

DEPARTMENT OF THE ARMY
FORT CAMPBELL INSTALLATION
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Morale, Welfare, and Recreation

HUNTING, FISHING, AND OUTDOOR RECREATION ACTIVITIES

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This circular supersedes CAM Circular 215-1 dated 25 July 2008.

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Chapter 1

General

1-1. Purpose

This circular prescribes the policies, responsibilities, and procedures for hunting, fishing, and other outdoor recreation activities on the Fort Campbell Military Reservation. It is applicable to all persons who use the installation for outdoor recreation activities. It is the responsibility of each individual participating in outdoor recreation activities on Fort Campbell to read and understand this circular; and to comply with the policies and procedures prescribed herein.

1-2. State and Federal laws

All persons participating in outdoor recreation activities on Fort Campbell will comply with State and Federal fish, game, and natural resources laws, and all Army and Fort Campbell regulations, and will cooperate fully with representatives of law enforcement agencies.

1-3. Responsibilities

a. The Commanding General is responsible for outdoor recreation, wildlife and fisheries management, and the hunting and fishing programs at Fort Campbell. He has delegated management authority for these programs to the Garrison Commander. The Commanding General retains the exclusive approval authority for use of normally restricted areas for recreational purposes.

b. The Garrison Commander has delegated the authority to plan and supervise the recreational aspects of the outdoor recreation and hunting and fishing programs in accordance with the provisions of AR 215-1 to the Director, Community Activities Business Center (DFMWR). The Chief, Recreation Division, DFMWR is the appeal authority for confiscated and/or revoked permits. The Director, DFMWR has further delegated authorities as follows:

(1) The hunting and fishing program is administered through Outdoor Recreation of the Recreation Division (RD). The Director, Outdoor Recreation serves as the approving official for all requests by handicapped hunters for special hunting considerations.

(2) Outdoor Recreation will perform the administrative functions necessary to assign hunters, fishermen, and other outdoor recreation participants to the rear area of Fort Campbell. The Outdoor Recreation Director is responsible for coordinating the recreational aspects of the rear area. The Director is authorized by the Garrison Commander to suspend and/or revoke hunting and fishing and outdoor recreation permits for violations of the policies and/or procedures prescribed in this circular. The Director may be contacted at (270) 798-2175.

c. The Garrison Commander has delegated the authority to plan, coordinate, and implement fish and wildlife management in accordance with AR 200-3 and the Integrated Natural Resources Management Plan to the Director of Public Works. The Director of Public Works has further delegated the responsibility for fish and wildlife management to the Conservation Branch. The Fish and Wildlife Program Coordinator may be contacted at (270) 798-2175.

d. The Garrison Commander has delegated authority to the Provost Marshal as the Chief of the Game Wardens for enforcement of hunting and fishing laws and regulations, and for military, federal, state and local police support in the rear area of Fort Campbell. Game Wardens/Law Enforcement personnel may be contacted at (731)431-7606 (Lead Officer).

e. The Garrison Commander has delegated authority to DPTM, Range Division Chief, to release training areas for outdoor recreational use.

1-4. Eligibility

Pursuant to the Sikes Act (16 USC 670a-f), the Commanding General has authorized members of the general public limited access to the Fort Campbell Military Reservation for the purposes of outdoor recreation activities, to include hunting and fishing under the terms of the Integrated Natural Resources Management Plan. Authorized patrons are set forth in AR 215-1.

1-5. Outdoor recreation activities

a. The following are considered outdoor recreation activities on Fort Campbell: hunting, fishing, boating, scouting, dog training, field trials, horseback riding, camping, archery, and hiking. Before engaging in any activity not listed above, contact the Director, Outdoor Recreation for guidance concerning the permissibility of the activity on Fort Campbell, and the need for a recreational permit and/or area assignment.

b. The primary use of the land on Fort Campbell is for military training and other military related activities. Outdoor recreation opportunities may become available only after military training requirements are met. There is no guarantee that areas will be available for any outdoor recreation activity.

1-6. Outdoor recreation permits

a. Fort Campbell Outdoor recreation permits are required for hunting, fishing, boating, scouting, dog training, field trials, horseback riding, camping, archery, and hiking. Although persons visiting family cemeteries located in the rear area are not required to have an Outdoor recreation permit, for safety purposes they are requested to clear the visit with Outdoor Recreation. Permit fees and categories are listed in Appendix A.

b. Proof of a valid Tennessee or Kentucky fishing and/or hunting license is required prior to the issuance of Fort Campbell Hunting and/or Fishing permit. Must have appropriate state tags and permits prior to hunting.

c. Proof of successful completion of an approved state hunter safety course is mandatory before individuals participate in hunting activities on Army land.

d. Annual Fort Campbell outdoor recreation, fishing, and hunting and fishing permits are valid from 1 March through the last day of February the following year, and may be purchased through Outdoor Recreation, building 6645.

e. Daily recreation, fishing and archery permits are available for purchase in person at Outdoor Recreation.

f. Active Duty Hunters who have become disabled and are remaining active duty have access to an active duty disabled hunting permit. This permit will allow them access to handicap hunting areas and use of hunting companions.

g. Free Fort Campbell outdoor recreation and hunting and fishing permits are issued to:

(1) Tennessee and Kentucky residents 65 years of age or older (Proof of age is required).

(2) Disabled Veterans who possess a valid Disabled Veteran hunting license from the state of Kentucky or Tennessee. NOTE: Veterans who are determined to be disabled by the Veteran's Administration but who do not qualify for the Kentucky or Tennessee state Disabled Veteran hunting license will receive a Disabled Veteran permit, however they will be charged for the permit.

(3) Family members 15 years of age or younger participating in hunting activities. Free permit holder must have completed a Hunter's Safety Course and also must possess appropriate state license and/or tags if required by their state of residence.

1-7. License, stamp, and tag requirements for hunting and fishing permits

In addition to the appropriate Fort Campbell hunting and fishing or fishing permits, individuals engaging in hunting or fishing activities must have in their possession either a valid hunting and/or fishing license issued by the State of Tennessee or by the State of Kentucky, which includes the appropriate big game kill tag, migratory bird permit, waterfowl permit, or trout license, etc. for the species being pursued, and for hunting, an approved State Hunter's Safety Course. Military Active Duty on leave carrying leave papers do not require a license to hunt or fish on Ft. Campbell. A Fort Campbell Post Permit, Area Assignment, and leave paperwork must be in their possession.

