfield; then following State Highway #142 southwesterly to the Byron Rd at Weld Corner in Weld; then following the Byron Rd westerly to State Highway #17 in Byron; then following State Highway #17 westerly to the Roxbury Pond Rd in Byron; then following the Roxbury Pond Rd southwesterly to the Lohnes Rd in Byron; then following the Lohnes Rd southwesterly to the South Arm Rd in Andover; then following the South Arm Rd southerly to State Highway #120 in Andover; then following State Highway #120 westerly to the East B Hill Rd in Andover; then following the East B Hill Rd westerly to State Highway #26 in Upton; then following State Highway #26 to the point of origin at the Maine-New Hampshire border in Upton.

WMD 7 features fairly accessible commercial forestland reached by major public roads and waterways. Logging roads make much of the interior sections accessible. Good access to equipment, services, and supplies in the southern and eastern portions of the district. Remote area hunters should bring all equipment and supplies needed. Private and commercial sporting camps are scattered throughout the WMD. This area is not within the North Maine Woods area, and except for gated roads, access is generally open to the public at no charge.

WMD 7 is located on the Delorme Maine Atlas and Gazetteer Maps # 17, 18, 19, 27, 28, 29, 30, and 38.

WILDLIFE MANAGEMENT DISTRICT 8
[Western Maine Mountains - Eustis to Jackman Area]

Boundary description begins at the southwest corner of WMD 8, and proceeds clockwise.

WMD 8. District 8 shall be that portion of the state located within the following bounds: Beginning at the point where State Highway #27 intersects the Maine-Quebec border in Coburn Gore; then following the Maine Quebec border northerly to the point where the Golden Rd intersects the Maine-Quebec border in T5R20 WELS; then following the Golden Rd southeasterly to the Old Caucomgomoc Rd in Seboomook Twp; then following the Old Caucomgomoc Rd southerly across Seboomook Dam to the western shore of Moosehead Lake in Seboomook Twp; then following the western shore of Moosehead Lake southerly to Wiggins Brook in Greenville; then following Wiggins Brook southerly to State Highway #6/15 in Greenville; then following State Highway #6/15 southerly to the Upper Shirley Corner Rd in Shirley; then following the Upper Shirley Corner Rd westerly to the CC Rd in Shirley; then following the CC Rd westerly to the Moxie Pond Rd in East Moxie Twp; then following the Moxie Pond Rd westerly to State Highway #201 in The Forks Plt; then following State Highway #201 northerly to the bridge across the Kennebec River in The Forks Plt; then following the western shore of the Kennebec River southerly to Central Maine Power transmission line in Pleasant Ridge Plt; then following the Central Maine Power transmission line northwesterly to the Long Falls Dam Rd in Carrying Place Town Twp; then following the Long Falls Dam Rd southerly to the Poplar Stream Carriage Rd in Carrabasset Valley; then following the Poplar Stream Carriage Rd southwesterly to State Highway #27 in Carrabasset Valley; then following State Highway #27 northwesterly to the point of origin at the Maine-Quebec Border in Coburn Gore.

WMD 8 features fairly accessible commercial forestland reached by major public roads and waterways. Logging roads make much of the interior sections accessible. Access to the northern section of the district is through North Maine Woods at Twenty Mile gate (south of Pittston Farm). Equipment, services, and supplies are available at Jackman and Rockwood. Remote area hunters should bring all equipment and supplies needed. Private and commercial sporting camps are scattered throughout the WMD.

WMD 8 is located on the Delorme Maine Atlas and Gazetteer Maps # 28, 29, 30, 38, 39, 40, 41, 47, 48, and 49.

WILDLIFE MANAGEMENT DISTRICT 9
[Western Maine Mountains - East of Moosehead Lake]

Boundary description begins at the southwest corner of WMD 9, and proceeds clockwise.

WMD 9. District 9 shall be that portion of the state located within the following bounds: Beginning at the point where Wiggins Brook crosses State Highway #6/15 in Greenville; then following Wiggins Brook northerly to the shore of Moosehead Lake in Greenville; then following the western shore of Moosehead Lake northerly to the Old Caucomgomoc Rd in Seboomook Twp; then following the Old Caucomgomoc Rd northerly across Seboomook Dam to the Golden Rd in Seboomook Twp; then following the Golden Rd southeasterly to the Telos Rd in T3R11 WELS; then following the Telos Rd northerly to the West Branch Penobscot River in T3R11 WELS; then following the northern shore of the West Branch Penobscot River and the northern shore of the lakes formed along the West Branch Penobscot River to the State Highway #11 bridge in T3 Indian Purchase; then following State Highway #11 southwesterly to the Katahdin

Iron Works Rd in T5R9 NWP; then following the Katahdin Iron Works Rd westerly to the Greenville Rd in Bowdoin College Grant West; then following the Greenville Rd (Pleasant St in Greenville) westerly to Lily Bay Rd (a.k.a. North Main St) in Greenville; then following Lily Bay Rd southerly one block to State Highway #6/15 in Greenville; then following State Highway #6/15 westerly to the point of origin at the Wiggins Brook bridge in Greenville.

WMD 9 features fairly accessible commercial forestland reached by major public roads, waterways, and logging roads. Equipment, services, and supplies are available at Greenville and nearby Millinocket (WMD 10) and to a lesser degree at locations in Kokadjo, Ripogenus Dam, and Seboomook. Remote area hunters should bring all equipment and supplies needed. Access to the southern portion of the district is through the Katahdin Iron Works/Jo-Mary Multiple Use Forest checkpoints at Katahdin Iron Works and Jo-Mary (north of Brownville). Private and commercial sporting camps are scattered throughout the district.

WMD 9 is located on the Delorme Maine Atlas and Gazetteer Maps # 40, 41, 42, 43, 48, 49, and 50.

WILDLIFE MANAGEMENT DISTRICT 10
[Western Maine Mountains - Foothills East of Baxter Park]

Boundary description begins at the southwest corner of WMD 10, and proceeds clockwise.

WMD 10. District 10 shall be that portion of the state located within the following bounds: Beginning at the point where the Canadian Atlantic Railway tracks intersects State Highway #11 in Brownville; then following State Highway #11 northeasterly to the bridge at Elbow Lake (West Branch Penobscot River) in T3 Indian Purchase; then following the northern shore of the West Branch Penobscot River and the northern shores of the lakes formed by the West Branch Penobscot River northwesterly to the T3R10 WELS southern boundary line; then following the T3R10 WELS southern boundary line easterly to the T3R9 WELS southern boundary line; then following the T3R9 WELS southern boundary line easterly to the eastern boundary of Baxter State Park (T3R9 WELS western boundary line); then following the eastern boundary of Baxter State park northerly to the Matagamon Rd in T6R8 WELS; then following the Matagamon Rd easterly to State Highway #159 in Mount Chase Plt; then following State Highway #159 southeasterly to State Highway #11 in Patten; then following State Highway #11 southerly to State Highway #158 in Sherman; then following State Highway #158 easterly to Interstate Highway #95 in Sherman; then following Interstate Highway #95 southerly to the Canadian Atlantic Railway tracks in T2R8 NWP; then following the Canadian Atlantic Railway tracks westerly to the point of origin where the Canadian Atlantic Railway tracks intersects State Highway #11 in Brownville.

WMD 10 features fairly accessible commercial forestland reached by major public roads, waterways, and logging roads. Equipment, services, and supplies are available at Millinocket and to a lesser degree at locations in Medway and Patten. Remote area hunters should bring all equipment and supplies needed.

WMD 10 is located on the Delorme Maine Atlas and Gazetteer Maps # 32, 33, 42, 43, 44, 50, 51, and 52.

WILDLIFE MANAGEMENT DISTRICT 11
[S. Aroostook, N. Penobscot, N. Washington Co. Farm-Woodlands]

Boundary description begins at the southwest corner of WMD 11, and proceeds clockwise.

WMD 11. District 11 shall be that portion of the state located within the following bounds: Beginning at the point where State Highway #157 intersects Interstate Highway #95 in Medway; then following Interstate Highway #95 northerly to State Highway #158 in Sherman; then following State Highway #158 westerly to State Highway #11 in Sherman; then following State Highway #11 northerly to State Highway #212 at Knowles Corner in Moro Plt; then following State Highway #212 southeasterly to State Highway #2 in Merrill; then following State Highway #2 easterly to Interstate Highway #95 in Smyrna; then following Interstate Highway #95 easterly to the Maine-New Brunswick border in Houlton; then following the Maine-New Brunswick border southerly to State Highway #6 in Vanceboro; then following State Highway #6 westerly to State Highway #168 in Lee; then following State Highway #168 northerly to State Highway #2 in Winn; then following State Highway #2 northerly to State Highway #157 in Mattawamkeag; then following State Highway #157 northwesterly to the point of origin at Interstate Highway #95 in Medway.

WMD 11 features large areas of commercial forestland and several local areas of agricultural land. Access is by public roads, numerous waterways, and logging roads. Equipment, services, and supplies are available at Houlton, Medway, Patten, and Sherman. Remote area hunters should bring all equipment and supplies needed. Private and commercial sporting camps are scattered throughout the district. This area is not within the North Maine Woods area and, except for gated roads and Indian territories, access is generally open to the public at no charge.

WMD 11 is located on the Delorme Maine Atlas and Gazetteer Maps # 43, 44, 45, 46, 52, and 53.

WILDLIFE MANAGEMENT DISTRICT 12
[Western Mountain Foothills - Upper Androscoggin Valley]

Boundary description begins at the southwest corner of WMD 12, and proceeds clockwise.

WMD 12. District 12 shall be that portion of the state located within the following bounds: Beginning at the point where the Government Rd intersects the Maine-New Hampshire border in Stow; then following the Maine-New Hampshire border northerly to State Highway #26 in Upton; then following State Highway #26 southeasterly to the East B Hill Rd in Upton; then following the East B Hill Rd southeasterly to State Highway #120 in Andover; then following State Highway #120 easterly to the South Arm Rd in Andover; then following the South Arm Rd northerly to the Lohnes Rd in Andover; then following the Lohnes Rd northeasterly to the Roxbury Pond Rd in Byron; then following the Roxbury Pond Rd northeasterly to State Highway #17 in Byron; then following State Highway #17 easterly to the Byron Rd in Byron; then following the Byron Rd easterly to State Highway #142 in Weld; then following State Highway #142 southeasterly to State Highway #156 in Weld; then following State Highway #156 southeasterly to State Highway #4 in Wilton; then following State Highway #4 southerly to State Highway #140 in Jay; then following State Highway #140 southerly to State Highway #108 in Canton; then following State Highway #108 southeasterly to State Highway #4 in Livermore; then following State Highway #4 southerly to State Highway #219 in Turner; then following State Highway #219 westerly to the Greenwood-Norway Rd in Greenwood; then following the Greenwood-Norway Rd southerly to State Highway #118 in Norway; then following State Highway #118 westerly to State Highway #5 in Albany Twp; then following State Highway #5 westerly to the Evergreen Valley Rd in Lovell; then following the Evergreen Valley Rd westerly to the Government Rd in Stoneham; then following the Government Rd westerly to the point of origin at the Maine-New Hampshire border in Stow.

WMD 12 features a mixture of settled areas, interspersed with agricultural land and private and commercial forestland. The northern portion of the district contains large tracts of commercial

forestland, and the southern two-third of the WMD is mostly small villages containing private farmland. Access is through public roads and private logging roads. Equipment, services, and supplies are available in most villages.

WMD 12 is located on the Delorme Maine Atlas and Gazetteer Maps # 10, 11, 17, 18, and 19.

WILDLIFE MANAGEMENT DISTRICT 13
[Western Mountain Foothills - Franklin and Somerset Co. Areas]

Boundary description begins at the southwest corner of WMD 13, and proceeds clockwise.

WMD 13. District 13 shall be that portion of the state located within the following bounds: Beginning at the point where State Highway #156 intersects State Highway #142 in Weld; then following State Highway #142 northeasterly to State Highway #27 in Kingfield; then following State Highway #27 northerly to the Poplar Stream Carriage Rd in Carrabasset Valley; then following the Poplar Stream Carriage Rd northeasterly to the Long Falls Dam Rd in Carrabasset Valley; then following the Long Falls Dam Rd northerly to the Central Maine Power Co. transmission line in Carrabasset Valley; then following the Central Maine Power Co. transmission line southeasterly to the western shore of the Kennebec River in Pleasant Ridge Plt; then following the western shore of the Kennebec River southerly to the State Highway #148 bridge in Anson; then following State Highway #148 southwesterly to State Highway #43 in Industry; then following State Highway #43 southwesterly to State Highway #4 in Farmington; then following State Highway #4 southwesterly to State Highway #156 in Wilton; then following State Highway #156 to the point of origin at the intersection with State Highway #142 in Weld.

WMD 13 features a mixture of settled areas, interspersed with agricultural land and private and commercial forestland. Access is via public roads and private logging roads. Equipment, services, and supplies are available in most villages.

WMD 13 is located on the Delorme Maine Atlas and Gazetteer Maps # 19, 20, 29, and 30.

WILDLIFE MANAGEMENT DISTRICT 14
[Western Mountain Foothills - South and East of Moosehead Lake]

Boundary description begins at the southwest corner of WMD 14, and proceeds clockwise.

WMD 14. District 14 shall be that portion of the state located within the following bounds: Beginning at the bridge where State Highway #16 crosses the Kennebec River in Concord Twp; then following the western shore of the Kennebec River northerly to the State Highway #201 bridge in The Forks Plt; then following State Highway #201 southerly to the Moxie Pond Rd in The Forks Twp; then following the Moxie Pond Rd easterly to the CC Rd in East Moxie Twp; then following the CC Rd easterly to the Upper Shirley Corner Rd in Shirley; then following the Upper Shirley Corner Rd easterly to State Highway #6/15 in Shirley; then following State Highway #6/15 northerly to Lily Bay Rd (a.k.a. North Main St) in Greenville; then following Lily Bay Rd one block northerly to the Greenville to Katahdin Iron Works Rd (Pleasant St) in Greenville; then following the Greenville to Katahdin Iron Works Rd easterly to the Katahdin Iron Works Rd in Bowdoin College Grant West; then following the Katahdin Iron Works Rd easterly to State Highway #11 in T5R9 NWP; then following State Highway #11 southerly to State Highway #16 in Milo; then following State Highway #16 to the point of origin at the Kennebec River bridge in Concord Plt.

WMD 14 features fairly accessible commercial forestland interspersed with a few, small towns and scattered farms. Access is through major public roads, waterways, and logging roads. Access to the northeastern portion of the district is through the Katahdin Iron Works/Jo-Mary

Multiple Use Forest checkpoint at Katahdin Iron Works. Equipment, services, and supplies are available in much of the area.

WMD 14 is located on the Delorme Maine Atlas and Gazetteer Maps #30, 31, 32, 40, 41, and 42.

WILDLIFE MANAGEMENT DISTRICT 15
[Oxford County Foothills]

Boundary description begins at the southwest corner of WMD 15, and proceeds clockwise.

