

Fort Sill Regulation 200-1

Environmental Quality

**Recreational Use,
Management, Harvest,
and Protection of
Natural Resources**

**Headquarters, U.S. Army Garrison
462 Hamilton Road, Suite 120
Fort Sill, Oklahoma 73503
27 September 2023**

UNCLASSIFIED

Department of the Army
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Effective 27 September 2023

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History. This Fort Sill Regulation supersedes Fort Sill Regulation 200-1, 17 November 2022.

Summary. This regulation establishes responsibilities, procedures, and rules for all personnel utilizing the Fort Sill training areas for recreational purposes. In addition, this regulation provides for the management and protection of natural resources on Fort Sill. This regulation is distributed and published solely through the Directorate of Human Resources, Administrative Services Division Homepage at: <https://sill-www.army.mil/USAG/publications.html>

Supplementation. Supplementation of this regulation is prohibited without prior approval from the proponent of this publication which is the USAG Fort Sill Commander, Director of Public Works, and Director of Emergency Services. The proponent retains the authority to approve exceptions or waivers to this publication.

Suggested Improvements. Users may send comments/suggested improvements on a Department of the Army Form 2028, Recommended Changes to Publications and Blank Forms, to the Environmental Quality Division, DPW, Fort Sill, OK 73503.

Applicability. This publication applies to all personnel that enter Fort Sill for the purpose of hunting, fishing, boating or other outdoor recreation. This regulation covers only the Fort Sill regulations for hunting and fishing. All individuals entering Fort Sill under authority of this regulation are also subject to local, state, and federal laws and regulations.



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SUMMARY OF CHANGE

Changes the name from the POW Range to the Rod and Gun Club range.

Adds that swimming in non-designated areas of Fort Sill is prohibited.

Changes authority from Sportsman Services to Natural Resources Branch.

Changes the name from Fort Sill Advisory Council to the Fort Sill Sportsman Advisory Council and modifies the assignment and responsibilities of the Council.

Directs that found UXO or unknown items be reported directly to the Range Operations Division.

Modifies eligibility authorization.

Deletes the requirement of approval by Sportsman Services on a case-by-case basis for minor hunting in gun deer or muzzleloader deer hunting.

Adds the requirement that hunters are responsible for complying with ODWC e-check requirements.

Modifies the weapons restrictions and hunting compartments.

Deletes the statement that Youth gun deer season is the 4th weekend of October.

Adds the requirement that deer archery hunters must possess an Oklahoma Deer tag.

Includes check in and check out approval instructions for hunters pursuing downed game or recovering game from its assigned area.

Significant changes to the drawing and allocation of hunting areas processes.

Changes Chapter 12 to a Reserved chapter.

Adds that a recreational guest permit may be used for a guest assisting a permit holder cutting firewood.

Adds additional violations in Appendix B with suspension time frame identified.

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CHAPTER 1 – Introduction

1-1. Mission. Provide recreational opportunity for Military members, their Family Members, Retirees, and other eligible Sportsman thru professional management and stewardship of natural resources resulting in Soldier Resiliency, optimum use of training lands, promoting biodiversity and ecosystem functionality, and compliance with environmental laws.

1-2. Purpose. This regulation establishes policies, procedures, rules, and responsibilities for the recreational use of ranges and training areas on Fort Sill, including harvesting fish, wildlife, and other resources.

1-3. Reference. Required and related publications and, prescribed and referenced forms, are listed in Appendix A.

1-4. Records Management. Records created because of processes prescribed by this regulation must be identified, maintained, and disposed of according to Army Regulation (AR) 25-400-2, The Army Records Information Management System (ARIMS) and DA Pamphlet 25-403, Guide to Recordkeeping in the Army. Record titles and descriptions are available on the ARIMS website: (<https://www.arims.army.mil/arims/Default.aspx>).

1-5. State and Federal Laws. All persons participating in hunting, fishing, boating, or other outdoor recreational activities on Fort Sill will comply with State and Federal fish and game laws as well as Army and Installation regulations and will cooperate fully with representatives of law enforcement agencies. This regulation addresses deviation from state law for season dates, bag limits that receive approval and coordination from the Oklahoma Department of Wildlife Conservation.