1-8. Assignment of recreational areas

a. Recreation areas may be assigned telephonically through the Outdoor Recreation automated assignment system. In order to utilize the computer area assignment system you must have a valid Ft. Campbell post permit.

(1) Menu options lead the patron through the reservation process. Participants will be asked to select the desired recreation activity (e.g. hunting-bow, hunting-shotgun, fishing, hiking, etc.), training area and day of activity. NOTE: PATRONS MAY SIGN INTO ONLY 1 ACTIVITY AT A TIME IN THE AUTOMATED SYSTEM, I.E., HUNTING-BOW OR HUNTING-SHOTGUN. WHEN RESERVING HUNTING SLOTS, PATRONS ARE ALLOWED ONE HUNTING AREA. WHEN RESERVING SLOTS FOR OUTDOOR ACTIVITIES OTHER THAN HUNTING, MORE THAN ONE AREA MAY BE ADDED WHEN THE AREA ASSIGNMENT IS PICKED UP.

(2) The following defines unauthorized use of a permit or the automated system.

(a) Allowing the use of one's permit for another hunter's personal gain

- (b) Entering permit numbers or any other number into the system and returning to the main menu to hold the line until authorized call in time.
- (c) Entering any non-outdoor recreation permit number or any other number to gain access to the system.
- (d) Allowing another person to use your security pin number. (Individuals are responsible for keeping their pin number secure at all times.)
- (e) Use of a permit with priority to gain an advantage over other hunters:

Example 1: Hunter A uses hunter B's permit number to register Hunter B into an area. Prior to The hunt, Hunter A withdraws Hunter B and registers himself into that area.

Example 2: An individual allowing a person outside of their permit group to reserve hunting area for him/her, later removing them to place themselves into that area.

3 Strikes rule. If you remove a person from the system and put yourself into that slot more than 2 times, you will be subject to the unauthorized use suspension.

(3) Small game hunters are allowed to utilize the automated system as a hunting party consisting of 1 to 3 hunters. Small game slots are entered into the system as a hunting party requiring only 1 hunter in each hunting party to sign into the system to reserve the area. The hunter making the reservation in the automated system will be responsible for picking up the area assignment from Outdoor Recreation. The remaining hunters in the party will be added to the area assignment upon verification of valid post permit. The hunter responsible for making the reservation must remain with the hunting party at all times. No member of the hunting party may reserve an additional area until all members of the current hunting party have concluded the existing hunt the party is currently assigned to.

(4) A list of available training areas, codes and telephone numbers applicable to the process are available at Outdoor Recreation as well as on the MWR website at www.fortcampbellmwr.com.

b. Assistance with the automated system is available at Outdoor Recreation. Patrons must have a valid Fort Campbell post permit before assignments may be made.

c. Hunters are allowed a maximum of two reservations at any given time. Additionally, a hunter may only have one reservation per day. When going as a caller for turkey hunting, this counts as one hunting reservation of two possible reservations.

d. The following starting times must be observed when requesting big game and small game hunting area reservations thru the automated system:

0800 – Active duty military, and their dependents with valid military ID

0830 - Disabled American veterans and their dependants 10-15 years of age

0900 – Retired military, Army Reserve/National Guard and their dependents with valid military ID.
Department of the Army civilians and their dependants 10-15 years of age.

1000 - Civilians

e. Area reservations other than hunting may be requested thru the automated system from 0800 - closing each day.

f. NOTE: Recreational Area Assignments must be obtained at Outdoor Recreation. The area assignment is a requirement for access to the rear area for any person desiring to participate in any outdoor recreation activity, and is valid only for the date, area, and activity specified on the form. Area assignments are not transferable - they are to be used only by the person whose name appears on the area assignment.

g. Area assignment pick-up:

(1) Hunting area assignments are available for pick-up beginning two days prior to the activity upon successful completion of signing into a recreation activity area. Area assignments to hunt same day are available for pick up until 30 minutes after sunset. Must present valid recreation permit card or temporary card to receive area assignment.

(2) Area assignments for activities other than hunting are available for pick-up beginning two days prior to the activity until close of business each day.

h. Turn in of area assignments:

(1) Hunting area assignments - Patrons are no longer required to return the area assignment to Outdoor Recreation. However, patrons are responsible for ensuring that they have telephonically signed back into the automated computer system following their recreational activities NLT 2100 hrs each day. Failure to do so may result in a suspension of permit privileges.

(2) All other (non-hunting) area assignments - Patrons are no longer required to return the area assignment to Outdoor Recreation, however, patrons are responsible for ensuring that they have telephonically signed back into the automated computer system following their recreational activities.

i. Reporting game harvest:

(1) All big game animals harvested must be checked in at Outdoor Recreation NLT 90 minutes after sunset or 2000 which ever is later, the day of the activity.

(2) All small game animals harvested must be reported to Outdoor Recreation within 3 days of the activity to include zero harvest. In addition to the harvest report, a wing from each harvested quail must be turned in and a completed quail survey envelope. All small game hunters other than quail may report harvest telephonically.

j. Raccoon hunters may receive up to 3 areas for hunting, but all 3 areas must be adjoining.

1-9. Vehicle control in the Fort Campbell rear area

The following rules must be observed while using privately owned vehicles (POV) and participating in outdoor recreation activities in Fort Campbell's rear area:

a. All vehicles must be driven by the most direct, authorized route to and from Outdoor Recreation. Vehicles must not exit post with unchecked game.

b. POV operation in the rear area is restricted to authorized marked named roads and marked forestry roads (FR) only (see Appendix D for list of unauthorized roads). Driving on unnamed gravel or bare dirt roads is prohibited. Driving, or attempting to drive into any impact area or off-limits area for any purpose is strictly prohibited.

c. POVs will be parked in the area designated on the area assignment within 30 feet of an authorized named roadway either paved or graveled.

d. Area assignment for each person riding in or driving a POV in the rear area for outdoor recreation purposes will be clearly displayed in the front window of the vehicle so as to be easily readable from outside the vehicle.

e. Off-road recreation activities in the rear area utilizing off-road vehicles such as 4x4 trucks and jeeps, 4 and 3 wheeled ATVs, go-carts, and motor cycles of all types is prohibited. Exceptions are ATVs used to transport handicapped hunters directly to and from their hunting location with written permission from the Director, Outdoor Recreation and hunters utilizing an ATV to retrieve a harvested deer from the closest firebreak or dirt road to their hunting location.