WMD 15. District 15 shall be that portion of the state located within the following bounds: Beginning at the point where State Highway #110 intersects the Maine-New Hampshire border in Newfield; then following the Maine-New Hampshire border northerly to the Government Rd in Stow; then following the Government Rd easterly to the Evergreen Valley Rd in Stoneham; then following the Evergreen Valley Rd easterly to State Highway #5 in Lovell; then following State Highway #5 easterly to State Highway #118 in Albany Twp; then following State Highway #118 easterly to the Greenwood-Norway Rd in Norway; then following the Greenwood-Norway Rd northerly to State Highway #219 in Greenwood; the following State Highway #219 easterly to State Highway #4 in Turner; then following State Highway #4 southerly to State Highway #11 in Auburn; then following State Highway #11 southwesterly to State Highway #110 in Newfield; then following State Highway #110 westerly to the point of origin on the Maine-New Hampshire border in Newfield.

WMD 15 features a variety of cover types from the heavily wooded foothills of the White Mountains and floodplains of the Saco River in the Fryeburg area in the northern part of the district to the more heavily populated, yet rural towns west of Sebago Lake. The towns within the Oxford Hills in the Norway/South Paris area and those towns in York County along the New Hampshire Border have populated village centers interspersed with large blocks of undeveloped, non-commercial woodland. The district lacks a network of undeveloped gravel roads, though rural paved roads and ATV trails provide reasonable access. The 5,000-acre Brownfield Wildlife Management Area lies within this district and provides some opportunity for moose hunting. Given the more developed nature of this district, advance scouting and securing landowner permission for access will be an important part of your hunt.

WMD 15 is located on the Delorme Maine Atlas and Gazetteer Maps # 2, 4, 5, 10, and 11.

WILDLIFE MANAGEMENT DISTRICT 16
[Belgrade Lakes Area]

Boundary description begins at the southwest corner of WMD 16, and proceeds clockwise.

WMD 16. District 16 shall be that portion of the state located within the following bounds: Beginning at the point where the State Highway #202 bridge crosses the Androscoggin River in Auburn; then following State Highway #202 westerly to State Highway #4 in Auburn; then following State Highway #4 northerly to State Highway #108 in Livermore; then following State Highway #108 northwesterly to State Highway #140 in Canton; then following State Highway #140 northeasterly to State Highway #4 in Jay; then following State Highway #4 northerly to State Highway #43 in Farmington; then following State Highway #43 northeasterly to State Highway #148 in Industry; then following State Highway #148 northeasterly to the bridge across the Kennebec River in Anson; then following the western shore of the Kennebec River southerly to the Interstate Highway #95 bridge across the Kennebec River in Fairfield; then following Interstate Highway #95 southerly to State Highway #202 in Augusta; then following State Highway #202 westerly to the point of origin at the Androscoggin River bridge in Auburn.

WMD 16 features a mix of lakes and hills that have been a favorite area for fishermen and families seeking a rural area to live in that are close to Augusta. There are many seasonal homes along the lakes. This area has several large orchards and many family owned woodlots. Industrial development and more densely populated communities are found along the major highways that form the outer edges of this WMD.

WMD 16 is located on the Delorme Maine Atlas and Gazetteer Maps # 11, 12, 13, 19, 20, and 21.

WILDLIFE MANAGEMENT DISTRICT 17
[North-Central Maine Farm-Woodlands]

Boundary description begins at the southwest corner of WMD 17, and proceeds clockwise.

WMD 17. District 17 shall be that portion of the state located within the following bounds: Beginning at the bridge where Interstate Highway #95 crosses the Kennebec River in Fairfield; then following the western shore of the Kennebec River, northerly to the State Highway #16 bridge in Concord Twp; then following State Highway #16 easterly to the Bangor and Aroostook Railway tracks in Milo; then following the Bangor and Aroostook Railway tracks southerly to Interstate Highway #95 in Hampden; then following Interstate Highway #95 southerly and westerly to the point of origin on the bridge across the Kennebec River in Fairfield.

WMD 17 features a mixture of forest and agricultural land, several small towns, and a few cities. Access is via public roads and private logging roads. Equipment, services, and supplies are available in developed areas.

WMD 17 is located on the Delorme Maine Atlas and Gazetteer Maps # 20, 21, 22, 23, 30, 31, 32, and 33.

WILDLIFE MANAGEMENT DISTRICT 18
[Mid-Penobscot River Valley]

Boundary description begins at the southwest corner of WMD 18, and proceeds clockwise.

WMD 18. District 18 shall be that portion of the state located within the following bounds: Beginning at the point where State Highway #9 crosses Sibley Brook in Clifton; then following the northern shore of Sibley Brook westerly to the shore of Chemo Pond; then following the northern shore of Chemo Pond westerly to Blackman Stream in Bradley; then following the northern shore of Blackman Stream westerly to the Penobscot River in Bradley; then following the eastern shore of the Penobscot River northerly to the State Highway #2 bridge in Milford; then following State Highway #2 westerly to State Highway #43 in Old Town; then following State Highway #43 northwesterly to the Bangor and Aroostook Railway tracks in Hudson; then following the Bangor and Aroostook Railway tracks northerly to State Highway #16 in Milo; then following State Highway #16 easterly to State Highway #11 in Milo; then following State Highway #11 northerly to the Canadian Atlantic Railway tracks in Brownville; then following the Canadian Atlantic Railway tracks easterly to Interstate Highway #95 in T2R8 NWP; then following Interstate Highway #95 northerly to State Highway #157 in Medway; then following State Highway #157 southeasterly to State Highway #2 in Mattawamkeag; then following State Highway #2 southerly to State Highway #168 in Winn; then following State Highway #168 southerly to State Highway #6 in Lee; then following State Highway #6 easterly to the Skunk Hill Rd in Lee; then following the Skunk Hill Rd southerly to the Weir Pond Rd in Lee; then following the Weir Pond Rd southerly to the bridge across the East Branch Passadumkeag River in T3R1 NBPP; then following the eastern shore of the East Branch Passadumkeag River southerly to

the main stem of the Passadumkeag River in T3R1 NBPP; then following the eastern shore of the Passadumkeag River to Nicatous Stream in T3 ND; then following the eastern shore of Nicatous Stream to Nicatous Lake in T3 ND; then following the northern and eastern shores of Nicatous Lake to Coombs Brook in T41 MD; then following the eastern shore of Coombs Brook southerly to the Deer Lake Rd (32-00-00 Rd) bridge in T41 MD; then following the Deer Lake Rd (32-00-00 Rd) southerly to the Stud Mill Rd in T34 MD; then following the Stud Mill Rd westerly to Alligator Lake Rd (27-00-00 Rd) in T34 MD; then following the 27-00-00 Rd southerly to the 29-00-00 Rd in T28 MD; then following the 29-00-00 Rd southerly to State Highway #9 in T28 MD; then following State Highway #9 westerly to the point of origin at Sibley Brook in Clifton.

WMD 18 features private and commercial forestlands, agricultural lands, several small towns, and a few cities. Access is via numerous public roads, logging roads, and waterways. This WMD is not within the North Maine Woods area, and except for gated roads and Indian territories, access is generally open to the public at no charge. Equipment, services, and supplies are available in developed areas. Private and commercial sporting camps are scattered throughout the district.

WMD 18 is located on the Delorme Maine Atlas and Gazetteer Maps # 23, 24, 32, 33, 34, 43, and 44.

WILDLIFE MANAGEMENT DISTRICT 19
[Eastern Maine Woodlands-North of the Airline]

Boundary description begins at the southwest corner of WMD 19, and proceeds clockwise.

WMD 19. District 19 shall be that portion of the state located within the following bounds: Beginning at the point where the 29-00-00 Rd (Alligator Lake Rd) intersects State Highway #9 in T28 MD; then following the 29-00-00 Rd northerly to the 27-00-00 Rd in T28 MD; then following the 27-00-00 Rd northerly to the Stud Mill Rd in T34 MD; then following the Stud Mill Rd easterly to the Deer Lake Rd (32-00-00 Rd) in T34 MD; then following the Deer Lake Rd (32-00-00 Rd) northerly to Coombs Brook in T41 MD; then following the eastern shore of Coombs Brook to Nicatous Lake in T41 MD; then following the eastern and northern shores of Nicatous Lake to Nicatous Stream in T3 ND; then following the eastern shore of Nicatous Stream to the Passadumkeag River in T3 ND; then following the eastern shore of the Passadumkeag river northerly to the East Branch Passadumkeag River in T3R1 NBPP; then following the eastern shore of the East Branch Passadumkeag River northerly to the Weir Pond Rd in T3R1 NBPP; then following the Weir Pond Rd northerly to the Skunk Hill Rd in Lee; then following the Skunk Hill Rd northerly to State Highway #6 in Lee; then following State Highway #6 easterly to the Maine-New Brunswick border in Vanceboro; then following the Maine-New Brunswick border southerly to Stony Brook in Baileyville; then following the western shore of Stony Brook southerly to State Highway #9 in Baileyville; then following State Highway #9 westerly to the point of origin at the intersection with the 29-00-00 Rd (Alligator Lake Rd) in T28 MD.

WMD 19 features primarily industrial forestland with scattered development along the Route 9 corridor. There are limited numbers of stores and facilities along Route 9 and no services in the interior portion. The lands are generally open to public access with gates on only a few private lots. There are many gravel roads and numerous access points to this WMD from all four sides.

WMD 19 is located on the Delorme Maine Atlas and Gazetteer Maps # 24, 25, 34, 35, 36, 44, 45, and 46.

WILDLIFE MANAGEMENT DISTRICT 23
[South-Central Maine Farm-Woodland]

Boundary description begins at the southwest corner of WMD 23, and proceeds clockwise.

WMD 23. District 23 shall be that portion of the state located within the following bounds: Beginning at the point where State Highway #202 intersects Interstate Highway #95 in Augusta; then following Interstate Highway #95 northeasterly to State Highway #69 in Newburgh; then following State Highway #69 southerly to the Monroe Rd in Winterport; then following the Monroe Rd southwesterly to the Pines Rd in Monroe; then following the Pines Rd southwesterly to State Highway #139 in Monroe; then following State Highway #139 westerly to State Highway #141 in Monroe; then following State Highway #141 southerly to State Highway #1 in Belfast; then following State Highway #1 westerly to State Highway #3 in Belfast; then following State Highway #3 westerly to the Turner Ridge Rd in Palermo; then following the Turner Ridge Rd southerly to State Highway #105 in Somerville; then crossing State Highway #105 to the Cooper's Mills / Somerville Rd in Somerville; then following the Cooper's Mills / Somerville Rd southerly to State Highway #17 in Whitefield; then following State Highway #17 westerly to State Highway #9 in Augusta; then following State Highway #9 northerly to State Highway #202 in Augusta; then following State Highway #202 westerly to the point of origin at the intersection with Interstate Highway #95 in Augusta.

WMD 23 features many rural communities with large blocks of undeveloped land. There are many active farms in this area as well as a lot of managed forestland. WMD 23 like WMD 17 to the north has very productive soils and a lot of reverting farmland. The majority of development in this WMD is centered along the Kennebec River on the west and along the coast in Belfast. Preseason scouting and contacting individual landowners to gain permission is vital for a successful hunt in this area. Much of the land is posted and it will be necessary to contact landowners individually to gain permission to hunt. IFW has two large Wildlife Management Areas in this WMD that are open to hunting: Alonzo Garcelon WMA in Augusta, Windsor, and Vassalboro; and the Frye Mountain WMA in Montville, Knox, and Morrill. Please see IFW's website for maps of these areas.

WMD 23 is located on the Delorme Maine Atlas and Gazetteer Maps # 12, 13, 14, 21, and 22.

WILDLIFE MANAGEMENT DISTRICT 26
[Penobscot Bay Area]

Boundary description begins at the southwest corner of WMD 26, and proceeds clockwise.

WMD 26. District 26 shall be that portion of the state located within the following bounds: Beginning at the State Highway #1 bridge across the Passagassawakeag River in Belfast; then following State Highway #1 northerly to State Highway #141 in Belfast; then following State Highway #141 northerly to State Highway #139 in Monroe; then following State Highway #139 easterly to the Pines Rd in Monroe; then following the Pines Rd northeasterly to the Monroe Rd in Monroe; then following the Monroe Rd northeasterly to State Highway #69 in Winterport; then following State Highway #69 northerly to Interstate Highway #95 in Newburgh; then following Interstate Highway #95 easterly to the Bangor and Aroostook Railway tracks in Hampden; then following the Bangor and Aroostook Railway tracks northerly to State Highway #43 in Hudson; then following State Highway #43 southeasterly to State Highway #2 in Old Town; then following State Highway #2 easterly to the bridge across the Penobscot River in Milford; then following the eastern shore of the Penobscot River southerly to the outlet of Blackman Stream in Bradley; then following the northern shore of Blackman Stream easterly to Chemo Pond in Bradley; then following the northern shore of Chemo Pond easterly to the junction with Sibley Brook in Clifton; then following the northern shore of Sibley Brook easterly to State Highway #9 in Clifton; then

following State Highway #9 westerly to State Highway #180 in Clifton; then following State Highway #180 southeasterly to the former Maine Central Railway right-of-way in Ellsworth; then following the former Maine Central Railway right-of-way easterly to the crossing on the main branch of Egypt Stream in Franklin; then following the western shore of the main branch of Egypt Stream southerly to the Atlantic Ocean in Egypt Bay in Hancock; then following the western shore of Egypt Bay, Sullivan Harbor and the Atlantic Ocean southwesterly to the point of origin at the State Highway #1 bridge across the Passagassawakeag River in Belfast.

WMD 26 features a variety of cover types and land uses as the WMD extends from the Penobscot River Valley to the coast along Blue Hill Bay. There is commercial forestland on the east and commercial blueberry production in the southern areas. Mixed in throughout the entire district are many year-round homes and businesses. There are still large, undeveloped tracts of back lands that can be hunted with more limited roads and access points. Preseason scouting to identify areas where there are moose and access is important. This district is an area where securing landowner permission is vital for the success of your hunt.

WMD 26 is located on the Delorme Maine Atlas and Gazetteer Maps # 14, 15, 16, 22, 23, and 24.

WILDLIFE MANAGEMENT DISTRICT 27
[Eastern Coastal Plain]

Boundary description begins at the southwest corner of WMD 27, and proceeds clockwise.

WMD 27. District 27 shall be that portion of the state located within the following bounds: Beginning at the point where Egypt Stream enters Egypt Bay in Hancock; then following the western shore of the main stem of Egypt Stream northerly to the former Maine Central Railway right-of-way in Franklin; then following the former Maine Central Railway right-of-way easterly and northerly to the crossing at Magurrewock Stream in Calais; then following the south shore of Magurrewock Stream westerly to the Maine-New Brunswick border; then following the Maine-New Brunswick border easterly to the Atlantic Ocean; then following the Atlantic Ocean southerly and westerly to the point of origin at the point where the main stem of Egypt Stream enters Egypt Bay in Hancock. District 27 includes all coastal islands in Washington County, as well as those coastal islands located in Franklin, Sullivan, Sorrento, Gouldsboro, and Winter Harbor in Hancock County.