1-6. Concealed Weapons. Concealed carry permits of any state are not recognized on Fort Sill at any time. Possession of concealed weapons is prohibited. All weapons must be registered and comply with weapon registration per Fort Sill Regulation 190-11.

1-7. Prohibited Activities. The following is a partial list of prohibited activities:

- a. DO NOT TOUCH UNEXPLODED ORDNANCE (UXO) OR UNKNOWN ITEMS!
- b. Recreational shooting or discharging of any firearm, except as authorized by the MWR Rod and Gun Club range facility or at authorized game while hunting.
- c. Introducing plants, animals, fish, or their parts onto the Installation, except as authorized by the Directorate of Public Works (DPW).
- d. Entering the Installation for the purpose of locating or "taking" plants or animals (as defined under the Endangered Species Act); to include but not limited to, harassing, harming, pursuing, shooting, wounding, killing, trapping, capturing, collecting, or attempting to engage in such conduct.
- e. Removing Forest products (wood, firewood, etc.) without proper authorizations.

f. Magnet fishing, use of metal detectors and the removal of any artifacts is prohibited.

g. Bypassing closed range gates.

h. It is illegal to use military structures for hunting purposes. It is prohibited to fire a weapon within 440 yards of any dwelling, structure, or area containing personnel. It is prohibited to hunt within 600 yards of any troop activity. Shooting any weapon into or across any pond or lake is prohibited except for authorized hunting activities.

i. Swimming in non-designated areas of Fort Sill is prohibited.

j. See Appendix B for a full list of prohibited actions.

1-8. Authority.

a. Outdoor Recreation programs are administered through Fort Sill DPW Environmental Division, Natural Resources Branch. The DES, Law Enforcement Division, Game Warden Branch has sole authority to enforce criminal Federal and State laws and Army regulations in accordance with (IAW) AR 200-1, except for areas of proprietorial interest, where civilian law enforcement agencies have law enforcement responsibilities.

b. Natural Resources Branch has the responsibility to implement this regulation in the execution of hunting, fishing, and outdoor recreation activities that are IAW Federal, State, and local Laws that are consistent with the Garrison Commander and Senior Commander's intent.

c. Fort Sill Directorate of Plans, Training, Mobilization, and Security (DPTMS) Range Operations Branch has sole authority to identify training area conflicts in the range complex.

CHAPTER 2 – Responsibilities

2-1. Fort Sill Sportsman Advisory Council

a. The Fort Sill Sportsman Advisory Council is a nongoverning working committee which serves in an advisory capacity to the Garrison Commander representing the interests and concerns of authorized patrons. The council may make recommendations concerning overall policy, plans, and operations of the hunting, fishing, and recreational programs. It does not have the authority to change policy or implement programs against or without the agreement of the Fort Sill Garrison Commander. The council Chairperson reports through the Director, Directorate of Public Works to the Garrison Commander on matters pertaining to hunting, fishing, and recreational activities.

b. The Garrison Commander ensures the appointment of council members through the tenant brigade commanders and other activities as appropriate. The Garrison Commander will appoint the chairperson and individual council members.

c. The Council will adhere to the Sportsman Advisory Council By-Laws.

d. Responsibilities of the Sportsman Advisory Council:

(1) Facilitate open communications between patrons and Leadership to ensure concerns and issues are resolved at the lowest level possible. The council is the primary vehicle for open discussions regarding Fort Sill hunting, fishing, and recreational policy.

(2) Provide suggestions for updates to Fort Sill Regulation 200-1, Recreational Use, Management, Harvest, and Protection of Natural Resources.

(3) Make recommendations to the Garrison Commander for implementing changes to Installation hunting, fishing, and recreational procedures outside of science-based and data driven wildlife management.

(4) Maximize the opportunities for hunting, fishing, and recreational activities on Fort Sill consistent with training requirements, safety, state and federal laws and regulations, game management programs, and cooperative agreements.