1-10. Enforcement

Game Wardens/Law Enforcement personnel are authorized to enforce Federal, State, and local game laws, and Army and installation regulations, issue military police reports and U.S. District Court violation notices, and make arrests or apprehensions in accordance with Army regulations and procedures established by the States of Tennessee and Kentucky, and the U.S. Fish and Wildlife Service.

1-11. Violations

Violators of Federal and State game and natural resource laws are subject to prosecution before the U.S. Magistrate. Violators subject to the Uniform Code of Military Justice are also subject to prosecution under that Code for violation of this regulation. Actions taken by the magistrate or commanders under the Uniform Code of Military Justice will be in addition to the administrative suspension or revocation of outdoor recreation privileges. A partial list of violations is posted at Outdoor Recreation. Penalties are listed in Appendix C. Administrative suspensions or revocation of outdoor recreation privileges may be appealed to the Chief, Recreation Division, Community Activities Business Center. Appeals must be in writing and contain reasons for the appeal.

1-12. Conduct while using Outdoor Recreation facilities

Every effort is made to provide for quality outdoor recreation experiences on Fort Campbell therefore the following are strictly prohibited and will result in immediate suspension of post permit privileges:

a. The use or possession of any alcoholic beverage or illegal drugs while using Outdoor Recreation facilities, Game Check Station, or rear area of Fort Campbell while hunting or handling any weapon, or operating any motor vehicle or boat.

- b. The disruption of operations at Outdoor Recreation and game check station, or the interference with any other individual using these facilities.
- c. The intentional interference with the lawful taking of wildlife resources or to drive, harass, or intentionally disturb any wildlife resources for the purpose of disrupting the lawful taking of these resources.

Chapter 2 Hunting

2-1. Fort Campbell hunting seasons and bag limits

Fort Campbell hunting seasons and bag limits are listed in Appendix B.

2-2. Days open for hunting and scouting

Provided areas are available, Fort Campbell is open to hunting during published seasons from Thursday through Monday. There will be no hunting on Tuesday and Wednesday. All outdoor recreation activities will cease at 1200 on Christmas Eve and New Year's Eve, and there will be no outdoor recreation activities on Thanksgiving Day, Christmas Day and New Year's Day. Fort Campbell is open for scouting provided areas are available, except on hunting days during deer season and spring turkey season. Patrons wishing to scout in an area open for small game hunting must wear the required hunter orange for small game (cap or panel vest) and must possess a small game permit or combination permit.

2-3. General hunting regulations

- a. No person shall take any animal or bird on the installation except as authorized by State and Federal laws and Army and installation regulations.
- b. Trapping of any animal or bird, or taking of any non-game animal or bird species and/or their nest and eggs is prohibited.
- c. A reasonable effort will be made to locate and retrieve harvested animal.
- d. Hunting with all weapons is prohibited from 30 minutes after official sunset or 2000 hours whichever is earlier until 30 minutes before official sunrise, with the exception of rim fire rifles and shotguns .410 bore through 20 gauges which may be used after dark for the taking of raccoon and opossum. All hunters are permitted to enter their hunting areas beginning 90 minutes before official sunrise.
- e. Manner of taking.
 - (1) Game animals may be taken with shotgun, muzzle loading rifle, rim fire rifles or bow and arrow. All game animals harvested must be checked in at Outdoor Recreation NLT 2000 hrs. In the event a hunter is trailing a wounded animal toward the end of hunting hours, tracking must cease should the animal not be located in time to be checked in at the Outdoor Recreation check station NLT 2000 hrs.
 - (2) It is unlawful to use artificial lights, motor vehicles (to include off-road vehicles such as 4x4 trucks and jeeps, 4 and 3 wheeled cross-country vehicles, and motor cycles of all types), motorboats, (except as immobilized hunting stands), or airplanes in taking any wild animals or birds, or to use bait in taking game animals. It is unlawful to take swimming deer. Migratory game birds may be taken only during the hours and in the manner permitted by Federal regulations (see para 2-5a. for general guidelines for migratory bird hunting).
 - (3) All big game bagged by hunters will be tagged with a temporary tag provided on the area assignment prior to moving game to vehicle and transporting the game to Outdoor Recreation check station located adjacent to Outdoor Recreation. All deer, turkey and bobcat must be tagged with a special Fort Campbell Permanent Game Tag prior to their removal from the installation. Installation wildlife biologists and/or Outdoor Recreation personnel will collect necessary harvest and biological information, and prepare the Permanent Game Tag at the Check Station.
- f. It is unlawful to enter any restricted area on Fort Campbell. **ALL IMPACT AREAS ARE OFF LIMITS.** Entry into or removal of any item from the impact areas is a violation of Federal law.
- g. It is unlawful to hunt or discharge any weapon from a vehicle, hunt or discharge any weapon within 100 feet of centerline of a named road, or hunt or discharge any weapon within 300 feet of a building, camping area, or military training. Weapons may be discharged from firebreaks so long as doing so does not violate any of the above restrictions.
- h. It is unlawful to obscure the sex or age of any bird or animal by mutilation of the carcass.
- i. It is unlawful to use or possess any electronic or recorded calling device for taking wildlife. Exception will be use of electronic call during daylight hours for coyote hunting in an area open for coyote hunting only.

j. It is unauthorized to erect any tree stand or platform attached by nails, screws, bolts or wire to a tree on the installation for the purpose of hunting. This rule does not apply to portable stands that are removed after use leaving no metal in or attached to the tree. Authorized tree stands will not be left in hunting areas overnight.

k. Every game animal wounded by hunting and reduced to possession by the hunter will be killed immediately, and become part of the hunter's daily bag. No person will, at any time, or by any means, possess or transport live game animals taken under the authority of this regulation.

l. Hunters may utilize an ATV to retrieve a harvested deer from the closest firebreak or dirt road to their hunting location. No POVs are authorized on unmarked firebreaks or dirt roads.

m. No person will use or direct the rays of any spotlight, or other artificial light, or automotive headlights for the purpose of spotting, locating, or taking any animal. Exceptions are made for frog, raccoon, opossum, and fox hunting at night.

n. Hunters may ride horses while squirrel, quail and rabbit hunting. Hunters must dismount prior to discharging any weapon. Please refer to section 4-2 for requirements to ride horses on Ft. Campbell.

o. All hunters 15 years of age or younger must be accompanied by an adult hunting sponsor 21 years of age or older. The minimum age for children hunting accompanied by an adult is 10 years old. The young hunter must be under the control of the sponsor at all times and the adult to child ratio must always be 1 to 1. The adult sponsor or non-hunting companion will not be able to hunt unless occupying a hunting slot, however, the companion must have taken an approved hunter safety course and possess all necessary hunting licenses and permits.

p. All non-hunting participants or companions will be counted as hunters and must have taken an approved hunter safety course and possess all necessary hunting licenses and permits.

q. Target shooting in the rear area is not authorized.

r. Hunting is prohibited on Archery Range and around Lake Kyle (with the exception of waterfowl hunting).

s. Use of decoys for turkey and waterfowl hunting is authorized. Also, predator decoys may be used in coyote hunting areas, where only coyote are being hunted.

t. It is the responsibility of every hunter to know where they are currently located and they must stay within the boundary areas they are assigned to. The area the hunter is assigned to is listed on the area assignment they receive from the Outdoor Recreation Main Office. The area listed on the area assignment is the only location the participant is authorized to be.