WMD 27 features a transition from the more residentially developed roadways found in districts to the west and south, to a much more rural setting with large, undeveloped, interior land areas as one proceeds east. Forest types are generally spruce-fir forest with some mixed wood stands, interspersed with blueberry barrens and low-density residential/commercial development. Services and development are generally concentrated along the Route #1 corridor. Large, undeveloped interior sections of forestland occur though out the district. While there is often road access into these areas, the numbers of roads and access points are more limited than in much of the traditional moose hunting area. Landowner permission before hunting is strongly encouraged.

WMD 27 is located on the Delorme Maine Atlas and Gazetteer Maps # 16. 17, 24, 25, 26, 27, 36 and 37.

WILDLIFE MANAGEMENT DISTRICT 28
[Eastern Maine Woodlands - South of the Airline]

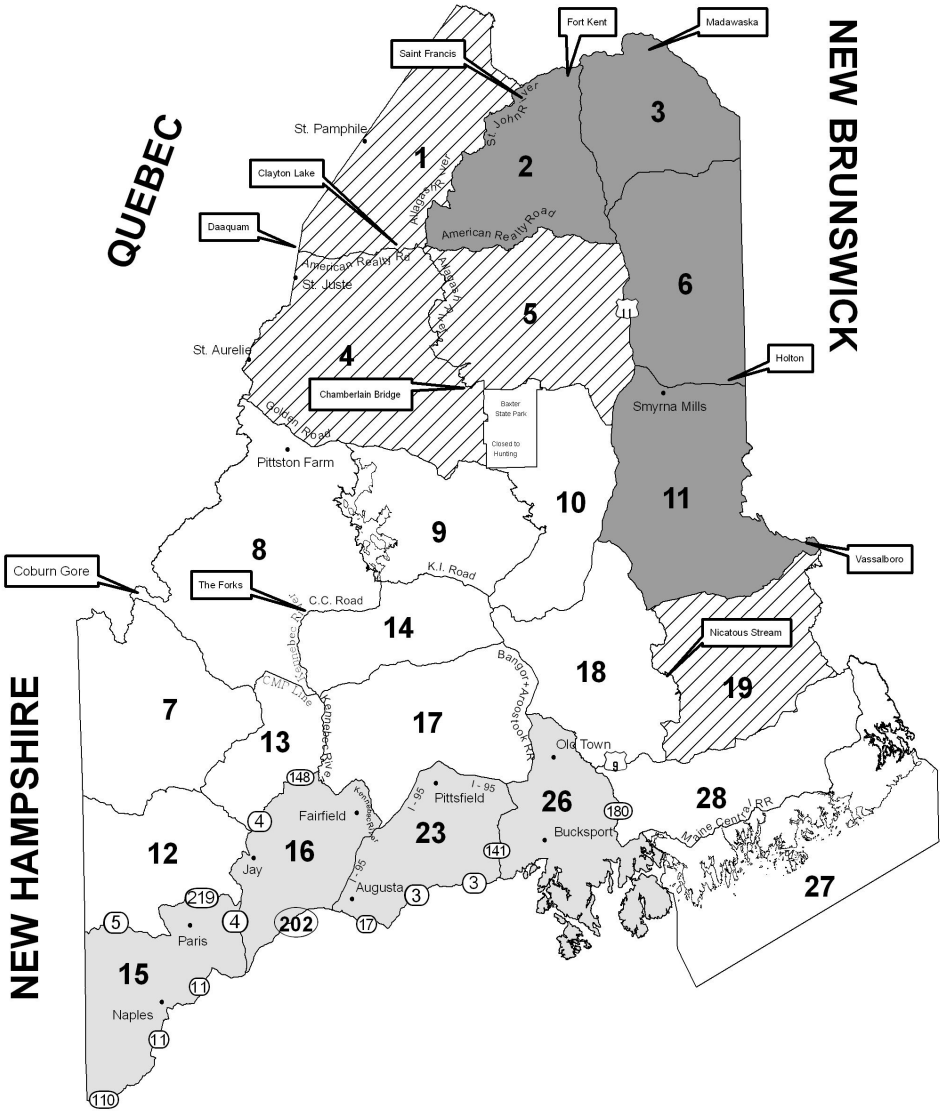
Boundary description begins at the southwest corner of WMD 28, and proceeds clockwise.

WMD 28. District 28 shall be that portion of the state located within the following bounds: Beginning at the junction of State Highway #180 and State Highway #9 in Clifton; then following State Highway #9 easterly to Stony Brook in Baileyville; then following the western shore of Stony Brook northerly to the Maine-New Brunswick border; then following the Maine-New Brunswick border easterly to the outlet of Magurrewock Stream in Calais; then following the south shore of Magurrewock Stream easterly to the Maine Central Railway crossing; then following the former Maine Central Railway right-of-way southerly and westerly to State Highway #180 in Ellsworth; then following State Highway #180 northerly to the point of origin at State Highway #9 in Clifton.

WMD 28 features a transition zone between the industrial forestlands of the interior and the more populated areas of the Route 1 coastal belt. There are some pockets of industrial forestland to the east and west, but the central portion of the WMD is dominated by expanses of commercial blueberry land. Many of the commercial blueberry growers are now requiring permission before accessing their lands and roads. Development and services are mostly near the Route #1 corridor, and to a lesser extent along the northern Route 9 boundary. Access into this district is from Route #1 or #9, as well as several north-south roads that link Routes 1 & 9.

WMD 28 is located on the Delorme Maine Atlas and Gazetteer Maps # 23, 24, 25, 26, 27, 35, 36, and 37.

2010 Moose Hunting Districts



Legend

- September and October Season
- October Only Season
- September and October Season, November 1 - 6
- October 30 (Maine Residents Only), November 1 - 27

NOTE: In order to update road/route references as a result of E911 implementation and to consolidate areas with similar physical/habitat characteristics, MDIFW has made a number of changes to Wildlife Management Districts. For a current description of WMDs, contact us at 207-287-8000 or check our website: **www.maine.gov/ifw/**

INDIAN TERRITORY

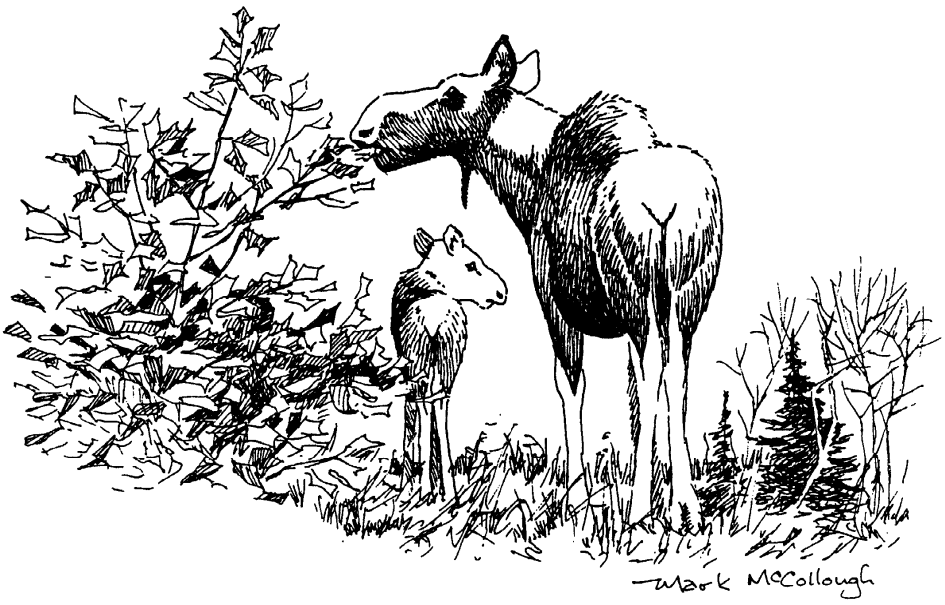
As a result of the Maine Indian Claims Settlement Act of 1980, lands purchased by the Penobscot Indian Nation and the Passamaquoddy Tribe, within certain designated areas of the State, are classified as Indian Territory and are given “special” legal status. The Penobscot Nation and the Passamaquoddy Tribe, within their respective Indian territories, have exclusive authority to regulate hunting and trapping. At the time of this publication, parcels of Indian Territory had been acquired within the following areas:

PENOBSCOT NATION: Franklin County: Alder Stream Twp. **Penobscot County:** T2R9 NWP (western portion), T3R9 NWP (eastern portion), T6R8 WELS (western portion) Argyle Twp. (northern portion) and T3R1 NBPP (northeastern portion). **Piscataquis County:** T6R8 NWP. The Penobscot Nation also has exclusive authority to regulate hunting and trapping in the Penobscot Reservation, consisting of all islands in the Penobscot River north of, and including, Indian Island, located near Old Town, Maine. Contact the Penobscot Nation, Department of Natural Resources for specific locations of Reservation islands.

PASSAMAQUODDY TRIBE: Franklin County: Lowelltown, T1 R8 WBKP. **Hancock County:** T3&4 ND. **Washington County:** T5ND, BPP; T19 MD, Indian Twp., and Pleasant Point, Perry. **Penobscot County:** T3R9 NWP, T5R1 NBPP, TAR7 WELS. **Somerset County:** Holeb T6R1 NBKP, Prentiss, T4R4 NBKP, Hammond Twp., T3R4 NBKP, Alder Brook Twp., T3R3 NBKP, Pittston Academy Grant, T2R4 NBKP, Soldiertown Twp., T2R3 NBKP.

Most of these areas will be conspicuously posted as Indian Territory. Anyone wishing to hunt or trap on Indian Territory should contact the appropriate Indian agency for further information.

PENOBSCOT INDIAN NATION Dept. of Natural Resources 12 Wabanaki Way Indian Island, ME 04468 Telephone: (207) 827-7776 ext 230	**PASSAMAQUODDY TRIBE** Ranger Dept. Box 301 Princeton, ME 04668 Telephone: (207) 796-2677



CAMPING AT MAINE STATE PARKS

AROOSTOOK STATE PARK

While hunting in Northern Maine, consider Aroostook State Park for your accommodation needs. Aroostook State Park is right on the doorstep of some of the best moose hunting in Maine, and is open for camping through October 15th. Aroostook, located in WMD 6, offers a wide variety of hunting opportunities, from vast wooded forest to open farmland. After September 13th, campsites are first come, first serve and can accommodate campers or tents. Flush toilets, hot showers, and a kitchen shelter are available for your convenience. Each site has a fire ring and picnic table. There are no electric or water hook-ups. The city of Presque Isle is 5 miles north of the park.

Off-season rates are $10.00 per site per night for Maine residents, $18.00 for nonresidents. (plus 7% Maine lodging tax)

For more information, please call (207) 768-8341.

LILY BAY STATE PARK

Located in WMD 9 on Moosehead Lake, Lily Bay State Park is open for camping through Columbus Day. Flush toilets, hot showers and its close proximity to Greenville make Lily Bay a perfect place to set up camp. After September 13th, campsites are first come, first serve and can accommodate campers or tents. Each site has a fire ring and picnic table. There are no electric or water hookups.

Off-season rates are $10.00 per site per night for Maine residents, $18.00 for nonresidents. (plus 7% Maine lodging tax).

For more information, please call (207) 695-2700.

PENOBSCOT RIVER CORRIDOR

With more than 60 primitive campsites spanning the length of the Corridor from just outside of Millinocket to Canada Falls in WMD 9 and WMD 4, these year-round sites are ideal for providing a wilderness experience, without being completely cut off from civilization.

Camping fees are $4.00 per person, per night for Maine residents, $8.00 for nonresidents. (plus 7% Maine lodging tax). Children under 10 years old camp for free.

For more information, please call (207) 941-4014.

ALLAGASH WILDERNESS WATERWAY

For a more traditional hunting experience, consider paddling the Waterway and camping on any of the more than 100 primitive sites scattered throughout WMDs 1, 2, 4 & 5. While open to camping year round, moose hunting doesn't begin until October 1st.

Camping fees are $4.00 per person, per night for Maine residents, $8.00 for nonresidents (plus 7% Maine lodging tax). Children under 10 years old camp for free.

Please obtain the complete list of Allagash rules and regulations either by calling (207) 941-4014 or on the web: http://www.state.me.us/doc/parks/programs/history/allagashrules.htm.

MOOSE REGISTRATION STATIONS

All moose must be presented for registration at the first open moose registration station on the route taken by the hunter. **Evidence of gender must remain attached to at least one part of a dressed animal if it is dismembered and transported in several pieces.** After your moose is legally registered, wildlife biologists may ask to examine it and take a few measurements. NOTE: Moose are weighed at some (not all) registration stations for the convenience of the hunter.

To register a moose, the permittee must be present, and the person who killed it must present their hunting license and the moose hunting permit to the registration agent. The agent will ask the hunter when (date and time) and where (township, county, and location on DeLorme's Maine Atlas and Gazetteer) the moose was killed. If the successful hunter employed a guide or hunted with another person more familiar with the location of the kill, that person should accompany the hunter to the registration agent. If no one in the hunting party is familiar with the location, be sure to record the directions (turns and distances) from the location of the kill to a known landmark.

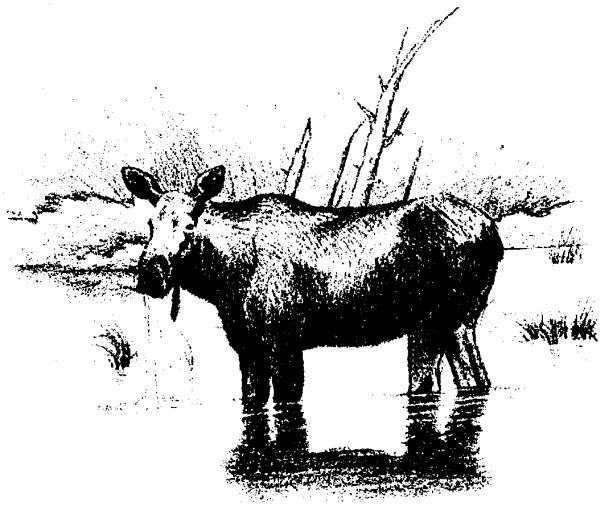
Moose registration stations are listed below. Stations with the capability to weigh moose are indicated with an asterisk (*). A small weighing fee is charged.