2-2. Sportsman.

a. All personnel participating in outdoor sportsman events WILL follow Federal, State, and Installation laws, regulations, and procedures.

b. All firearms brought onto the Installation will be registered IAW FS Reg 190-11.

c. Sportsman will transport all firearms onto the Installation IAW FS Reg 190-11. The Garrison Commander is the approving authority for all exceptions.

d. Sportsman are asked to mark and report all unexploded ordinance (UXO), or unknown items found to Range Operations Division 580-442-2994 for disposal by the Installation Explosive Ordnance Disposal (EOD) unit. Sportsman are to maintain a distance of no less than 15M to any UXO at all times.

e. Sportsman will notify Sportsman Services of any changes to their duty status.

f. Sportsman will report all game animals taken via the Oklahoma Department of Conservation "Go Oklahoma Outdoors" website or App and in iSportsman. All game taken on Fort Sill count against the individual hunters' state of Oklahoma Game bag limits.

g. All Hunting and Fishing Season dates and bag limits will be published annually on iSportsman.

h. All sportsmen will obtain an account and use iSportsman for all recreation activities on ranges. The only exceptions are stated in Chapter 3-4g.

CHAPTER 3 – Eligibility

3-1. Eligibility.

a. Eligible recreational users identified as a Sponsor, are authorized to hunt and fish on Fort Sill and are authorized to sponsor guests as described in Chapter 6. Authorized Sponsors are:

- (1) Active-Duty Military – Common Access Card (CAC) required.
- (2) Military Retirees– All eligible retirees with a DD Form 2 RET or Next Generation ID Card indicating Retiree status.
- (3) All COMPO category 2 or 3 service members who are in Active Status – CAC required.
- (4) Honorably discharged veterans rated by the Veterans Administration as 100 percent disabled from a Service-connected injury – Veterans Affairs letter stating the percentage of disability awarded required.
- (5) Foreign military service members stationed on Fort Sill for a period greater than 120 days - a Uniformed Services (Military) ID Card required.
- (6) Fort Sill full time permanent and term DoD and VA civilians - CAC required.
- (7) Full-time permanent Fort Sill Non-Appropriated Fund (NAF) civilians - CAC required.
- (8) Fort Sill retired DoD, VA, and NAF civilians - proof of status required.

b. Eligible Recreational users identified below are authorized to hunt and fish on Fort Sill, but are NOT authorized to sponsor guests:

- (1) Dependents of personnel listed in paragraph 3-1a.
- (2) Spouse of a sponsor.
- (3) Un-remarried widow or widower of a member or former member of a uniformed service.
- (4) Cameron University ROTC contracted cadets – memorandum from the Professor of Military Science required.

3-2. Fort Sill Sportsmen Safety Class

a. All recreational users must attend the Fort Sill Sportsmen Safety Class and obtain a Sportsmen Safety Card prior to obtaining a Fort Sill iSportsman account. The course dates, times and locations will be posted on iSportsman.

b. Units may coordinate with Natural Resources for a Fort Sill Sportsmen Safety Class at a date/time/location other than the regularly scheduled course.

c. Guests and Dependents under 16 do not require the Fort Sill Sportsmen Safety Class but must be accompanied by a sponsor that possesses a Fort Sill Sportsmen Safety Card.

3-3. Licenses and Permits. Individuals hunting, fishing, or recreating on Fort Sill must possess the appropriate Installation and State licenses and permits:

a. A state hunter education certificate is required for all personnel hunting on Fort Sill. Oklahoma Hunter's Education can be taken online at [Oklahoma Hunter Education | Oklahoma Department of Wildlife Conservation \(wildlifedepartment.com\)](https://wildlifedepartment.com). Hunters exempt from this requirement by the state of Oklahoma are also exempt on Fort Sill.

b. A Fort Sill iSportsman permit at [Home – Fort Sill – iSportsman](#). See chapter 4 iSportsman.

c. All hunters and fisherman **must have applicable** Oklahoma state licenses and animal specific tags, stamps, permits to participate in on post hunting and fishing seasons. State licenses and permits (migratory bird, turkey deer gender) may be purchased online at <https://gooutdoorsoklahoma.com/> or from a local vendor.

d. Veterans providing documentation of a Service-Connected Disability rating of 100% are eligible for a discounted on-post permit.