2-4. Big game hunting regulations

All persons participating in outdoor recreation activities on Fort Campbell will comply with State and Federal fish, game, and natural resources laws, and all Army and Fort Campbell regulations, and will cooperate fully with representatives of law enforcement agencies.

a. Deer and turkey harvested on Fort Campbell are not counted against Tennessee or Kentucky season bag limits. However, the appropriate Tennessee or Kentucky big game license and/or kill tags must be in the hunter's possession while hunting deer or turkey on the installation. Hunters should not use their State temporary big game tags to tag deer or turkey harvested on Fort Campbell. A temporary game tag used to transport the game from the hunting area to Outdoor Recreation check station will be provided on the area assignment. The game will then be tagged with a permanent Ft. Campbell game tag once harvest data has been collected.

b. Deer hunting:

(1) Bows and arrow, shotguns, and muzzle loading rifles are authorized for deer hunting throughout the entire deer hunting season. Authorized weapons and ammunition for deer hunting are:

(a) Any shotgun 20, 16, 12, or 10 gauge using ammunition loaded with a single solid ball, rifled or sabot slug. No magazine plug required.

(b) Any muzzle loading percussion cap or flintlock rifle .40 caliber or larger firing a single round ball, mini ball, maxi ball, or sabot slug. In-line muzzleloaders and scopes are authorized.

(c) Any compound, recurve, or long bow with a rated pull of not less than 45 pounds using arrows having nonpoisonous, non-explosive, and non-barbed broadheads not less than 7/8 inches wide. Bows may not have any device that holds an arrow at full or partial draw without the aid of the archer.

(2) Deer driving and stalking deer in hunter groups is prohibited. Stand and individual still hunting are the only authorized deer hunting techniques.

(3) Hunter harvested deer must be tagged with temporary game tag prior to moving game to vehicle and transported by the most direct route to Outdoor Recreation check station NLT 2000 hrs. or 90 minutes after sunset whichever is later, with the Ft. Campbell temporary game tag attached, where the necessary data will be collected, and the mandatory Permanent Game Tag will be completed and issued. Unless otherwise directed, all deer harvested by hunters must be field dressed prior to transport to the Outdoor Recreation check station.

(4) While using a portable blind for deer hunting must ensure the blind is marked with fluorescent hunter orange visible around the entire blind.

c. Turkey Hunting

(1) Pre-season turkey scouting is permitted when areas are available. Locator calls (such as owl and crow calls) are authorized during pre-season spring turkey scouting. Any call that imitates or produces the sounds of turkeys is not authorized during pre-season spring turkey scouting.

(2) Hunter harvested turkeys must be tagged with temporary game tag prior to moving game to vehicle and transported by the most direct route to Outdoor Recreation check station NLT 2000 hrs. or 90 minutes after sunset whichever is later, with the Ft. Campbell temporary game tag, where the necessary data will be collected and the mandatory Permanent Game Tag will be completed and issued.

(3) White turkeys may be taken during any authorized hunt with the legal weapon for that hunt.

(4) Authorized weapons and ammunition for turkey hunting are:

(a) Any shotguns 20, 16, 12, or 10 gauge using number 4 or smaller shot.

(b) Muzzle loading shotguns using number 4 or smaller shot.

(c) Any compound, recurve, or long bow with a rated pull of not less than 45 pounds using arrows having nonpoisonous, non-explosive, and non-barbed broadheads and not less than 7/8 inches wide. Bows may not have any device that holds an arrow at full or partial draw without the aid of the archer.

(d) Use of hunting dogs is authorized for fall and winter turkey season only.

2-5. Small game hunting regulations

Small game hunting includes: Migratory Birds, Quail, Rabbit, Coyote, Fox, Groundhog, Raccoon, Squirrel, Opossum, and Bobcat.

Migratory Bird Hunting

a. The material below is only a summary. Each hunter should also consult the actual Federal regulations, which may be found in title 50, Code of Federal Regulation, Part 20, and the Tennessee or Kentucky state migratory bird regulations. Migratory game birds shall not be taken:

(1) With a shotgun capable of holding more than 3 shells unless it is plugged with one-piece filler which is incapable of removal without disassembling the shotgun.

(2) From, or by means, aid, or use of any motor vehicle or motor driven land conveyance.

(3) While possessing shot other than nontoxic tungsten, tungsten-iron or bismuth shot, steel shot, or shot approved as nontoxic by Federal law with the exception of dove hunting.

b. Wanton waste. All migratory game birds harvested or crippled shall be retrieved, if possible, and retained in the possession of the hunter who harvested them.

c. Possession of live birds. Wounded birds reduced to possession shall be immediately killed and included in the daily bag.

d. Field possession limit. No person shall possess more than one daily bag limit of migratory game birds, tagged or not tagged, while in the field or while returning from the field to one's vehicle, home, etc.

e. Tagging. No person shall give, put, or leave any migratory game birds at any place, or in the custody of another person unless the birds are tagged by the taking hunter with the following information:

(1) The taking hunter's signature and address.

(2) The total number of birds involved by species.

(3) The dates such birds were killed.

f. No person or business shall receive, transport, or have in custody any migratory game birds belonging to another person unless such birds are properly tagged.

g. Field dressing. When hunting migratory game birds (except doves and band tailed pigeons) the head or one fully feathered wing must remain attached to all harvested birds being transported from the field.

h. Shooting hours. Shooting hours waterfowl species (waterfowl includes: all ducks, coots, mergansers, geese, brants, and swans) and webless migratory species (doves, woodcock and Wilson or common snipe) are from one-half hour before sunrise until sunset. Exception is Lake Kyle where hunting will end at 1200.

i. Waterfowl. If using a motorboat as a blind, the boat must be immobilized and anchored.

