

Camp Pendleton 2021 Deer Hunting Rules

May 2021

These rules are in addition to the 2020-21 General Hunting Rules and offer deer specific information. These rules augment and do not replace relevant California Fish and Game Code.

Deer Tags: Archers can use the California Archery Only tag on base, which is available over the counter. Camp Pendleton makes up the G10 deer hunting zone. The G10 tag allows a hunter to harvest a deer with a firearm or archery equipment. There are 250 G10 deer tags available each year. Hunters may enter the G10 deer tag lottery through iSportsman (<https://www.pendleton.isportsman.net>) from July 1-31, 2021. iSportsman will select 250 winners at random. No more than two hunters per family may enter the lottery. Winners will be notified by email through iSportsman on August 12, 2021. Winners may purchase a G10 deer tag beginning August 12, 2021 at the STAR Card counter at the Pacific Views Exchange. Lottery winners who have not purchased their tag by August 31st will forfeit their tag. Forfeited G10 tags will be available on a first come-first served basis on September 1st.

Deer Limit: Hunters can harvest only one deer on Camp Pendleton regardless of method.

Archery Ethics and Proficiency Test: Archers must complete an annual test before archery hunting. Sign up for the class/test through iSportsman. Archers must hit a target representing the deer vitals 2 out of 3 times from 30 yards.

Hunters with Physical Limitations: The Camp Pendleton Game Warden's office will attempt to accommodate individuals with specific requests, such as reserving a hunting area with flat ground. A hunter with a doctor's note can receive permission from the California Department of Fish and Wildlife to hunt with a crossbow with an archery tag during archery season. In this circumstance, the hunter must coordinate with the Game Warden for an appropriate reserved area. The Game Wardens can assist hunters with amputations or other mobility limitations with an appropriate reserved area through prior coordination. The hunter is responsible for recovering the deer, perhaps with a hunter helper. Game Warden personnel will not retrieve the deer for you.

Area Assignments: Game Wardens request areas from Range Scheduling each week. Range Scheduling confirms hunting areas on Thursday, typically. Game Wardens run a weekly lottery based on area availability on Thursday. Hunters can enter as a group or individually. If entering as a group, the group leader will receive a code from iSportsman to share with the rest of the group to use during their entry. Lottery results are sent by email on Thursday afternoons. Lottery winners can reserve an area starting at 0800 the day before their hunt.

Typical Weekly Schedule Before Deer Hunt:

Mon-Wed: Lottery entry available through iSportsman

Thursday afternoon: Lottery conducted, winners notified by email

Friday 0800: Saturday lottery winners can reserve areas

Saturday 0800: Sunday lottery winners can reserve areas

Typical Daily Hunt Schedule:

0500-0600: Lottery winners can check into reservations, non-winners can check into available areas

0600: Unused reservations become available to all hunters

1500: No more check-ins or moves allowed to preserve the quality of the hunt

60 minutes after last shot: all hunters must be checked out of areas, coordinate with the Game Warden if you are dragging out a deer

Spike Deer: Do not shoot a spike deer. If you do, bring it back to the office and forfeit the deer. Fill out the relevant information on your deer tag and report it to the state. A spike is a male deer with unbranched antlers on both sides which are more than 3 inches in length. Eyeguards or bony projections on the lower one-third of the antler shall not be considered as points or branches. Spikes are typically young deer without the experience to avoid hunters, but still have the drive to mate and expose themselves during the mating season. If we harvest spikes (typically 1.5 years old), then we will not have as many 2.5 year old deer the following year, and 3.5 year old deer the next year, etc.

After the Harvest: The hunter must first fill out the tag (always bring a pen with you) prior to field dressing the deer. Contact the Game Warden office by cell phone from the field if your deer moved out of your area before expiring, if you will return late to the office due to the drag out of the field, or if you have other specific challenges. Gut the deer in the field. Do not leave the gut pile on a road, within 150 feet water, or in a conspicuous place that could affect military training. Bring the carcass back to the Game Warden's office with tag attached to the ear (does) or antler (buck). Call the Game Wardens office to ensure someone will be there to meet you. Game Warden personnel will collect data on the deer and validate your tag. The hunter will submit the tag data to the state by mail or online by following the instructions on the tag. The hunter may utilize the skinning rack, but do not rely on Game Warden personnel to assist skinning your deer. Discard animal parts in the "gut cans"; **do not throw regular trash in the "gut cans"**. Hunters may store their deer in the walk-in cooler. Retrieve your deer by the following Wednesday. Give a call to the Wardens to make sure someone will meet you at the cooler.

Guzzlers: These artificial watering holes provide valuable water to thousands of animals each day during the dry season, which coincides with the deer hunting season. Deer hunters support the Game Wardens by maintaining the guzzlers with vegetation trimming, concrete work, or delivering water. Hunting over a guzzler is not an ethical hunting practice as it discourages wildlife from visiting the guzzler.

Non-Deer Hunting: While checked out as a deer hunter, a hunter can only hunt deer and coyote.

Etiquette: Deer hunting on Camp Pendleton is the base's most popular hunting activity. Hunters from all over the country participate, many hunting on base for the first time, some hunting deer for the first time, each hunter with their own hunting traditions. Here are a few etiquette notes to reduce angst in the field.

- If another hunter is in "your spot", go somewhere else. Have a plan B or C.
- Give other hunters space, buffer with a large terrain feature or distance suitable for your firearm
- Avoid walking through areas glassed by other hunters, this is disrespectful
- Parked vehicles are clues that other hunters are in the area, maybe go somewhere else
- Area quotas give each hunter about 1 square kilometer to spread out, please use the space
- Know your effective range, taking an out of range shot will likely ruin another hunt
- Offer to help a hunter with the deer recovery