3-4. Minor Children Hunting.

a. All minors are required to have any special tags and Hunter's Education as required by the state (or enrolled in the Oklahoma Youth Apprentice Program). The Oklahoma Hunter's Education Course can be taken online at [Oklahoma Hunter Education | Oklahoma Department of Wildlife Conservation \(wildlifedepartment.com\)](https://wildlifedepartment.com).

b. Hunters ages 12-17 require an iSportsman account and the free fishing/hunting permit on iSportsman at <https://ftsill.iSportsman.net/>. **All youth wanting to participate in youth draws must have an iSportsman account.**

c. Oklahoma residents younger than 16 and non-residents younger than 14 are exempt from needing an Oklahoma hunting license.

d. Mentors hunting Big Game must be within arm's length of the apprentice hunter or close enough to take immediate control of the firearm or archery equipment. Small game accompanying hunter must be in sight of and able to communicate with the apprentice hunter in a normal voice without the aid of any communication device. When a license is not required, the apprentice hunter must be accompanied by an adult eighteen (18) years of age or older who possess a certificate of hunter safety or is exempt from the hunter safety certification requirements.

e. Minors under 16 years of age cannot participate in elk hunting.

f. Minors under 12 years of age must meet Oklahoma State Law to participate in gun deer or muzzleloader deer hunting.

g. Minors under 12 years of age are not required to have Fort Sill annual permits or an iSportsman account (see exception at para 3-4b).

h. Minors under 12 may accompany a hunting adult during muzzleloader deer and gun deer seasons.

CHAPTER 4 – iSportsman

a. iSportsman is the required platform Fort Sill uses to execute and manage the hunting, fishing, boating, and outdoor recreational programs on Fort Sill. All Individuals will have an iSportsman account to obtain and print their annual vehicle parking pass, to be used every time an individual is signed out to recreate. The parking pass will be displayed on the vehicles dash in a manner clearly visible from the outside of the vehicle.

b. Prior to entering the range for hunting, fishing, boating, and outdoor recreation, each individual will check-in to the area and check out when they clear the range each day via iSportsman.

c. All Big game taken will be reported in iSportsman prior to leaving the Installation during area checkout. Hunters are also responsible for complying with ODWC e-check requirements.

CHAPTER 5 – Recreation Use

a. On-post private organizations and off-post agencies must submit request to the Public Affairs Office, 7305 NW McNair Avenue, Suite 216, Fort Sill, OK 73503 to conduct events on Fort Sill. At a minimum, the Public Affairs Office, Community Relations Officer will coordinate requests for recreational range use with Natural Resource Branch and Range Operations.

b. All individuals pursuing recreational activities that require them to be more than 100 feet from the center of a paved road must check in using iSportsman except for fishing at Lake Elmer Thomas and cantonment area options.

c. Gravel roads are considered part of the range and require the user to check in via iSportsman.

d. Check in to iSportsman is not necessary for individuals visiting cemeteries on East Range.

e. Prior to entering the range, recreational users will:

(1) Print an annual parking pass via iSportsman and display the parking pass on the vehicles dash in a manner clearly visible from the outside of the vehicle.

(2) Check in to the area via iSportsman. Individuals must check out via iSportsman when they clear the range each day.

f. During the muzzleloader and gun seasons, range training areas are closed to all recreational activities except hunting and fishing.

g. Camping is allowed at Lake Elmer Thomas Recreation Area (LETRA) and Medicine Creek RV Park. For more information phone LETRA at (580) 442-5850 or Outdoor Adventure at (580) 442-8270. This is the only authorized swimming area on Fort Sill.

h. Pig Farm Crossing is the only designated ATV/UTV usage area. ATV and UTV usage are prohibited on the range except for recovering big game while hunting.

i. POV's may operate off the black top surface on improved/maintained surfaces (gravel), established two tracks, and fire breaks inside their area.

j. There will be no recreational activity authorized in the following areas East Range (North Arbuckle) NA1, NA2, NA3, NA4, NA5, NA6, (South Arbuckle) SA1, SA2, SA3, SA4, & SA5. West Range WR1, WR2, WR3, WR4, WR5, & WR6. Quanah Range QR1, QR2, QR3, & QR4.