Other Small Game

j. Quail. Quail hunters are required to clip a fully feathered wing from each quail they harvest, place the wings in a Quail Wing Survey Envelope, and turn the envelope in to Outdoor Recreation check station. Quail Wing Survey Envelopes may be obtained at Outdoor Recreation prior to or following the quail hunt.

k. Rabbit, Squirrel, Fox. During the fox season, foxes may be taken on any other authorized small game hunt using the legal weapon for that hunt.

l. Coyote and Groundhog. In addition to the published season, coyote and groundhog may be taken during any authorized hunt using the legal weapon for that hunt.

m. Raccoon. Raccoon hunters may receive up to 3 areas for hunting and all 3 areas must be adjoining.

n. Bobcat

(1) All bobcats must be tagged with a Ft. Campbell kill tag.

(2) Bobcat may be taken on any authorized hunt during bobcat season with the legal weapon and ammunition for that hunt.

o. Authorized weapons and ammunition for small game hunting are:

(1) Any rim fire rifle or shotgun .410 bore through 10 gauge using number 4 or smaller size shot, except for waterfowl hunting when nontoxic (steel, tungsten, tungsten-iron or bismuth) shot of size T or smaller must be used and raccoon where 20 gauge is the largest ammunition authorized. For all small game, migratory bird, and waterfowl hunting, shotguns capable holding more than 3 shells must be plugged with a one piece filler plug inserted inside the magazine in such a way that the plug may not be removed without disassembly of the shotgun.

(2) Exception is while bobcat or coyote hunting in a training area reserved specifically for coyote or bobcat hunting only, hunter may use up to size BB.

(3) Bows and arrows as described in paragraph 2-4b(1)(c) to include blunt type arrows and field points.

p. All small game harvested on Fort Campbell must be reported to Outdoor Recreation within 3 days of harvest either by phone or in person. The exception is quail, which requires a completed quail survey envelope to be presented in person at Outdoor Recreation.

q. Hunting dogs are authorized and encouraged for use in the pursuit of small game, except when coyote hunting. Hunters must control all dogs used for hunting.

r. Hunters utilizing hunting areas adjacent to any impact area or off-limits area should consider a dog lost should the dog enter the impact area and not return on its own.

s. Beaver may not be hunted on Fort Campbell.

2-6. Unauthorized weapons and ammunition

Unauthorized weapons and ammunition for hunting or in possession while hunting are:

a. Any shotshell with shot larger than number 4, except when waterfowl hunting when nontoxic (steel, tungsten, tungsten-iron or bismuth) shot up to shot size T may be used. Buckshot is not authorized.

b. Lead shotgun shells while waterfowl hunting.

c. Full metal jacket (military type) or nonexpanding bullets of any type.

d. Any center fire rifle.

e. Pistols and/or revolvers.

f. Fully automatic weapons and military type weapons

g. Any weapon or ammunition not authorized for hunting the species being pursued.

h. Crossbows, except disabled hunters who have crossbow licenses from their state of residence, and are authorized by the Director, Outdoor Recreation may hunt with crossbows. Hunting with crossbow is only authorized in Archery Only Areas.

i. CARRY PERMITS OR CONCEALED CARRY PERMITS OF ANY STATE ARE NOT AUTHORIZED ON FT. CAMPBELL AT ANY TIME.

2-7. Handicapped hunting regulations

a. Training area 00HC is reserved for hunters needing mechanical aids in order to participate in hunting, including hunters permanently wheelchair bound and/or requiring the use of a prosthetic limb in order to participate in hunting. This applies for deer and turkey hunting in this area only. Other designated handicapped areas are reserved for use by mechanically aided hunters and/or disabled hunters. Assignments to these hunting areas will be made on a first-come, first-served basis to handicapped hunters.

b. Handicapped hunters desiring to hunt with crossbow must have taken an approved hunter safety course, possess all necessary hunting licenses and permits, letter from doctor stating inability to use standard bow, and permission from Director, Outdoor Recreation Ft. Campbell.

c. Hunters using an All Terrain Vehicle (ATV) as an aid to hunt must possess a valid handicap parking placard (or handicapped license plate) issued by the hunter's state of residence. When utilizing an ATV in a hunting area, the placard must be hung from the mirror of the vehicle in the same manner required when parking in a handicap parking area. This will indicate to Game Wardens and Law Enforcement Officers that the hunter assigned to the

training area needs mobility assistance and is authorized the use of an ATV. Handicapped hunters desiring to hunt with an ATV must obtain written authorization to do so on Fort Campbell from the Director, Outdoor Recreation.

d. Authorized all terrain vehicles may be used to transport handicapped hunters directly to and from their hunting locations. All game must be taken while the hunter is off of the vehicle, with the exception of wheelchair bound individuals who may discharge their weapon while the vehicle is stationary. All weapons will be encased and unloaded while the all terrain vehicle is in operation.

e. All handicapped hunters are encouraged to have a companion with them while hunting. Handicapped hunters may request one hunting companion, regardless of companion's status, be assigned to accompany them on each hunt.

(1) When the hunter is assigned to a handicap hunting area (00HC, 12HC or 16HC) the companion is not required to call into the automated system and Outdoor Recreation personnel will add the companion to the area assignment as a hunter. The companion must have all necessary hunting licenses and permits.

(2) When the hunter is assigned to a non-handicap area and the companion wishes to hunt, the companion is then required to call into the automated system at their authorized time to reserve their own hunting slot. Each hunter would then pick up individual area assignments for the hunt.

(3) When the hunter is assigned to a non-handicap area and the companion cannot reserve a slot because the area is full, the companion can be added to the hunter's assignment as a non-hunter. The companion will not be able to hunt, however, the companion must have taken an approved hunter safety course and possess all necessary hunting licenses and permits.

2-8. Youth hunts

a. Special youth only deer and turkey hunts are held on Fort Campbell for hunters 10 – 17 years of age. During these hunts specified training areas will be assigned.

b. Adult sponsors, 21 years of age or older, will accompany the youth hunters during the hunt, and must remain close enough to the youth hunter to take immediate control of the juvenile's weapon. Sponsors will not carry a weapon of their own for any purpose.

c. The only authorized weapons for youth hunts are shotguns and muzzle loading rifles meeting the requirements for either deer or turkey hunting depending on the type of hunt being conducted.