MOOSE REGISTRATION STATIONS							
Town	**Station**	**Location**	**Hours**	**Telephone**	**Season Store Will Tag Moose (X)**		
					Sep	**Oct**	**Nov**
Androscoggin County							
Turner	Schrep's Corner Store	1093 Upper Street (Jct. Turner Center Road & Rt. 117)	5am-9pm (M-F) 6am-9pm (Sa) 7am-8pm (Su)	(207) 225-2561			X
Aroostook County							
Ashland *	Gateway Variety Store	Garfield Road. (.5 mi west of Aroostook River)	8am-8pm (M-Sa) 8am-12pm (Su)	(207) 435-6890	X	X	X
Fort Kent *	First & Last Redemption	Rt. 161, 1.3 mi west of intersection w/ Rt. 11	7am-8pm (M-Sa) 7am-12pm (Su)	(207) 834-2791	X	X	X
Houlton *	Mac's Trading Post	Rt. 1, ¼ mi north of I-95, across from William's Pools	7am-8pm (M-Sa) 7am-5:30pm (Su)	(207) 532-9700	X	X	X
Island Falls *	Porter's Garage	Rt. 159 (east of I-95 exit 276)	6am-5pm (Su-Th) 6am-6pm (F-Sa)	(207) 463-2255	X	X	X
Macwahoc Plantation	Bento's Grocery & Diner	Jct. Rt. 2 and Rt. 170	6am-8pm (M-F) 6am-8pm (Sa) 7am-7pm (Su)	(207) 765-2417	X	X	X
New Sweden *	Northstar Variety	Rt. 161 and corner of Westmanland Road.	6am-9pm (M-Sa) 9am-9pm (Su)	(207) 896-3239	X	X	X
Presque Isle	Ben's Trading Post	191 Parsons Road (next to Grand Rental Station)	8am-8pm (M-Sa) 9am-2pm (Su)	(207) 768-3181	X	X	X
St. Pamphile [1]	North Maine Woods Checkpoint		6am-8pm (M-Sa) Closed Sunday	(418) 356-2411	X	X	
Franklin County							
Eustis *	Pines Market	Route 27	6am-9pm (M-F) 7am-9pm (Sa-Su)	(207) 246-4221		X	
Rangeley *	Oquossoc Grocery	Route 4 (Carry Road), Oquossoc Village	6am-7pm (M-Th) 6am-8pm (Fr-Sa) 6am-6pm (Su)	(207) 864-3662		X	
Strong *	Beal's General Store	Route 145 (Main St.)	4am-9pm (M-F) 5am-9pm (Sa)	(207) 684-4211		X	X

MOOSE REGISTRATION STATIONS							
Town	**Station**	**Location**	**Hours**	**Telephone**	**Season Store Will Tag Moose (X)**		
					Sep	**Oct**	**Nov**
Hancock County							
Amherst	Amherst General Store	Route 9	5am-8pm (M-F) 6am-8pm (Sa) 7am-8pm (Su)	(207) 584-5805	X	X	
Oxford County							
Andover	Mills Market	Route 5	4:30am-8pm (M-Sa) 5:30am-8pm (Su)	(207) 392-3062		X	
Denmark	Jim Bob's Store	Route 117	7am-7pm (M-Th) 7am-8pm (F-Sa) 7am – 6pm (Su)	(207) 452-2100			X
Stoneham	AJ's Everything	Route 5	6am-8pm (Daily)	(207) 928-2454		X	X
West Paris	J&K Sporting Goods	112 Bethel Road	8am-5pm (M-F) 8am-12pm (Sa)	(207) 674-3188 After Hours: (207) 331-0126		X	X
Penobscot County							
Enfield	Enfield General Store	Enfield Village	6am-9pm (Daily)	(207) 732-3931	X	X	
Medway *	Lenny's Superette	Route 157 at Jct. w/ Rt. 116, 1 mi west of I-95 exit 244	5am-10pm (M-Sa) 6am-10pm (Su)	(207) 746-5100	X	X	X
Mount Chase *	Wilderness Variety	Rt. 159 in Shin Pond	5:00am-8pm (Daily)	(207) 528-2626	X	X	X
Newport/Palmyra	Moosehead Trail Trading Post	428 Oxbow Road (Jct. of Rt. 11 and I-95)	8am-6pm (M-Sa) 9am-3pm (Su)	(207) 368-5313		X	X
Old Town *	Old Town Trading Post	Jct. Rt. 43 and Rt. 16, east of I-95 exit 197	8am-5pm (M-Sa) 9am-3pm (Su) (closed on Tues. in Sept. season only)	(207) 827-7032	X	X	
Orrington	Bob's Kozy Korner Store	Johnson Mill Road	6am-9pm (Su-Th) 6am-10pm (F-Sa)	(207) 825-8700			X
Springfield	Smith's General Store (Irving)	East of Jct. Rts. 6 and 169	6:30am-8pm (Daily)	(207) 738-2171	X	X	
Piscataquis County							
Greenville *	MDIFW Regional HQ (Oct. Season Only)	.3 mi north of town on Lily Bay Road, left on Village Street	8am-8pm (M-Sa) 8am-12pm (Su)	(207) 695-3756		X	
Kokadjo *	Kokadjo Trading Post	Kokadjo Settlement	7am-9pm (Daily)	(207) 695-3993	X	X	
Milo	C&J Variety (Irving Gas)	86 Park Street (Rt. 11)	3:30am-9pm (M-Th) 3:30am-11pm (F) 5am-11pm (Sa) 7am-9pm (Su)	(207) 943-2121	X	X	
Northeast Carry (T3R15 WELS) *	Raymond's Store	Northeast Carry	7am-8pm	(207) 557-5348	X	X	
T2 R10 WELS	Abol Bridge Campground	Golden Road	7am-7pm (Su-Sa)		X	X	
Somerset County							
Jackman *	Bishop's Store	464 Main Street	5:30am-9pm (Daily)	(207) 668-3411		X	

MOOSE REGISTRATION STATIONS							
Town	**Station**	**Location**	**Hours**	**Telephone**	**Season Store Will Tag Moose (X)**		
					Sep	**Oct**	**Nov**
Pittston Academy Grant Twp *	Pittston Farm Lodge	West end of Seboomook Lake	4:30am-7pm	(207) 280-0000	X	X	
Skowhegan	Skowhegan Fire Station	Jct. of Rts. 2 & 201	7am-9pm (Daily)	(207) 474-3400			X
Smithfield	Sweet Dreams	164 Village Road (Jct. Rts. 8, 137, & 225)	5:30am-8pm (M-F) 5:30am-9pm (Sa-Su)	(207) 362-2010			X
Solon *	Griswold's Country Store	Route 201	6am-8pm (Su-Th) 6am-9pm (Fri-Sa)	(207) 643-2771		X	
Waldo County							
Freedom	Freedom General Store	27 Belfast Road (Rt. 137)	5am-8pm (M-F) 5:30am-8pm (Sa) 6:30am-6pm (Su)	(207) 382-6240			X
Swanville	4 Seasons Outdoor Store	297 North Searsport Road	8 am-6 pm (M-Sa)	(207) 338-0766			X
Washington County							
Grand Lake Stream *	Pine Tree Store	Milford Road (near hatchery)	7am-8pm (Daily)	(207) 796-5027	X	X	
Harrington	Delbert Caler	Marshfield Road	6am-8pm (Daily)	(207) 483-6077	X	X	
Machias	Coffin's True Value	Route 1	8am-5pm (M-Sa) 8am-12pm (Su)	(207) 255-8387	X	X	
Pembroke	Johnson's Mobil Mart	Route 1	8am-8pm (M-Sa) 8am-12pm (Su)	(207) 726-5566	X	X	
Topsfield	Topsfield Country Store	Route 1, south of Jct. w/ Rt. 6	3:30am-7pm (M-W) 3:30am-8pm (Th-F) 5am-6pm (Sa) 7am-4pm (Su)	(207) 796-2966	X	X	X
Wesley	P&J Grocery	HCR 71 Box 300	8am-5pm (M-Sa)	(207) 255-8859	X	X	
York County							
Limerick	Limerick Village Variety	32 Main Street	5:30 am – 9 pm (M-Sa) and 6 am – 9 pm (Su)	(207) 793-8230			X

[1] **Hunters entering Canada are also required to pass through Canadian Customs Monday-Friday from 9am-5pm.**



HUNTER ETHICS

Ethics are standards of behavior that are considered to be morally right, even without the benefit of legal sanction. Ethical behavior varies somewhat from place to place, depending on local traditions and practices. However, an overall standard of conduct must be established and observed by the hunting fraternity. While hunting is considered a respectable activity in Maine, it is frowned upon in many areas by an increasing number of people. The primary reason for this disapproval is the manner in which some irresponsible hunters conduct themselves in the field.

Instead of formulating a specific list of unacceptable behavior for the hunter, it may be of more value to discuss some desirable attitudes and criteria, which should be used by the ethical sportsman in determining behavior.

A hunter's conduct is determined by his or her:

- **Philosophy on harvesting game.** When you go hunting, what is your objective? Is it to get your limit as fast as possible? The ethical sportsman will look at hunting as an overall outdoor experience. There is pleasure to be gained without even firing a shot!

- **Preparation.** The ethical hunter is always prepared before venturing a field. From selecting the right firearm and knowing how to use it, to being ready for an emergency situation, the sportsman is ready for the expected...and the unexpected.

- **Commitment to the sport of hunting above any personal accomplishments.** The ethical hunter always puts the survival of the sport first. Whatever is best for the image of the sport must take priority, even if it means passing up a trophy shot or not taking the limit when you know the population is down. Remember, you are always being watched by your son or daughter, hunting companions, landowners and even strangers. Your behavior will reflect back on you...and on your sport.

- **Use of traditional skills and methods of fair chase.** The sportsman will want to match wits with the game hunted. Challenge yourself. Selfish and unethical actions degrade the hunter and the sport.

- **Regard for the feelings of others.** Always consider other people, especially landowners and non-hunters. Hunt safely. Ensure that your conduct is not offensive. Be prepared to justify your actions. Many people don't appreciate a sign blown full of holes, a messy campsite, or a dead animal on display on your vehicle or at your home or camp.

- **Willingness to obey the unwritten laws.** There are a lot of situations in hunting that are technically legal, but shouldn't be done anyway, for both ethical and safety reasons. It's not illegal to stalk a calling turkey, or to shoot a turkey that has responded to another hunter's calling. It's not illegal, but it's not right, and it can be dangerous.

- **Attitude toward wildlife.** The ethical hunter must respect the game being hunted, as well as other wildlife. Part of this respect includes not harvesting more than the limit, not harvesting animals not wanted for a specific purpose, and having the proper size firearm and skill to ensure a clean, one shot kill.

- **Respect for the law.** The laws are there to protect people and to protect wildlife. Even if you don't agree with all of them, the ethical hunter obeys all the laws all the time, and he/she reports those who don't. Remember, it's everyone's resource.

ATTENTION MAINE MOOSE HUNTERS!

Moose hunting in Maine is exciting and unmatched anywhere. However, along with this great hunting opportunity comes the responsibility for enhanced sportsman ethics due to unique hunting situations and special hunting regulations.

- The majority of moose hunting in Maine takes place within the industrial timberlands of the state. Most of this hunting territory is somewhat remote and privately owned. A major portion of this area is crisscrossed with private logging roads that are generally open for public use. Be alert for log trucks. They are very large, hard to maneuver and stop, and **ALWAYS** have the right-of-way. If you stop your vehicle for any reason, pull well off the road. Do not park where your vehicle will interfere with log hauling and do not hunt near active timber harvesting operations.

- Hunting in southern Maine is very different from hunting in the north. Success will likely be low, especially for hunters not from the immediate area who do not use a guide. It may also be more difficult to remove moose from private land in southern Maine, and removing moose could damage private land.

- Most of Maine's hunting occurs on private property. Obtain landowner permission before you hunt and always remember that you are a steward of the land. Treat the property of others as if it was yours, to help ensure future access.

- Most landowners prohibit ATVs and other "off-road" vehicles on their lands and roads. It will be crucial to plan ahead on how you will move your moose from the woods to the road. In many cases, field dressing and butchering may be your best option. Where removal of an entire carcass is desired, plan ahead and obtain landowner permission to access a downed moose with an ATV or vehicle without damaging property.

- When you park your vehicle to hunt, pull well off the road and **do not** block side roads.

- To ensure a quality hunting experience, keep some distance between you and other moose hunters and especially, between you and the non-hunting public. Don't hunt along well-traveled roads or near camps, recreation areas, or popular moose-watching sites.

- **It is absolutely essential that you properly field dress your moose immediately after the kill and take every precaution to avoid meat spoilage**. It is likely during the September and October seasons that you will encounter warm temperatures. Cooling the meat rapidly after eviscerating the animal will be critical. It is your responsibility to ensure that you are prepared for warm weather and that you are able to take every precaution to prevent meat from spoiling.

MAINE LANDOWNERS LAND USERS

PLANNING YOUR MOOSE HUNT

You are about to experience what many consider to be a once in a lifetime experience – moose hunting in Maine! As a permittee you are guaranteed the opportunity to hunt Maine's largest mammal. You are not guaranteed a successful hunt, a mature "trophy" bull, or quality meat. Preseason planning for your moose hunt may be the most important part of your hunt. Unless you live within the moose hunting district where you will hunt, an extensive amount of planning is required to make your moose hunt successful and, most importantly, enjoyable.

At one time, locating a moose was as easy as driving the roads and scouting clear-cuts. As the numbers of moose permits have increased over the years, traffic on the network of access roads has doubled. Moose have become warier and are less likely to be found standing in the clear waiting for the opportunistic hunter. In addition, the number of roadside clear cuts with 5-15 year old growth has decreased. This has resulted in limited visibility for roadside hunters.

One method for avoiding crowds and increasing the odds in your favor is to hunt moose off the beaten path. Hunting moose in this fashion is not much different from hunting white-tailed deer. Many of the same techniques apply; with one exception - you may find yourself with an animal on the ground that weighs nearly 1,000 pounds. To do a traditional hunt successfully, you will need to plan your hunt carefully. More than likely, you will not be able to drive to where the animal falls. This will require that you have the proper equipment with you to field butcher your animal, pack it out, and transport it to a tagging station.

The majority of moose hunting in Maine occurs within the industrial timberlands of the state and is somewhat remote. Make sure to bring along sufficient maps of your hunting area and extra fuel and additional spare tires for your vehicles and trailers.

It is important to take time prior to your hunt to scout your district and find areas moose frequent in search of food, water and bedding. Places to look include 5-15 year old clear cuts. These are favorite spots for browsing moose. In the fall they are often found in areas where poplars grow. Do not exclude high terrain where big bulls can often be found during the warmer parts of the day. Older, over-grown clear cuts still offer good food and bedding areas for moose. Even after the rut, many bulls are still on the move looking for cows. If you put your time in scouting a week before the hunt, your chance of success will improve. Remember that moose do not like the heat of the day and are more likely to be on the move in the late afternoon and early morning.

For additional assistance in planning your moose hunt or for lodging opportunities, you may want to contact the:

Maine Professional Guides Association (www.maineguides.org)
Maine Sporting Camp Association (www.visitmaine.com/sportcamp.html)

MOOSE HUNTING TECHNIQUES

Moose hunting in Maine is a rare opportunity, so consider making your hunt a traditional hunt off the beaten path!

Maine has one of the largest moose populations in the lower 48 states, and they live in areas interspersed with miles of logging roads. Because it is easy to cover many miles along the roads while searching for moose, many hunters may miss the experience of a more traditional hunt. A law change allowing hunters to leave more moose parts in the woods makes it much easier to hunt away from the road.

There are many different ways to hunt backcountry moose. With miles of shoreline along lakes and ponds, rivers, and streams throughout the moose hunting districts, **water hunts** via a canoe can be especially successful, allowing you to slide up quietly on an unsuspecting moose. Floating, when used in conjunction with calling, can be most effective, allowing you to cover greater ground and provide for a wonderful hunting experience. When hunting near water, alternate calling and pouring water to simulate a moose walking and feeding in the water. Keep in mind that shooting a moose in the water can cause enormous difficulties. Some will sink, and all are hard to get ashore.