2-9. Hunting safety regulations

a. All firearms must remain on "safe" until ready to fire.

b. While big game hunting in any area open for hunting with a firearm, all hunters and persons sponsoring youth or handicapped hunters are required to wear a **cap and vest or panel** of daylight fluorescent orange (blaze orange). The vest or panel must be at least 500 total square inches. Camouflage vests having any other color than blaze orange must indicate that the total blaze orange color is 500 square inches. Camouflage caps must be blaze orange in color over 75% or more of the entire cap. Caps having more camouflage than blaze orange cannot be worn while hunting on Ft. Campbell. Small game hunters are required to wear a hunter orange **hat or vest**. The only exceptions are dove hunters, waterfowl hunters, turkey hunters, varmint hunters and archery hunters hunting in archery only areas. These small game hunters are encouraged to wear the required blaze orange while walking to their hunting location and while exiting their hunting location.

c. All big game hunters who are assigned to shotgun hunting areas, but choose to hunt with bow and arrow, must wear the required amount of hunter safety orange for big game (cap and vest or panel). Crossbow are only authorized in archery only areas.

d. All firearms to include bow and arrows transported in a vehicle must be unloaded and encased. Muzzleloaders must have the firing cap or pan powder removed.

e. Target practice and/or randomly firing a weapon within any area, whether or not in possession of a hunting area assignment is prohibited.

f. Patrons carrying, possessing, or discharging firearms, fireworks, or explosives onto the installation are prohibited except as authorized.

g. Minors under the age of 16 will be under the immediate control of their parent or other responsible adult 21 years of age or older at all times.

h. All persons hunting on Fort Campbell are expected to demonstrate sound judgment, and observe the rules of firearms and weapon safety and sportsmanship at all times.

i. All persons are subject to CAM Regulation 190-1, Fort Campbell Crime Prevention Program, Section XII, Control of Weapons and Other Dangerous Items on Fort Campbell. All persons residing on Fort Campbell Military Reservation must abide by requirements of CAM Regulation 190-1 for registration of firearms on Fort Campbell.

- j. All hunters are required to use a safety harness when utilizing a tree stand.

Chapter 3

Fishing and Boating

3-1. Fort Campbell fishing seasons

Fishing is permitted year round on Fort Campbell. Fishing is permitted every day of the week provided areas are available for fishing. Fishing will not be permitted in areas reserved for hunting.

3-2. Fishing regulations

a. All fishermen are required to have the appropriate Tennessee or Kentucky fishing licenses and/or permits, and a valid Fort Campbell fishing or combination permit to legally fish on the installation. Patrons should consult the Tennessee or Kentucky fishing regulations for those who are exempt from license requirements or who may receive a free fishing license. Fishing area assignments are required. Parents fishing with children must also possess the proper state fishing license and Fort Campbell Post Permit.

b. Fishing with natural and artificial baits is authorized.

c. The taking of any fish species by shooting, giggering, snagging, blasting, shocking, fish traps, baskets, jug lines, limb lines, or trot lines is prohibited. With the exception of minnow and landing nets, the use of nets of any type in all lakes and streams is prohibited.

d. Crayfish collection is unauthorized for bait, harvest or consumption.

d. Each fisherman is restricted to the use of no more than 3 poles. Trout fishermen are restricted to the use of only one pole.

e. Wade fishing in streams is authorized.

f. The use of carp or goldfish minnows is prohibited.

g. Swimming in any waters on the installation is prohibited.

h. Ice fishing on Fort Campbell is prohibited.

i. Fisherman under 16 years of age must be accompanied by a responsible person 18 years of age or older.

j. The stocking of any fish of any species on Fort Campbell is prohibited, unless authorized by the installation fish and wildlife biologists.

k. Fishing locations are Lake Kyle, Lake Taal, 08A pond, beaver ponds in TA11, 19 (2 ponds), 30, 33 and 34. The pond located in TA 07 is designated for handicapped persons requiring mechanical aids and persons age 17 and younger. The small ponds located below the dam at Lake Taal on either side of the small wooden bridge are designated fishing ponds for children ages 12 and younger only. Joe Swing Quarry is off-limits to all recreational activities to include fishing.

l. Fisherman will not clean any fish in or around Lake Taal, Lake Kyle, or any of the trout fishing locations.

m. Trout fishing - Trout fisherman are required to complete a trout fishing survey upon completion of each trout fishing trip, and return the survey to Outdoor Recreation. Trout stream locations are:

(1) Fletcher's Fork Creek at Boiling Springs Road (Areas 2 and 6).

(2) Bridge over Little West Fork Creek at the west end of Clarksville Base.

(3) Mabry Road at Little West Fork Creek (Area 3).

(4) Kinser Pond in Clarksville Base.

(5) 101st Airborne Division Road bridge over Little West Fork Creek adjacent to the golf course.

n. Lake Kyle camping and fishing area assignment - Individuals desiring to camp and fish at Lake Kyle can be issued a combination camping/fishing area assignment valid for 72 hours, except during deer and waterfowl hunting seasons.

o. Bullfrogs may be hunted from boats. Giggering is the only authorized methods of taking bullfrogs.

p. Water from all lakes and streams on the installation should be assumed to be unsafe to drink, and must be properly treated prior to consumption.

3-3. Boating regulations

a. All boating operators must possess a valid Fort Campbell outdoor recreation, fishing, or combination permit.

b. Boats used on installation waters will be equipped with life preservers, fire extinguisher (for boats with gasoline powered motors), and other safety equipment as required by State and Federal law. Persons under the age of 12 aboard all boats will wear a Coast Guard approved personal floatation device. Weight capacity and number of occupants will not exceed the maximum stated on the boat data plate.

- c. Maximum boat speed on all installation waters is 5 miles per hour. All installation waters are considered no wake zones.
- d. Operating a boat in a reckless or negligent manner so as to endanger life, limb, or property is prohibited.
- e. The use or possession of any alcoholic beverages or illegal drugs while operating a boat on Fort Campbell is prohibited.
- f. Water-skiing, jet skiing, or wind surfing on installation waters is prohibited.

Chapter 4

Miscellaneous Outdoor Activities and Unlawful Activities

4-1. Dog training and field trials

- a. All individuals training bird dogs on Fort Campbell must have a Tennessee or Kentucky state hunting license from their respective state, a Fort Campbell Big Game Hunting, Small Game Hunting, or Combination Permit, and proof of a valid hunter education course. Area assignments are also required, and are issued in the same manner as hunting area assignments.
- b. All clubs or organizations wishing to sponsor a field trial on Fort Campbell should request approval for the desired training areas, and dates, as far in advance as possible, through the Office of the Garrison Commander, Fort Campbell, Kentucky 42223-5627.
- c. Clubs or organizations sponsoring the field trial must purchase a Fort Campbell club permit and obtain an area assignment for the field trial from Outdoor Recreation. See Appendix A for club permit fee.
- d. All individuals training dogs or participating in field trials will use only firearms using blank ammunition, and will not be in possession of any live ammunition that could be used to harvest any game.
- e. Persons training raccoon dogs will not be in possession of any weapons, axes, or tree climbing equipment. The climbing of trees is prohibited.