Walking and stalking is another effective method. Once you have located holding areas for moose with your scouting, try to find old logging roads or jeep trails that are no longer traveled. The Maine Atlas and Gazetteer by DeLorme will often help in locating these older roads. These make ideal paths for stalking. Slowly walk the road, stopping every so often to call, wait 15 minutes and then continue your walk. When hunting with a call, give the moose plenty of time to respond; often they will travel over a mile to investigate the call, sometimes without making a sound.

If you have found a prime area that moose frequently visit, you may consider building a **blind** or a series of blinds over a wide area. You may want to build a morning blind and an afternoon blind. There are plenty of downed trees and brush available to construct a suitable blind. Pick out a good spot, allowing for good visibility, comfort and quiet sitting. Calling is optional, but can be very effective. Attracting scents such as a cow in heat and bull urine, scent sticks, and scented gels can help draw animals within range of your blind. These work especially well if applied the night before you plan to sit.

Hunting from a **tree stand** provides an added advantage over a blind by increasing your visibility and getting your scent off the ground. Again, calling is effective, but sitting quietly works well if you're hunting an active trail. Remember to refresh yourself on the laws applying to the use of tree stands.

MOOSE CALLS

During the rut, both cow and bull moose respond to a variety of calls. Cows will respond to cow calls, looking for companions, as will bulls looking to mate. If you plan to call, you first need to select a call and practice. It is especially effective to practice on real moose during your pre-scouting.

- First, consider using one of many **commercially produced calls**. These calls are well designed and have been extensively tested. When used by a hunter who has practiced, they deliver the right sound.

- If you desire a more traditional call, construct a **"bull horn" from birch bark**, much the same as the Native Americans did.

- Another form of a "bull horn" is to use a large **coffee can**. Put a small hole in the center of the bottom and soak a 24-inch rawhide string in water overnight. Feed the rawhide through the bottom of the can, securing with a knot. By pulling the string through your fingers at varying rates you can easily simulate the desired moose call.

  "Bull horn" type calls can be heard over long distances even on windy days. However, hearing a responding call on a windy day can be quite difficult.

- Another call is the **hand call**. To do this, cup both your hands together, and bring them to your mouth. You can simulate both the cow in heat call and bull grunts.

No matter which call or method you choose, it is sure to increase your odds of locating animals and increase the excitement of the hunt.

CARE OF YOUR MOOSE

Among the big game animals, moose meat is considered the best. It is to your advantage, and it's also your responsibility as a sportsman, to care for your moose properly and to use it fully.

Assuring quality moose meat for the table begins before the hunt and continues right through the choice of cooking recipes.

Suggested Equipment: First-time moose hunters should be aware that field care of moose is a LOT of work. Nothing will make it easy, but certain equipment and a bit of know-how will make it much less difficult. Make sure your equipment list includes the following:

- Sharpening stone
- Black pepper – ½ pound can
- 2 or 3 large plastic bags
- Cloth wiping rags
- 1/4" to 1/2" nylon rope
- Sharp axe or hatchet
- Sharp, stout knife - at least one
- Large sheet of polyethylene
- Sturdy hand saw, preferably a boning saw
- Game bags, large quantity of cheesecloth, or several old bed sheets
- Heavy-duty pulley and/or a winch or come-along --1 ton minimum capacity

Which Moose for You? Moose are abundant enough that you may not want to take the first opportunity. Wait for a good shot and for the right animal. If fine eating and ease of transportation are both important to you, consider taking a young animal. Bear in mind that even a calf moose is much larger than the largest white-tailed deer you are ever likely to encounter!

Trophy moose heads are expensive to have mounted and impossible to display properly unless you have a large room with high ceilings. Don't shoot a bull with a trophy rack unless you have a genuine interest in mounting and displaying it.

Making The Kill: You should make every effort to kill your moose instantly. This requires use of the proper firearm and the ability to hit vital areas. To have greatest assurance of making a clean kill, only the larger cartridges are recommended.

NOT Recommended

.243 or .244 (6mm)	.303 Savage	.38-40 Win.
.250 (.250/.3000)	.30-30 Win.	.32 Win. Spec.
.38-55 Win.	.35 Rem.	.25-06
.32 Rem.	.44 Mag.	.351 Win.
.257 Roberts	.32-40 Win.	.44-40 Win.
.30 Rem.		

Recommended

.270 Win.	.30-06 Sprfld.	.308 Win.
.284 Win.	.444 Marlin	.280 Rem.
.30-40 Krag.	.348 Win.	.303 British
.8mm Mauser	7 x 57 mm.	.300 Sav.
.358 Win.		

As long as the bullet weight is at least 130 grains, the cartridge used is not as important as good shot placement in making a clean kill. Magnum cartridges are not needed for moose.

Moose seldom drop in their tracks when shot and may not show any indications of having been hit. After shooting, it is best to wait a few minutes before beginning the search, and then do so quietly. Pursued immediately, a wounded moose may travel a great distance before dying. Follow-up every shot and follow the moose for a distance even if you don't find blood at first.

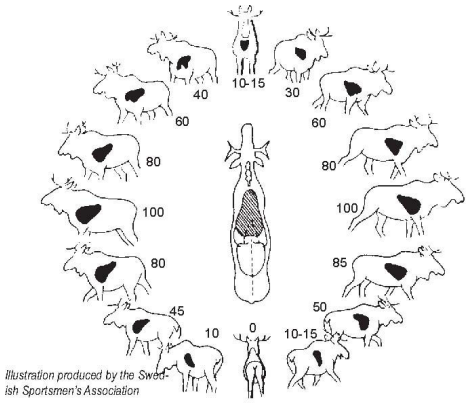
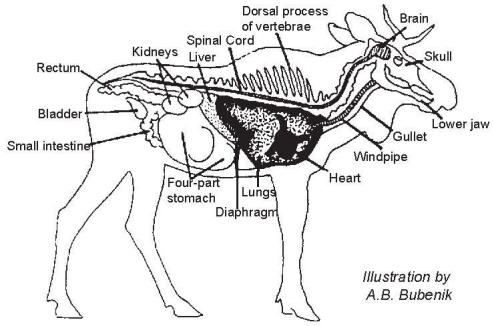


Illustration produced by the Swedish Sportsmen's Association

Proportion and percentage of the vital heart/lung area of a moose from different angles. A quick, humane kill from a well-placed shot should be every hunter's goal. Shots should not be taken at a moose that is not clearly visible or in a stance or posture that prevent proper shot placement.



Internal organs of a moose. The best shot placement is in the heart/lung area.

Crichton, V.F.J. 1997. Hunting, Ecology and Management of the North American Moose pages 637 & 638, Franzmann, A.W. and C.C. Swartz, editors. Smithsonian Institution Press, Washington and London, 733.

Important First Steps After The Kill: Approach the animal to within 10 feet. Look at its eyes. If they are closed, the animal is probably still alive. If so, kill it with a shot to the base of the ear (if head is not to be mounted).

If the eyes are open and the animal is not moving, prod it with a sturdy stick to determine whether it is alive. When certain it is dead, take each leg separately and straighten it out and rotate it several times. You should do this because, even after death, nerve impulses may cause a leg to strike out suddenly, possibly injuring or even killing the unsuspecting hunter.

If your moose has been hit in the heart or lung region it will bleed internally, and eviscerating the carcass will get rid of the blood. If the shot hit the head or neck, you should cut the main arteries and veins at the base of the neck. Caution: a nerve impulse reaction to this cutting could result in a very dangerous toss of the antlers.

Next, tag the moose with the official transportation tag portion of your moose hunting permit, following instructions on the tag. The full name and address of the person who killed the moose should be written on the transportation tag.

Now is the best time for picture taking - before you get into the dirty work.

Eviscerating: It takes patience to gut out a moose properly, but it's a critical step in assuring good tasting moose meat.

Every effort must be made not to rupture the stomach or intestines. Care must be taken to avoid puncturing the bladder or spilling its contents. The bladder is located below (as you look at the animal on its back, ready for gutting) the anus and at the entrance to the pelvic girdle.

It may take two people, or a come-along, to position the moose on its back for the initial cuts. Tie each leg to a nearby sapling to hold it there.

Make the first cut through the hide near the breast, being careful not to pierce the internal organs. With your hand inside the abdominal cavity and the knife pointing outside, continue the incision to the anus. If the head is not to be mounted, continue the incision, in the opposite direction, to the base of the jaw. If you plan to mount the head, cut only to the brisket.

Open the abdomen, exposing the viscera; then using your axe, split up the chest bone to the brisket, exposing the chest cavity contents. If your incision is to the base of the jawbone, cut downward, exposing the trachea (windpipe) and esophagus (swallowing tube). Sever these at the base of the jaw, and using traction and cutting as needed, pull downward into the chest cavity. Traction may be applied by a second person or with a come-along, dissect down to the diaphragm, tie a string tightly around the esophagus to prevent contents from contaminating the meat.

Cut next around the anus. As soon as several inches of the lower bowel are free, tie it off with a string. Split the hips by cutting to the pelvic bone with a knife and then split the pelvic bone with an axe or knife. Free the rectum and bladder from internal attachments, taking care not to rupture or spill contents.

Next, sever away from the ribs the thin diaphragm muscle that separates the heart-lung compartment from the main digestive tract. You can now turn the moose on one side and, with careful cutting and pulling, roll the viscera out. Take out all the remaining lungs within the chest cavity, in order for moose to cool down appropriately.

Remove the head at the last vertebra. This is a good time to remove the tongue, heart and any other internal organs you intend to eat. The Maine Bureau of Health advises against eating the liver and kidneys of moose because of possible contamination with the heavy metal cadmium (additional information on page 32).

Edible organs must be cooled quickly and kept cool. It is very important to trim away any shot damage. For transportation, nothing is better than a cheesecloth bag. Plastic bags can be used in transit out of the woods, but remove and store the parts in a cool place, out of the direct sun, as soon as possible.

Parasites and Moose: Hunters should be aware that most wild animals have parasites in their bodies, including moose. Most parasites (i.e., muscle worms) that occur in moose do not cause any recognizable disease. And while the presence of parasites may be unsightly, the majority of parasites cannot be transmitted to humans nor do they make the meat inedible. Often the whitish cysts of muscle tapeworm (Taenia krabbei) are found when butchering the moose; again there is no cause for alarm and it does not affect the meat.

Skinning: There are two schools of thought on skinning moose. Some say the hide should be left on to keep the meat clean, deter flies, and prevent drying out. Loops cut into the hide of a quartered moose also provide convenient “handles.” Others say that the quicker cooling of the meat with the hide off offsets the advantages of leaving the hide on. If you plan to have your moose butchered by a professional, contact him in advance to see what he prefers. Some want the hide on, others prefer it off.

Moose meat can spoil in the hams and shoulders within a few hours. If you anticipate any delay in getting the moose into a cooler, you should at least quarter it to allow the heavier portions to cool more quickly. Take every precaution to keep your moose meat free of dirt, debris and, especially, hair and blood.

Skinning the moose is easier if you re-position it on its back and tie the legs again. To remove the hide, cut it down the inside of each leg to the cut made to remove the viscera. Much of the hide can be pulled loose; use your knife to free it when it sticks. Skin out the legs and down both sides as far as you can. Then lay the skin flat and roll the moose onto one side and skin down and along the back. Then roll it over and finish skinning the other side.

Quartering: Depending on the animal's size, your strength, and the distance involved, you will want to cut your moose into as many as ten portions, including the head and hide. Evidence of gender must remain attached to at least one part of the dressed animal, if it is dismembered and transported in several pieces. **All edible meat and evidence of gender must be presented for registration, but it is much easier to leave the viscera, lower legs, rib cage, head, and hide in the woods.** Any moose parts that are not presented for registration **may not** be placed where they are visible to a person traveling on a public or private way.

A bone saw will make the quartering job much easier. An axe will work if used carefully. A poly sheet will help keep the quartered pieces clean.

To remove the front shoulders and hindquarters, slice through the tendons and muscle tissue across the shoulder blades and thighs and then cut through the joint in the shoulders and hips.

Protect the meat from flies with game bags, cheesecloth, old sheets, and/or a liberal application of black pepper. If at all possible, hang the meat in the shade to cool. Don't put the meat in plastic bags or wrap it in blankets, tarps, or plastic. Keep it as dry as possible, as moisture increases the chance of spoilage. Don't wash the meat unless you have a way to dry it. Trim away any shot-damaged meat.

Getting The Moose Out of The Woods: Unless you can drive to the kill site or can find someone with a skidder, getting the moose out of the woods will be your most difficult task, but it will be much easier if the moose is quartered. If you do get it out intact and/or with the hide on, try to get it hung in a cool place, preferably a meat cooler, as soon as possible.

Vehicle Transportation: When transporting a moose, your main concerns should be keeping the meat cool and protecting it from dirt and exhaust fumes. Although the law requires that the moose be open to view until after it is registered, the whole animal need not be displayed, only some prominent portion (leg, head, antler, etc.) should be visible.

Snowmobile trailers are handy for transporting moose, but if you use one be sure to protect the moose from dirt thrown up by the tow-vehicle tires. This is especially important if you will be traveling a long distance on unpaved logging roads; dust and mud can make a mess of your moose.

Some hunters rig special insulated boxes in the back of pickup trucks or on snowmobile trailers. Cooled with dry ice, these are great for transporting meat long distances in warm weather. As an alternative, you can pack ice (bagged or in plastic gallon milk jugs) or dry ice in the body cavity or around the quartered pieces. Don't allow water from the melting ice to contact the meat. Don't put dry ice in direct contact with the meat; use several layers of newspaper to keep the dry ice and the meat apart.

If you can't provide any other kind of cooling, at least allow air to circulate around each piece of meat. A rack of tree limbs can be used to elevate the meat off warm surfaces and separate the pieces on top of each other. However, it is better to have them in one layer with good air circulation above and below. Use cheesecloth or sheets to protect open meat from flies and road dirt. Don't pile gear on the moose, and take particular care to avoid contamination with gasoline from ATVs and spare gas cans.

If you have a long distance to travel and the weather is warm, don't risk losing all you have invested in your moose meat by taking it directly home. After registering your moose, take it directly to the nearest facility with a large cooler (a custom meat cutter, a common carrier with refrigerated trucks, a supermarket, etc.,) where it can be hung and cooled, butchered, frozen, or properly packed in ice for the trip home. If you don't do this, at least think about traveling at night.

Aging: Young moose need no aging, but older moose should be aged. Aging time varies according to the temperature and the animal's size. The ideal temperature is just a few degrees above freezing. Temperatures in the 40s will shorten the aging period to a few days. The temperature must never

exceed 50. If the hide is off, reduce aging time to prevent drying out; cheesecloth covering will help prevent drying and deter flies. Black pepper may also be needed for the latter. Meat must be aged before freezing, never after. There is no need to age portions to be processed into ground or stewing meats.

Butchering: If you don't have the time, equipment, and know-how to process your own moose, have it processed at a commercial facility. A list of custom cutters who will process moose is found on pages 37-39.

Freezing: Poor freezing methods can ruin your moose meat just as surely as improper field care. The most common problems are "freezer burn," unsuitable or defective wrapping paper, freezing too large a quantity at one time, and an inadequate or malfunctioning freezer.

Always use special freezer paper. Aluminum or polyethylene envelopes are also recommended. Quick and even freezing is required. Even a large home freezer cannot properly handle more than 100 pounds of meat at the same time - half that amount in an 18 cubic foot freezer.

Cooking Moose Meat: Lacking recipes specifically for moose, you can use your favorite venison recipes with good results.

Disposal of Unwanted Parts: Dispose of any waste from your moose by deep burial. Disposal of dead animals or animal parts is illegal on dumps and land fills.

Moose Trophy Care: Shoot a trophy-sized bull only if you intend to make good use of it. Proper care of trophy heads is extremely important. If you plan on having a moose head mounted, get specific instructions on skinning and care from your taxidermist **before** you go hunting. A less expensive alternative to a full head mount is to mount just the antlers and the skullcap.

Full Head Mount: If you want a head mount, avoid shooting your moose in the head, and don't cut its throat. When field dressing, try to get the animal's head uphill to prevent any blood or body fluids from getting on the head or cape. Field dress the moose in the normal manner except do not cut any further up the under side than between the front legs. The windpipe and any other material can be removed after the animal has been caped out.

If the weather is warm, and you plan to have a head mount or a "fur on" rug made from the hide, you must remove the skin, salt the flesh side thoroughly, and roll up the hide, flesh side in. Keep it in a cool place (**never** in a plastic bag) and get it to your taxidermist as soon as possible. Delay may cause "slipping," a condition in which the hair falls off the hide after the tanning process, ruining it for its intended use.

To skin for a head and shoulder mount, cut in a straight line down the back of the neck, stopping between the shoulder blades, and cut skin off behind the front legs. An alternative is to bring the whole skin, with head attached, to the taxidermist. He will want the measurements, and the skinning is included in the mounting charge.

Hide Care: Remove all flesh and fat, and then salt the flesh side well. Moose hides spoil very rapidly in warm weather. Take the hide to a taxidermist within 24 hours after skinning.

Fine table salt is best for use on hides. Capes will take about 30 pounds of salt. Flat skins will take 50 to 80 pounds. As a guide, figure on using half the weight of the skin in salt. About 24 hours after application, the salt will be wet and will have lost its efficiency - shake it off and re-salt.

Transport the hide rolled up, **flesh side out.**

Other Moose Trophies: Moose hooves and legs can be used for making gun racks. The bones from the dewclaws make interesting letter openers which can be prepared simply by cutting the bone out, removing the meat, and drying. “Fur off” moose hide can be tanned like buckskin and used to make gloves or other items.

HOW MUCH DID MY MOOSE WEIGH?
HOW MUCH MEAT WILL I GET?

Many successful moose hunters are interested in knowing how much their moose weighed alive and how much edible meat they might expect it to yield. Weighing a moose after it is brought out of the woods (without heart, liver and other edible organs, and without lungs and other viscera) will give you the **dressed weight**. Although there are a number of variables (sex, age, blood loss and dehydration, etc.) that may affect weight, a reasonable estimate of a moose’s **live weight** may be obtained by adding 30 percent to its dressed weight.

How much meat can you expect from your moose? There are even more important variables in making this estimation, but, as a very rough guide you can figure that one-half of the dressed weight of your moose is edible — potentially. The figures that follow represent an accurate accounting of what one pair of hunters obtained from their moose, which weighed approximately 850 pounds field dressed.

Steak of various cuts .....118 lbs
Ribs (to barbecue) .....24 lbs
Stew meat ..... 88 lbs
Roasts .....11 lbs
Moose-burg (includes 21 pounds of beef and pork fat ground in).…….....196 lbs
Heart, liver, kidneys, tongue (estimated weight) .....…….....18 lbs
Total edible meat from 850 lb bull moose. .....…….... 455 lbs

Important factors which affected the yield of meat from this particular moose were: Almost no meat was lost from bullet damage.

1. There was no loss from spoilage or dirty meat.
2. Experienced butchers cut-up the moose, so there was almost no waste.
3. The amounts listed are pure meat, with no fat or bone except for the ribs and 21 pounds of fat ground into moose burger.

Obviously, these and other conditions can have considerable effect on the percentage of meat that can be taken from a particular carcass. A cow moose, or a young moose, for instance, might not yield as much meat per pound of field dressed weight as a mature bull. Likewise, a number of bullet holes, spoilage, and hasty or careless butchering could result in a lower yield. Conversely, cutting steaks or roasts in such a way as to include bone (as is done with beef) would increase the total weight going into the freezer.

A CAUTION ON LIVER AND KIDNEY CONSUMPTION

The Maine Department of Inland Fisheries and Wildlife and the state Bureau of Health recommend that the liver and kidneys of moose not be eaten because of possible contamination with the heavy metal cadmium. Several states, Canadian provinces and Scandinavian countries have issued similar warnings. While cadmium may accumulate in the liver and kidneys, there is no known health risk from eating the meat of moose or deer.

Air pollution from copper and nickel industries and from the burning of fossil fuels accounts for much of the cadmium deposited in eastern North America. Cadmium is ingested by moose with their food. Maine health officials recommend that deer liver consumption be limited to 0.8 pounds in one sitting and 1 to 1 1/3 pounds per week. Human symptoms of acute cadmium poisoning include severe nausea, vomiting, diarrhea, muscle cramps and salivation.

MOOSE MEAT PROCESSING FACILITIES

Butchering an animal the size of a moose is not an easy job. If you don't have the know-how, the time, or equipment to do it properly yourself, commercial facilities are available. **The Department strongly suggests that all moose hunters contact a meat processor prior to the hunting season to ensure "space" for processing. As the number of permits has increased in recent years, the capability of the available meat processors to meet this demand appears to be nearing capacity.** The following establishments have indicated an interest in processing moose. This list is provided for informational purposes only and in no way implies Department endorsement. **Note: Since this publication needs to be printed earlier in the year, some errors may exist in the list of meat processors identified above. The listed meat processors were confirmed as of July 1, 2010.** The services each provides are in parentheses after the name and are coded as follows:

C = cutting	W = wrapping	V = vacuum	F = freezing	S = frozen storage	N = skinning

Town	Code	Name	Address	Phone
Alexander	CWFS	Clayton Blake	602 Cooper Road Alexander, ME 04643	(207) 454-8438 Call for appointment prior to season
Arundel	CWFS	Gil LaFlamme & Sons	208 New Road Arundel, ME	(207) 282-1027
Ashland	CWFSN	Windham Butcher Shop	Rt. 11 (next to Fish & Wildlife office) Ashland, ME 04732	(207) 892-4203 Monday – Friday afternoon, September only
Ashland	CWVFSN	Shane Hill	Bottom of Station Hill across from bridge in vacant lot	207-768-0020
Athens	CWFN	Foss Farms Slaughter House	Hartland Road PO Box 123 Athens, ME 04912	(207) 654-2633 (207) 654-2641
Biddeford	CWF	West Street Market	271 West Street Biddeford, ME 04005	(207) 282-9861 (207) 283-3198
Blaine	CWFS	The Slaughterhouse	304 Bubar Road Blaine, ME 04734	(207) 429-8808
Buxton	CWF	Allen Cox	7 Warren Road Buxton, ME 04093	(207) 727-4260
Charleston	CWFNV	Barry Higgins	Rt. 11A 222 Charleston Road Charleston, ME 04422	(207) 285-3591
Clinton	CWFSN	The Chop Shop	648 Mutton Lane Clinton, ME 04927	(207) 649-8849
Detroit	CWFN	Brousseau Family Meat	344 River Road Route 69 Detroit, ME 04929	(207) 487-6949
Dixmont	CWVFN	Pine Ridge Taxidermy	4197 Kennebec Road Dixmont, ME 04932	(207) 234-7227 (207) 745-4933 (C)
Fort Fairfield	CWFSN	Joe Chasse	175 Limestone Road Fort Fairfield, ME 04742	(207) 472-0141 (H) (207) 227-5094 (C)
Fort Kent	N	Lionel Sindel	181 Market Street Fort Kent, ME 04743	(207) 834-3521
Frenchville	CWFN	Adam Dube	124 US Route 1 Frenchville, ME 04745	(207) 543-6404 (207) 316-8685
Greenfield	CW	Bill Melgey	Box 332, Cross Road Greenfield, ME 04418	(207) 827-7554
Guilford	CWVFSN	Herring Brothers Meat Cutters	Route 15 350 Water Street Guilford, ME 04443	(207) 876-2631

C = cutting	W = wrapping	V = vacuum	F = freezing	S = frozen storage	N = skinning

Town	Code	Name	Address	Phone
Harpswell	CWF	Thibeault's Deer Cutting	467 Cundy's Harbor Road Harpswell, ME 04079	(207) 725-8952
Harrington	CWN	Delbert Caler	Marshfield Road Harrington, ME 04643	(207) 483-6077
Jay	CWFN	Newell's Custom Meats	163 Franklin Road Jay, ME 04239	(207) 897-5293
Lagrange	CW	Troy P White Mid-Maine Taxidermy	13 White Road Lagrange, ME 04453	(800) 943-2521
Levant	CWF	Richard Bemis	Box 114 Wing Road Levant, ME 04456	(207) 884-8565
Livermore	CWFSN	Francis Castonguay	234 Gibbs Mill Road Livermore, Me 04253	(207) 897-4989 (800) 310-4989 in state
Livermore	CWFN	R & B Meats	1551 Federal Road Livermore, ME 04253	(207) 897-3371
Manchester	CWFN	Ballard Custom Meats	Myrtle Street Manchester, ME 04351	(207) 622-9764
Mapleton	CWFSN	S.P.W.	679 Pulcifier Road Mapleton, ME 04757	(207) 551-1301
Medway	CWFSVN	York's Slaughter House	543 Paptagumpus Road Rt. 116 Medway, Me 04460	(207) 746-5845
Milbridge	CW	Pat Beal	Back Bay Road, Box 298 Milbridge, ME 04658	(207) 546-7113 (207) 598-8938 (C)
Minot	CWFSN	Trophies Unlimited Taxidermy Dick Sprague, Taxidermist	109 Bradbury Hill Road Minot, Me 04258	(207) 966-3713
Minot	CWFSN	Harris Custom Cutting	347 Woodman Hill Road Minot, ME 04258	(207) 345-9582 (207) 818-0112 pager
Monticello	CWN	Folsom's Custom Meat Cutting	Rt. 1, Box 237 Monticello, ME 04760	(207) 538-2129 Please call prior to moose hunt
New Canada	CWFSN	St. John Valley Custom Meats John Beiler	488 New Canada Road New Canada, ME 04743	(207) 316-4915
Newport	CWF	Gray's Custom Meat Processing	488 Rutland Road Newport, ME 04953	(207) 278-7859
North Monmouth	CWFSN	K&K Cutting Kerry Burgess	215 Back Street No. Monmouth, ME 04265	(207) 933-4860
Oakland	CWFSN	Bills Custom Cutting	92 High Street Oakland, ME 04963	(207) 465-9551
Presque Isle	CW	Ron's Custom Cutting	3 Montgomery Street Presque Isle, ME 04769	(207) 762-4661
Rockland	CWVFN	Thin Blue Line Meats	15 Washington Street Rockland, ME 04841	(207) 596-2938
Sabattus	CWF	Sabattus Deer Processing Greg Provost	435 Middle Road Sabattus, ME 04280	(207) 375-8728 days (207) 375-4581 evenings
Sanford	CWF	David Hussey	PO Box 601 Sanford, ME 04073	(207) 324-7190
Sanford	CWVSN	Sleeper's Game Cutting	45 Lebanon Street Sanford, ME 04073	(207) 324-7371

C = cutting	W = wrapping	V = vacuum	F = freezing	S = frozen storage	N = skinning

Town	Code	Name	Address	Phone
Sidney	CW	Richard Jandreau	Town Farm Road Sidney, ME 04330	(207) 465-9403
South Berwick	CW	Folgers All Game Cutting	9 Crescent Court South Berwick, ME 03908	(207) 748-3279
Strong	CW	Dora Flagg	RR2 Box 900 West Freeman Road Strong, ME 04983	(207) 684-3592 Walk-in cooler available. By appointment.
Thomaston	CWF	Earl Titus	21 Booker Street Thomaston, ME 04861	(207) 354-6555
Van Buren	CWFS	Theriault's Abattoir	Hamlin Road Van Buren, ME 04785	(207) 868-3344
Waldoboro	CWFSN	Moon's Meat Cutting	313 Cassner Road Waldoboro, ME 04572	(207) 832-4074
West Gardiner	CWFN	Weston's Meat Cutting	95 Collins Mill Road West Gardiner, ME 04345	(207) 724-2027
Windham	CWF	Windham Butcher Shop	247 Varney Mill Road Windham, ME 04062	(207) 892-4203 Operate out of Ashland in September only, call for info.
Winslow	CWVF	Dennis Jackson	10 Belleview Street Winslow, Me 04901	(207) 873-5535
Winslow	CWF	G&G Custom Cutting	6780 North Reynolds Road Winslow, ME 04902	(207) 872-2958 (207) 471-5701 pager
Wytopitlock	CWFN	D&R Meat Cutting	Route 171, Tower Road Wytopitlock, ME	(207) 738-3305 (207) 456-7172 (207) 738-2369

MOOSE HUNTER SURVEY

A moose hunting survey card will be sent to you. Please take the survey with you on your hunting trip and take a few minutes to record how long you hunted and the number and type of animals you saw each day. At the end of your trip, hand the survey in at one of the registration stations. If you do not pass a registration station on your way home, please drop the survey in the mail.

Your responses help the Department of Inland Fisheries and Wildlife track long-term trends in the number of game animals. Thank you for your assistance!

PHONE NUMBERS YOU MAY NEED

Ashland ..... (207) 435-3231
Bangor ..... (207) 941-4440
Enfield ..... (207) 732-4132
Gray ..... (207) 657-2345
Greenville ..... (207) 695-3756
Jonesboro ..... (207) 434-5927
Sidney ..... (207) 547-5300
Strong ..... (207) 778-3324

State Police-Orono 1-800-432-7381
State Police-Houlton.....1-800-924-2261
North Maine Woods.....(207) 435-6213
Penobscot Nation ..... (207) 827-7776 ext. 230
Maine Forest Service-Island Falls....(207) 463-2214
Maine Forest Service-Greenville.....(207) 695-3721
Maine Forest Service-Old Town .....(207) 827-2079
Operation Game Thief 1-800-253-7887

LET SOMEONE KNOW WHERE YOU WILL BE STAYING

Make sure someone knows exactly where you will be staying on your moose hunt. Give them the number of the nearest Fish and Wildlife Department office. This precaution will simplify locating you, should that become necessary.

RECORD MOOSE ANTLERS

Are your moose antlers a new Maine moose record? Does it qualify as a trophy antlered bull moose according to the Maine Antler and Skull Trophy Club (MASTC)?

A trophy moose will have antlers over four feet wide, with sixteen or more points on large palms. The scoring system measures bone mass, so the most important single factor is large, massive palms.

If you take a trophy antlered moose, let the antlers and the cleaned skull cap dry for 60 days. Do not separate antlers from the skullcap or break the upper skull. This will change the true spread measurement and will disqualify the antlers from official registration.