4-2. Horseback riding

Proof of negative Coggins test results must be available for each horse ridden on Fort Campbell.

- a. Horseback riding is allowed only in areas assigned through Outdoor Recreation when training areas are not being utilized for hunting and all persons desiring to ride are required to have a Fort Campbell outdoor recreation permit or fishing permit. Patrons renting horses from the Fort Campbell stables on an hourly basis for TRAIL riding do not require an outdoor recreation permit or an area assignment.
- b. Only persons hunting rabbits, squirrel or quail from horseback will be permitted to ride in areas open for hunting.

4-3. Camping

- a. Camping at Lake Kyle is permitted at no charge with a post permit during the year except during water fowl and deer hunting seasons. Persons desiring to camp at Lake Kyle must have an outdoor recreation permit, fishing permit, or combination permit, and area assignment. The maximum length of time persons may camp at Lake Kyle is 2 weeks. Area assignments are valid for a maximum of 72 hours. Persons desiring to camp for greater than 72 hours must turn in one area assignment and obtain another to continue camping.
- b. Pay per use camping sites and RV sites are available for rent through Outdoor Recreation.
- c. Combination camping/fishing area assignments can be issued for individuals desiring to camp and fish at Lake Kyle, so long as the individual has the necessary Tennessee or Kentucky fishing license and Fort Campbell fishing or combination permit.
- d. Campers are required to remove all trash and food from the campsite upon completion of the camping trip.
- e. Water from all lakes and streams on the installation should be assumed to be unsafe to drink, and must be properly treated prior to consumption.

4-4. Hiking

- a. Hiking is permitted on Fort Campbell year round when training areas assigned to Outdoor Recreation are not being utilized for hunting. Persons desiring to hike must have an outdoor recreation permit, fishing permit, or combination permit, and area assignment.
- b. Hikers may hike only in the area specified on the area assignment.
- c. Hiking will not be permitted in any area that is open for Big Game Hunting.
- d. It is the responsibility of every outdoor recreation participant to know where they are currently located and they must stay within the boundary areas they are assigned to. The area the participant is assigned to is listed on the

area assignment they receive from the Outdoor Recreation Main Office. The area listed on the area assignment is the only area the participant is authorized to be.

4-5. Scouting activities

Fort Campbell is open for scouting provided areas are available, except during deer season and spring turkey season. Persons desiring to scout must have an outdoor recreation permit, fishing permit, or combination permit, and area assignment. Persons scouting in training areas designated as small game hunting areas must wear the required amount of hunter orange for small game (cap or panel vest).

4-6. Archery activities

a. Archery practice is authorized year round at the Archery Range located adjacent to the Main Outdoor Recreation. Persons desiring to practice archery must have a Fort Campbell Outdoor recreation permit and an area assignment.

- b. Broadheads are prohibited on the archery range.
- c. Hunting is prohibited on Archery Range and tent camping area.
- d. Crossbows are unauthorized on the Archery Range.

4-7. Miscellaneous unlawful activities

It is unlawful to:

- a. Litter or dispose of refuse except in containers provided for that purpose.
- b. Camp on any installation land except an area designated for camping.
- c. Permit unconfined domestic animals (dogs, cats, horses, sheep, cattle, hogs, etc.) to enter or roam on the installation except as authorized.
- d. Introduce, liberate, or place plants, animals, or their parts taken elsewhere (either on or off the installation) on any part of the installation.
- e. Enter the Reservation for the purpose of attempting to locate, possess, or remove artifacts or antiquities without written permission from the Headquarters 101st Airborne Division (Air Assault) and Fort Campbell.
- f. IAW Cam Reg 190-5 POV operation on the Fort Campbell Reservation is restricted to named roads only. Named roads are posted with street signs and/or designated on the Fort Campbell outdoor recreation map. All Physical Off-Limits Signs, Including Impact Area Signs, Supersede Map Boundaries. Driving or attempting to drive into any restricted area, impact area or on any firebreak for any purpose is strictly prohibited.
- g. Utilize off-road vehicles such as 4x4 trucks and jeeps, 4 and 3 wheeled ATVs, go-carts, and motor cycles of all types in off-road recreation activities in the rear area. Exceptions are ATVs used to transport handicapped hunters directly to and from their hunting location with written permission from the Director, Outdoor Recreation and hunters utilizing an ATV to retrieve a harvested deer from the closest firebreak or dirt road to their hunting location.
- h. Dumping of household, debris and yard waste in the Rear Area is prohibited.

4-7. Proponent. The proponent of this circular is the Directorate of Family and Morale, Welfare and Recreation, Community Recreation Division, Outdoor Recreation, attn: IMSE-CAM-MWR


FREDERICK W. SWOPE
Colonel, IN
Commanding
Dep T/1 CD2
2 Jul 09

DISTRIBUTION:
Intranet

**Appendix A
Permit Fees and Categories**

A-1. The following is a listing of fees payable for Fort Campbell Outdoor Recreation, Fishing and Hunting Permits*. An MWR activity fee is included in each cost below:

<u>Category</u>	<u>Cost</u>	<u>Activities Covered</u>
Annual Outdoor Recreation	\$10	Archery, Horseback Riding, Camping, Field Trialing, Hiking, Scouting, Boating
Annual Fishing	\$10	Fishing, Archery, Horseback Riding, Camping, Hiking, Scouting, Boating
Annual Big Game Hunting	\$15	Deer, Turkey, Dog Training, Archery, Horseback Riding, Camping, Field Trialing, Hiking, Scouting, Boating
Annual Small Game Hunting	\$15	Quail, Rabbit, Squirrel, Waterfowl, Dog Training, Archery, Horseback Riding, Camping, Field Trialing, Hiking, Scouting, Boating
Annual Hunting and Fishing Combination	\$25	Big and Small Game Hunting, Fishing, Dog Training, Archery, Horseback Riding, Camping, Field Trialing, Hiking, Scouting, Boating
CLUB FEE	\$50	
Replacement Permit Card	\$2	

A-2. No post permit is required for youth ages 15 years and under for any activity **other than hunting**. All youth must show proof of successfully completing a Hunter Safety Course in order to receive a Fort Campbell Post Permit for hunting. Youth ages 15 and under who are residents of Kentucky and Tennessee must also possess a valid Junior State License.