Measuring should be done as soon as possible after the 60-day drying period for the highest possible score. Large moose antlers can shrink up to four inches in spread in three months. For further information, or for a measuring appointment, contact one of the scorers listed below.

President's Note: MASTC accepts score charts for trophies harvested in Maine from any certified Boone & Crockett Club (B&C) or Pope & Young Club (P&Y) scorer. B&C and P&Y scorers must include their I.D. number on the score chart.

Anyone interested in becoming an Official MASTC Scorer contact MASTC President for a New Scorer Application.

Official MASTC Scorers List

Northern Maine			
Hal & Debbie Blood	Jackman	(207) 668-4169	
Chris Drew	Mt Chase	(207) 528-2141	
Tad Proudlove	Enfield	(207) 732-3694	
John & Wilza Robertson	Portage Lake	(207) 435-6211	(B&C) (NHASTC) (Buckmasters) (Muzzleloader Society)
Jim Slauenwhite	Island Falls	(207) 463-2437	
Danny Soucy	St. Agatha	(207) 543-6684	
Al Wentworth[1]	Dover-Foxcroft	(207) 564-7614	(MASTC President) (B&C) (P&Y)
Eastern Maine			
Roger Avery	Milford	(207) 827-8931	(B&C) (P&Y)
Robin Avery	Orono	(207) 827-2364	(B&C) (P&Y)
Frank Dunbar	Bucksport	(207) 469-2667	
Chris Lynch	Veazie	(207) 942-0468	
Wayne Moffett	Etna	(207) 269-4731	
Toby Montgomery	Frankfort	(207) 223-5934	(B&C) (P&Y)
Paul Roberts	Carmel	(207) 433-7882	
Michael Smith	Thomaston	(207) 354-0219	
Edward J. Wancus	Prospect	(207) 567-3101	

[1] Contact Al Wentworth for MASTC Record Books. Send all entries to MASTC, 150 Ames Road, Dover-Foxcroft, ME 04426

Central Maine

Randy Brooks	Durham	(207) 926-5688	
Jeff Clifford	Edgecomb	(207) 882-6119	
Al Corson	Skowhegan	(207) 474-5593	
David Cote	Oakland	(207) 872-7658	
Harry Doughty	Pittston	(207) 582-0917	
Geri Fraser	East Millinocket	(207) 746-3938	
Jim Geib	Solon	(207) 643-2334	
James Martin	Winthrop	(207) 377-2887	
Sonny Moore	Winthrop	(207) 395-4358	
Tony Tuttle	Albion	(207) 437-4165	
Barry Welch	Newport	(207) 368-4655	

Western Maine

Frank Arsenault	Rumford	(207) 364-2469	
Jean Arsenault	Bethel	(207) 824-2545	(B&C)
Thomas Berube	Poland	(207) 998-2974	
Don Cote	Eustis	(207) 246-6551 or (207) 246-3712	(P&Y)
Albert Ladd	Byron	(207) 364-7470	
Mike Sowell	West Paris	(207) 674-5914	
Gerald Terrien	North Turner	(207) 224-7399	

Southern Maine

Richard Arsenault	Buxton	(207) 727-3880	
David Ganter	Biddeford	(207) 284-6131	
Galen (Chip) Humphrey	Wells	(207) 646-8747	(B&C)
Harvey Libby	Waterboro	(207) 247-3889	(B&C) (P&Y)
Tom McElwain	Parsonsfield	(207) 793-8091	
Robert Provencher	Freeport	(207) 865-2224	
Ted Sperdakos	Gray	(207) 657-5657	
Ryan Stevens	Bremen	(207) 837-2732	

Outside Maine

Carl Leiser	Wallingford, CT	(203) 265-0250	(B&C) (P&Y)
Richard Christoforo	Revere, MA	(781) 289-7233	
Roscoe Blaisdell	Raymond, NH	(603) 895-9947	(NHASTC) (B&C) (P&Y)
Brian Emerson	Groveton, NH	(603) 636-1246	(NHASTC) (B&C) (P&Y)
Lew Marston;	Chichster, NH	(603) 798-4935	(NHASTC) (B&C)
Reggie Moore	New Hampshire	(603) 352-7348	(P&Y) (NHASTC)
Paul Clarke	Camden, NY	(315) 245-5359	(B&C)
Paul Daniels	Bath, NY	(603) 776-3073	(Contact for NY & NYSBBC)
Bob Eisele	Leesburg, NJ	(856) 785-1505	
Kyle Wentworth	Englewood, NJ	(207) 756-5469	
Howard Gibbs	Carlisle, PA	(717) 530-0496	
Ron Boucher	Wallingford, VT	(802) 446-2216	(B&C) (P&Y)
Rod Goyette	Barre, VT	(802) 476-4632	
Mike Renaud	Winooski, VT	(802) 655-2319	
Jeff Thurston	Northfield, VT	(802) 485-7240	

NONIMMIGRANT ALIENS HUNTING IN MAINE

An approved ATF form 6NIA will serve as the temporary import permit that nonimmigrant alien presents to the U.S. Customs Service at the time he or she enters the United States. An approved permit is valid for one year, as long as the nonimmigrant alien has documentation demonstrating he or she will fall within an exception to the general prohibition on nonimmigrant aliens possessing firearms and ammunition (either a valid State hunting license or an invitation/registration to attend future qualifying competitive target shooting even or sports or hunting trade show.)

A nonimmigrant alien who already has an approved import permit on the old ATF Form 6 may continue to use the permit until it expires (as long as he or she has documentation demonstrating that he or she fall within an exception to the general prohibition on nonimmigrant aliens possessing firearms and ammunition.)

Nonimmigrant aliens planning to temporarily enter the United States with a firearm or ammunition for reasons other than hunting or other lawful sporting purposes (or repair) do not need an ATF Form 6NIA import permit. However, they do need to fall within an exception to the general prohibition on nonimmigrant aliens possessing firearms and ammunition in the United States.

Moreover, they may need a DSP-61 (Temporary Import License) from the Department of State. If a nonimmigrant alien has questions about whether a DSP-61 is needed, he or she should contact the U.S. Department of State, Office of Defense Trade Controls, at 202-663-2714.

Nonimmigrant aliens with questions about ATF Form 6NIA may call ATF's Firearms and Explosives Import Branch at 202-927-8320. The ATF webpage www.atf.gov has frequently asked questions that provide useful information regarding the form.

An alien resident of the Canadian province of New Brunswick or Quebec may not hunt moose without being accompanied by a person who holds a valid guide license, unless they own or lease land in the State; are current on property taxes assessed for the land owned in the State; keeps property owned or leased in the State open for hunting by the public, and while hunting moose, possesses written authorization from the Commissioner to hunt moose without a guide. When applying for a license to hunt big game, documentation of the above must be provided and, if satisfactory, written authorization will be provided to the alien and that alien's family members who hold valid licenses.

CUSTOMS

Hunters who will be entering a moose hunting district via Canada should be aware of Customs hours and regulations. You must consider the American Customs going into Maine and the Canadian Customs when entering Canada.

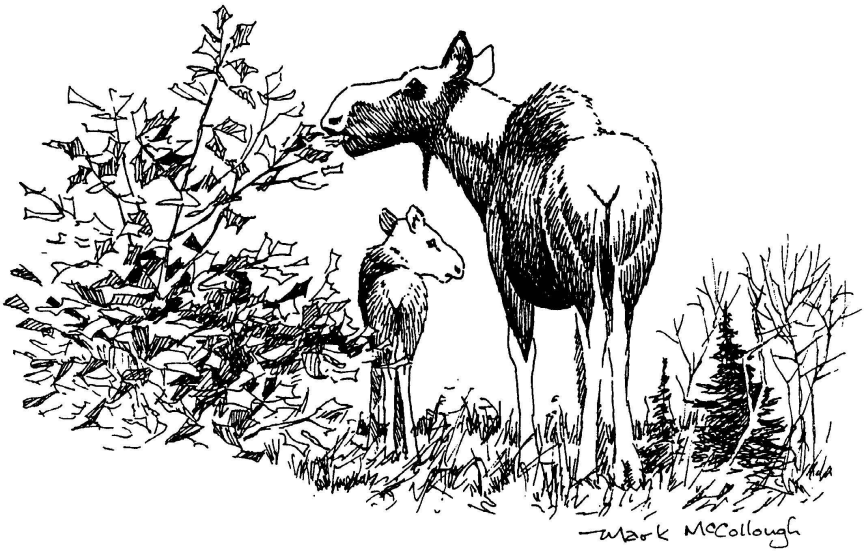
Due to changes related to Homeland Security along the Maine-Quebec Border, the schedules of operations for the following checkpoints are subject to change at any time. **All border checkpoints are closed on Saturday and Sunday**.

Daaquam: Closed permanently in May 2003. Traffic may enter at St. Juste.
Estcourt: Open Monday through Friday from 7:00 a.m. to 5:00 p.m.
St. Pamphile: Open Monday through Friday from 7:00 a.m. to 5:00 p.m.
St. Juste: Open Monday through Friday 7:00 a.m. to 5:00 p.m.
St. Aurelie: Open Monday through Thursday 7:00 a.m. to 5:00 p.m. and Friday 7:00 a.m. to 2:00 p.m.

Hunters planning to use one of these border crossings are advised to call U.S. Customs in Jackman (207-668-3711) to assure that the crossing will be open. There are heavy fines for improper border crossing.

DO NOT ATTEMPT TO TAKE HANDGUNS INTO CANADA

Although you are not normally required to stop at American Customs on leaving the U.S., you should do so to register your rifles so there will be no problem upon re-entry.



Prior to entry into Canada with hunting fi rearms, you will be required to stop at Canada Customs to declare and register all hunting rifles and shotguns. There is a $50.00 (Canadian) fee per registration (the fee is per registration not per fi rearm). For more information, please call Canada Customs at 418-597-3395.

Moose legally shot in Maine can be transported into Canada and back into Maine with proper Customs clearance.

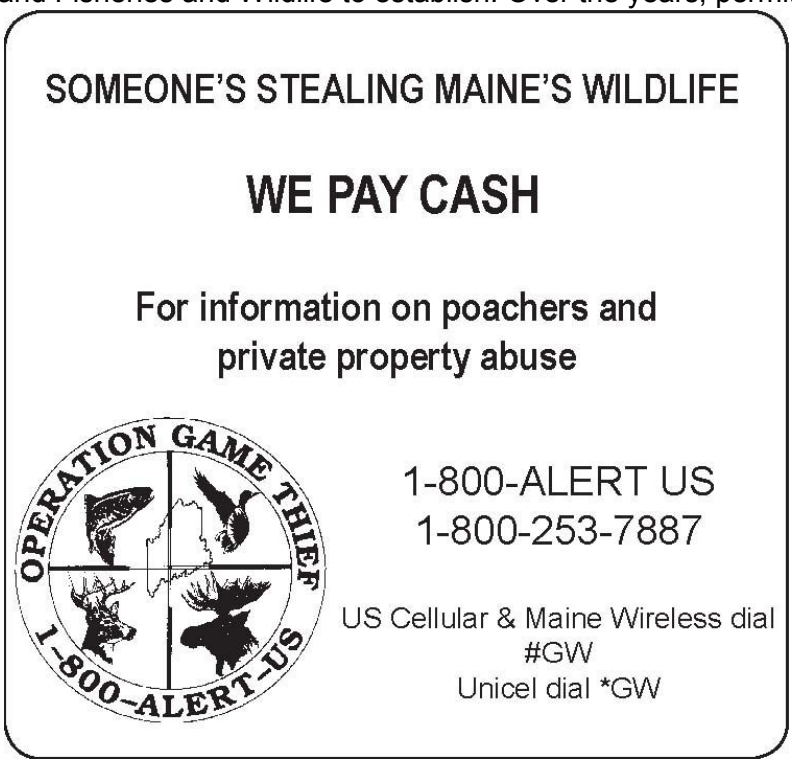
A BRIEF HISTORY OF MOOSE and MOOSE HUNTING IN MAINE

No animal is more symbolic of Maine's northern forests than the moose, as officially attested by its adoption as Maine's state animal and its appearance on the state's seal. According to the writings of early explorers, moose were plentiful in New England during the 1600s; however, statewide populations had declined to a couple thousand by the early 1900s. Several factors are believed to have contributed to the decline, including brain worm, unrestricted hunting (including market hunting), and clearing of forests for farmland. Concerns about a declining moose population in Maine in the early 1900s led to increasing restrictions on hunting them until, in 1935 legal moose hunting ended.

Protection from excessive hunting, and improving habitat conditions, allowed the moose population to increase dramatically. Reverting farmland increased the amount of forested habitat available to moose in southern and central Maine. In northern Maine, changes in forest practices that included a greater amount of clear cutting provided moose with an abundant food source as cutover areas regenerated. Today, moose are distributed statewide but are most abundant in northern, western, and eastern counties where climate and habitat conditions are most favorable for them.

As the numbers of moose increased, interest in moose viewing and restoring moose hunting also increased. In 1980, following 45 years of no legal moose hunting, Maine's moose herd had increased to the point where the Maine Legislature authorized restoration of a very conservative and limited open season. It allowed the Department to issue up to 700 permits to resident hunters and their subpermittees to hunt moose north of the Canadian Pacific Railroad tracks during the last week of September. The law made no provision to distribute hunting pressure, and hunters concentrated east of Moosehead Lake, a popular area for moose watching. The harvest was high in this area and caused public concern.

Following the 1980 moose season, Maine legislators overwhelmingly passed a law providing for annual moose seasons beginning in 1982 in accordance with rather specific requirements and a means of distributing hunting pressure by assigning hunters to zones. The Legislature established the number of permits that could be issued and the length of the season. Timing of the season and number of hunting districts was left to the Department of Inland Fisheries and Wildlife to establish. Over the years, permit numbers have gradually increased and the legal hunting area has expanded. Presently, more than 3,000 permits are issued over 23 of Maine's 29 Wildlife Management Districts.



In 1999, for the first time in Maine history, the legislature granted all responsibility for administering the moose hunt in the year 2001 and beyond to the DIF&W. In addition, the Department convened a public working group to develop goals and objectives that will guide moose management in Maine for the next fifteen years.

Beginning in 2001, the moose season featured some changes in the framework, to spread hunters out more than in past seasons. These changes include a two-week split season, an expansion of hunting into downeast portions of the state, and permits allocated by wildlife management districts (rather than large zones) to tailor moose populations, hunting opportunities, and viewing opportunities specifically the way Maine's citizens want in different parts of the State.

In 2003, Wildlife Management District 17 was open to moose hunting for the first time in modern moose hunting history. Four additional Wildlife Management Districts in southern Maine (WMDs 15, 16, 23, and 26) were opened to moose hunting in 2008 to provide additional hunting opportunity and to address publicly derived goals to reduce the moose population because of highway safety concerns.

Drawing upon the Department's moose management system, the recommendations of a Big Game Public Working Group, public comment received at several informational meetings and a public hearing, the support of the Farm Bureau Association of Maine, the Small Woodland Owners of Maine, and the Sportsman's Alliance of Maine, as well as the input of Inland Fisheries and Wildlife staff, the Department allocated sufficient permits to allow a slow to moderate decrease in moose numbers, while eliminating or greatly reducing conflicts between moose hunters, landowners, and the general public. Unlike the "traditional" moose hunt, the southern Maine hunt occurs in conjunction with the firearms season on deer in November. WMDs 22 and 25 will be open to moose hunting beginning in November 2011. The Department will apply the information and experience gained from the moose hunt in southern Maine to any future openings that may be considered for the remaining WMDs currently closed to moose hunting.

In 2009 a Legislative Resolve, LD 929 directed IFW to change the management strategy for WMD 2 from a Recreational Zone to a Compromise Zone resulting in increased permit allocations to reduce moose numbers. In addition a 3rd week of moose hunting was added to WMDs 2, 3, 6 and 11 beginning in 2010.

History of Moose Hunting in Maine, 1980-2009				
Year	**Total Permits**	**Season**	**Harvest**	**Season Notes**
2009	3,015	Sept 28-Oct 3 Oct 12-17 Nov 2-28 (Oct 31 ME residents only)	2,348	Hunting Zone: WMDs 1-19, 23, 26-28 September 28 – October 3: WMDs 1-6, 11, & 19 October 12 – 17: WMDs 1-14, 17, 18, 19, 27, & 28 November 2 – 28: WMDs 15, 16, 23, and 26 (Oct 31 ME residents only)
2008	3,015	Sept 22-27 Oct 13-18 Nov 3-29 (Nov 1 ME residents only)	2,241	Hunting Zone: WMDs 1-19, 23, 26-28 September 22 – September 27: WMDs 1-6, 11, & 19 October 13 – 18: WMDs 1-14, 17, 18, 19, 27, & 28 November 3 – 29: WMDs 15, 16, 23, and 26 (Nov 1 Maine residents only)
2007	2,880	Sept 24 - 29 Oct 8 - 13	2,052	Hunting Zone: WMDs 1-14, 17, 18, 19, 28, & 29 September 24 – September 29: WMDs 1-6, 11, & 19 October 8 – 13: WMDs 1-14, 17, 18, 19, 28, & 29
2006	2,825	Sept 25 – 30 Oct 9 – 14	2,329	Hunting Zone: WMDs 1-14, 17, 18, 19, 28, & 29 September 25 – September 30: WMDs 1-6, 11, & 19 October 9 – 14: WMDs 1-14, 17, 18, 19, 28, & 29
2005	2,921	Sept 26 – Oct 1 Oct 10 - 15	2,226	Hunting Zone: WMDs 1-14, 17, 18, 19, 28, & 29 September 26 – October 1: WMDs 1-6, 11, & 19 October 10 – 15: WMDs 1-14, 17, 18, 19, 28, & 29
2004	2,910	Sept 27 – Oct 2 Oct 11 - 16	2,317	Hunting Zone: WMDs 1-14, 17, 18, 19, 28, & 29 September 27 – October 2: WMDs 1-6, 11, & 19 October 11 – 16: WMDs 1-14, 17, 18, 19, 28, & 29
2003	2,593	Sept 22 – 27 Oct 13-18	2,075	Hunting Zone: WMDs 1-14, 17, 18, 19, 28, & 29 September 22 – September 27: WMDs 1-6, 11, & 19 October 13 – 18: WMDs 1-14, 17, 18, 19, 28, & 29
2002	2,964	Sept 23 – 28 Oct 7 - 12	2,375	Hunting Zone: WMDs 1-14, 17, 18, 19, 28, & 29 September 23 – September 28: WMDs 1-6, 11, & 19 October 7 – 12: WMDs 1-14, 17, 18, 19, 28, & 29
2001	3,000	Sept 24 – 29 Oct 8 - 13	2,545	Hunting Zone: WMDs 1-14, 17, 18, 19, 28, & 29 September 24 – September 29: WMDs 1-6, 11, & 19 October 8 – 13: WMDs 1-14, 17, 18, 19, 28, & 29
2000	3,000	Oct 9 -14	2,552	7 Zones, Zone Line Rts. 118, 219, 140, 43, 148, 16, 6, 2, 178, & 9
1999	3,000	Oct 4 - 9	2,619	7 Zones, Zone Line Rts. 118, 219, 140, 43, 148, 16, 6, 2, 178, & 9
1998	2,000	Oct 5 - 10	1,866	7 Zones, Zone Line Rts. 118, 219, 140, 43, 148, 16, 6, 2, 178, & 9
1997	1,500	Oct 6 - 11	1,374	7 Zones, Zone Line Rts. 118, 219, 140, 43, 148, 16, 6, 2, 178, & 9
1996	1,500	Oct 7 -12	1,384	6 Zones, Zone Line Routes 16, 6, 2, 178, & 9
1995	1,400	Oct 2 - 7	1,304	6 Zones, Zone Line Routes 16, 6, 2, 178, & 9
1994	1,200	Oct 3 - 8	1,130	6 Zones, Zone Line Routes 16, 6, 2, 178, & 9
1993	1,000	Oct 4 - 9	934	6 Zones, Zone Line Routes 16, 6, 2, 178, & 9
1992	1,000	Oct 5 - 10	908	6 Zones, Zone Line Routes 16, 6, 2, 178, & 9
1991	1,000	Oct 7 - 12	959	6 Zones, Zone Line Routes 16, 6, 2, 178, & 9
1990	1,000	Sept 24 - 29	882	6 Zones, Zone Line Routes 16, 6, 2, 178, & 9
1989	1,000	Oct 16 - 21	922	6 Zones, Zone Line Routes 16, 6, 2, 178, & 9
1988	1,000	Oct 17 - 22	932	6 Zones, Zone Line Routes 16, 6, 2, 178, & 9
1987	1,000	Oct 19 - 24	891	6 Zones, Zone Line Routes 16, 6, 2, 178, & 9
1986	1,000	Oct 20 - 25	856	6 Zones, Zone Line Routes 16, 6, 2, 178, & 9
1985	1,000	Oct 21 - 25	881	6 Zones, Zone Line CP RR Tracks
1984	1,000	Oct 8 - 13	819	6 Zones, Zone Line CP RR Tracks
1983	1,000	Sept 19 - 24	745	6 Zones, Zone Line CP RR Tracks
1982	1,000	Sept 20 - 25	883	6 Zones, Zone Line CP RR Tracks
1981	**NO SEASON**			
1980	700	Sept 22 - 27	636	No Zones, Zone Line CP RR Tracks

MAINE MOOSE HUNTERS CLUB

Membership in the Maine Moose Hunter's Club is open to all hunters who legally take a moose in Maine. The club is sponsored by:

The Maine Sportsman
183 State Street, Suite 201
Augusta, ME 04330
(207) 622-4242

Moose Hunter's Club Rules:

1. Open to anyone, resident and nonresident, on a Maine Moose Hunting Permit.

2. Only the person who kills and registers a moose, whether the permit holder or subpermittee, is eligible for the club.

3. Tagging station attendants, Maine game wardens, or wildlife biologists **must** certify the completed application for club membership.

4. There is no minimum weight requirement.

5. Cut out and mail this application or an application card available at registration stations along with $5.00 to cover the cost of a jacket patch to the Maine Sportsman, 183 State Street, Suite 201, Augusta, ME 04330.

6. Only one jacket patch issued per year.

APPLICATION FOR MEMBERSHIP

MAINE MOOSE HUNTERS CLUB

An Association of Sportsmen Who Have Taken Moose in Maine

Name_____

Mailing Address_____ Zip_____

Tel. #_____ Town Shot In_____

Caliber Rifle_____ Dressed Weight (without heart or liver)_____

Registration Seal Number (must have)_____ Date Killed_____

Maximum Spread of Rack_____ Number of Points_____

Certified By_____ Address_____

Mail this application and $5.00 to:
The Maine Sportsman, 183 State Street, Suite 101, Augusta, ME 04330

GAME BIRD HUNTERS!!

Can you distinguish between the legally hunted ruffed grouse (partridge) and the spruce grouse, for which there is no open season?

SPRUCE GROUSE

Behavior

- Generally act very tame; may allow a hunter or a slow moving vehicle to approach to within a few feet.
- Will often “crouch” low to the ground when approached.
- When finally ready to move, Spruce Grouse will often run only a short distance, or fly only to a nearby tree.

Physical Characteristics

- Tail feathers have red-brown tips and lack the broad black band of the ruffed grouse.
- Male spruce grouse are slate gray and black above (considerably darker than ruffed grouse), with a characteristic unfeathered red patch of skin above the eye.
- Female spruce grouse are gray and brown above and white and brown below; under certain light conditions, they may look similar to the red phase of ruffed grouse.

RUFFED GROUSE

Behavior

- When approached by someone on foot or in a vehicle, frequently “perk” head up like a chicken.
- Commonly flush and take flight when disturbed.
- May also lower head, with neck extended, and run for cover.

Physical Characteristics (spruce grouse lack all of these features)

- Conspicuous, broad black band on the tail.
- Black ruff feathers on sides of neck.
- Small feathers pointing up from top of head.

Spruce and ruffed grouse can and do occur in the same areas of Maine. In certain light conditions, they may look similar. Nearly half a million ruffed grouse are harvested here annually. Although the Fish and Wildlife Department does not have a population estimate for spruce grouse, we do know that they are rare and far less numerous than ruffed grouse.

Currently there is NO OPEN SEASON on spruce grouse in Maine. As in any hunting situation, it is imperative that the hunter be certain of his/her target before discharging a firearm.

SPRUCE GROUSE

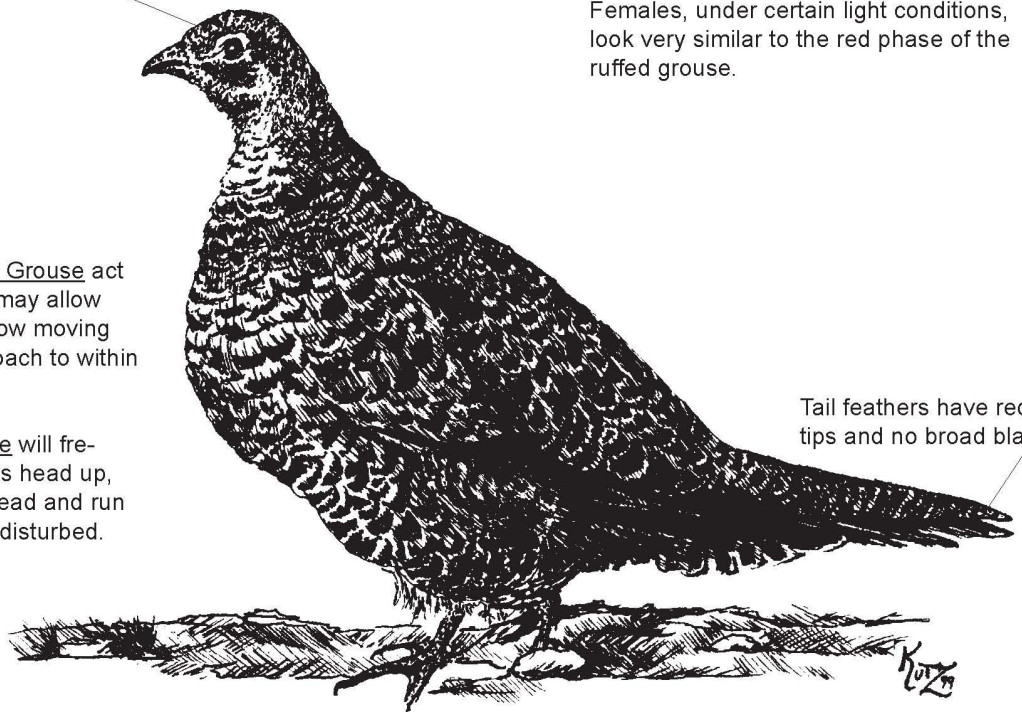
Males will often have an unfeathered red patch of skin above the eye.

Females, under certain light conditions, look very similar to the red phase of the ruffed grouse.

NOTE: Spruce Grouse act very tame and may allow a hunter or a slow moving vehicle to approach to within a few feet.

A Ruffed Grouse will frequently "perk" its head up, then lower its head and run for cover when disturbed.

Tail feathers have red-brown tips and no broad black band.

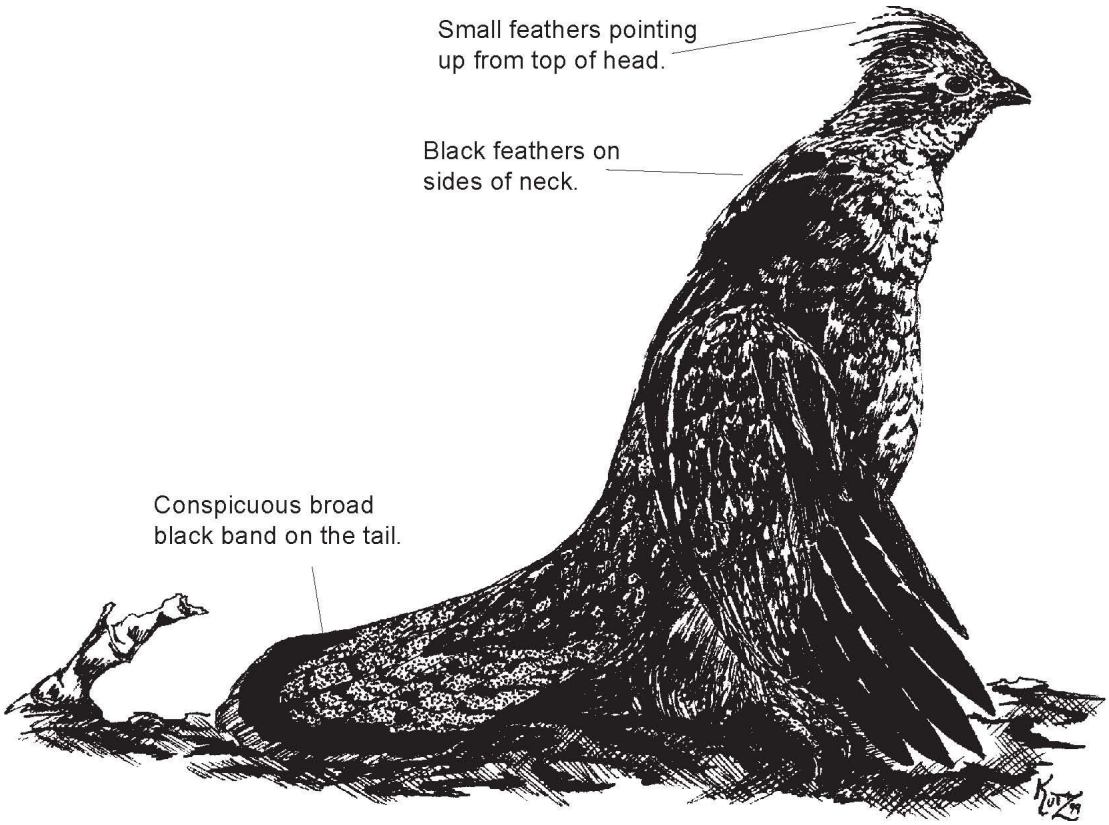


RUFFED GROUSE

Small feathers pointing up from top of head.

Black feathers on sides of neck.

Conspicuous broad black band on the tail.



MOOSE HUNTING NOTES