A-3. For information concerning free permits see paragraph 1-6 f above.

**Appendix B
Fort Campbell Hunting Seasons and Bag Limits**

(Customary seasons are found below. Actual dates will be announced prior to seasons.)

Deer (Bow, Muzzleloader, and Shotgun) 3rd Saturday in September through last day in December
Daily bag limit is 2 deer, no more than one antlered. Possession and season bag limit is 3 deer, no more than one antlered. Antlered deer are defined as having at least 3 inches of antler above the hairline on either side. Antler-less deer harvested in Training Areas 00, 01, 07, AB areas do not count toward the season bag limit. The harvest of spotted fawns is highly discouraged.

Turkey may be harvested by bow hunters on any authorized Deer hunt.

Fall Turkey (Bow only) 3rd Saturday in September through last day in December
(Shotgun) Columbus Day through the Sunday before Thanksgiving
Daily bag limit: 2 per day, either sex. *No season limit.*

Winter Turkey (Bow and Shotgun) TBA
Daily bag limit: 2 **non-bearded** turkeys per day. *No season limit.* Bearded is defined as having a visible beard.

Spring Turkey (Bow and Shotgun) 4th Saturday in March – 1st Sunday in May
Daily bag limit: 2 bearded turkeys per day. Possession and season limit: 4. Bearded is defined as having a visible beard.

Fox and Grey Squirrel 3rd Saturday in August through last hunting day in February
Daily bag limit: 6 per day. Possession limit: 12. No season limit.

Quail Monday prior to Thanksgiving Day through last hunting day in February
Daily bag limit: 6 per day. Possession limit: 12. No season limit.

Rabbit Monday prior to Thanksgiving Day through last hunting day in February
Daily bag limit: 5 per day. Possession limit: 10. No season limit.

Raccoon, Fox, Opossum and Bobcat Monday prior to Thanksgiving Day through last hunting day in February.
Daily bag limit: 1 of each species per day. Possession limit: 2 per species. No season limit except on bobcats where the limit is 2 per season. All bobcats must be tagged with a Ft. Campbell kill tag.

Coyote and Groundhog Open year round, no limit. Coyotes and groundhogs may be taken on any authorized hunt.

Feral Hogs Feral may be taken only on authorized deer hunts. Pursuing feral hogs with dogs; or by any other method is prohibited. Feral hogs taken must be checked-in at Outdoor Recreation. Please report sightings of feral hogs.

Migratory Birds Seasons and bag limits to be announced. Season dates usually follow the seasons set for the state hunting in.

Bullfrog Open year round. Daily bag limit: 15. Possession limit: 30. No season limit.
Fort Campbell. Creel limits are as follows:

<u>Species</u>	<u>Minimum Length</u>	<u>Daily Limit</u>	<u>Possession Limit</u>
Trout	None	2 Brown 5 Rainbow	4 Brown 10 Rainbow
Black Bass	10 inches.	5	10
Bream (all species)	None	25	50
Crappie	10 inches.	10	20
Catfish	None	10	20

Appendix C Violations and Penalties

All violations are subject to local, state and federal law. Persons charged with violations are subject to a fine as well as suspension or revocation of hunting, fishing, and other outdoor recreation activities privileges. The minimum penalty for listed violations is a 30-day suspension of all outdoor recreation privileges. Longer suspensions or permanent revocation of privileges may be applied for violations based on severity. Violations may also involve criminal punishment and/or punishment under the Uniform Code of Military Justice. Multiple offenses may also result in a permanent bar from participating in outdoor recreation activities on Fort Campbell.

<u>Violations</u>	<u>Minimum Suspension</u>
*Fishing with unauthorized bait	30 Days
*Having more than 1 area reserved per day in the automated system	30 Days
*Transporting uncased weapon in vehicle	30 Days
*Unsportsmanlike or disruptive conduct	30 Days
*Failure to report small game harvest	30 Days
*Failure to display area assignment/parking permit in vehicle window	30 Days
*Parking in an unauthorized area	30 Days
*Any other violations of laws, regulations, or rules	30 Days
*Failure to operate a boat in a safe manner	30 Days
*Failure to utilize a safety harness while hunting in a tree stand	30 Days
*Failure to wear required safety garments and/or equipment	60 Days
*Failure to have required PFD in boat	60 Days
*Littering or dumping	60 Days
*Unauthorized use of firebreaks	60 Days
*Allowing minors (under 16) to hunt unattended	90 Days
*Entering an area prior to 90 minutes before sunrise	90 Days
*Hunting migratory birds with an unplugged weapon	6 Months
*Hunting in an area other than specified on area assignment	6 Months
*Possessing under sized fish or fish in slot limit	1 Year
*Firing a weapon within 300 feet of an occupied building, or military training	1 Year
*Participating in outdoor recreation activities without area assignment	2 Years
*Participating in outdoor recreation activities without valid permit/license	2 Years
*Hunting in area closed to hunting	2 Years
*Exceeding bag/creel limit	2 Years
*Transporting loaded weapon in vehicle	3 Years
*Drive hunting deer	3 Years
*Failure to check in big game	3 Years
*Shining an artificial light in an area frequented by deer	3 Years
*Unauthorized use of permit or automated system	Permanent
*Hunting in an off limits or restricted area, impact area, ASP	Permanent
*Firing weapon from a vehicle or named road	Permanent
*Making a false statement to obtain permit and/or area assignment	Permanent
*Failure to comply with law enforcement officer/submit to legal search or inspection	Permanent
*Hunting with or over bait	Permanent
*Taking or attempting to take game illegally/hunting out of season	Permanent
*Unauthorized trapping	Permanent
*Hunting with unauthorized weapon or ammunition	Permanent
*Participating in any hunting activity while possessing or using alcohol and/or illegal drugs	Permanent
* Driving Under the Influence or possession of illegal substance in the Rear Area	Permanent

This circular supersedes CAM Circular 215-1 dated 25 July 2008.

CAM Circular 215-1 • 25 July 2009

**Appendix D
Unauthorized Roads**

The following named roads are unauthorized to drive on:

- HICKMAN Road (Once you get to the gate)
- GIBB'S LANE
- MATAYA ROAD
- WIERCINSKI WAY
- SMITH ROAD
- BOLT BLVD
- PETRAEUS ROAD