(1) Sportsman Services will post maps, notices of areas closed to recreational use, and special regulations in iSportsman. **UNDER NO CIRCUMSTANCES WILL ANYONE MOVE INTO OR THROUGH A CLOSED AREA.**

k. Areas depicted in red on the maps are off limits to all recreational activity.

l. Areas depicted in blue on the maps are open to recreational activity unless troops are present. If Military Unit(s) move into an area, all individuals must immediately leave.

m. Persons are not permitted to use Fort Sill recreational privileges (to also include guided hunts, guided fishing trips, woodcutting, pecan/berry picking, etc.) for monetary gain.

CHAPTER 6 – Hunting

6-1. Big Game Hunting

a. Hunting license requirements are identified in Chapter 3.

b. The deer harvest allocation is generally 25% for archery season, 25% for muzzleloader season, and 50% for gun season. Any season's quota that isn't met, by range, will be rolled over into the remaining deer season quota for that range. Antlerless gun may be used to supplement the antlerless archery quota. As the hunting seasons progress, Natural Resources will adjust the harvest allocation as necessary. The changes will be announced through iSportsman.

c. Based on harvest quotas established by Natural Resources, Natural Resources may change on post bag limits, close hunting areas, restrict weapons, or close hunting by sex and range, in accordance with the current integrated natural resource management plan (INRMP) and all applicable laws and regulations.

d. During all hunting seasons, hunters must park within walking distance of their hunting compartment or on the road/firebreak adjacent to their hunting compartment. Sportsmen will not restrict vehicle traffic by blocking a road/firebreak.

e. Portable blinds and stands are allowed but must be conspicuously marked with the owner's iSportsman permit number. Use of tree stands are at the risk of the user. Use of an approved safety harness is required when using tree stands.

f. Road restrictions – only apply to Deer Gun and Gun Elk seasons. Road restrictions are defined in the “road restriction” map posted in iSportsman.

g. IAW FCoE Regulation 190-11, no person may hunt, pursue game, or discharge firearms within four hundred and forty (440) yards of any church, schoolhouse, or other public place where people may assemble, to disturb such assemblage. It is prohibited to use military structures for hunting purposes. It is prohibited to hunt within 600 yards of any troop activity. Shooting any weapon into or across any pond or lake is prohibited except for authorized hunting activities.

h. The **MAXIMUM COMBINED** Deer season limit is 3 deer. Only one antlered deer can be taken on Fort Sill. A second antlered deer may be authorized, which will be announced on iSportsman depending on the current year's quota.

i. All harvested Big Game will be reported in iSportsman at [Home - Fort Sill - iSportsman](#) upon checking out from the range and prior to departing Fort Sill.

j. All Big Game must be E-checked with ODWC at [Login/Enroll | Oklahoma Hunt & Fish Licenses | Go Outdoors Oklahoma](#).

6-2. Hunting Compartments

a. A current recreational map is located on iSportsman depicting all recreational areas. This map can be imported to the “Avenza Maps” App, for in the field usage.

b. Range maps depicting day to day closures and added off limit areas may also be posted on iSportsman during selected seasons.

c. Weapons restrictions for each hunting compartment are as follows:

(1) Deer Archery Only Areas: 53, 55, 74, 79, 83S, 84, and CA1, CA2, CA3, CA4, CA5.

(2) Deer Archery and Small Game: 31, 37, 38, 39, 40, 43, 52, 56, 67, 75, 76, 80W, 81, and 82.

(3) Deer Muzzleloader Areas: Same as listed below in para 6-2(4) and 6-2(5).

(4) Deer Shotgun Slug Only Areas:

(a) Quanah Range: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10.

(b) West Range: 13, 14, 15, 19, 20, 28, BBDR, 29, 32, 33, 34, 35, 36, 41, 42, 44, 45,46, 47, 48, 49, 50, 51, 54, 57, 58, 59, 83N.

(c) East Range: 61, 62, 63, 64, 65, 66, 68, 69, 70, 71, 73, 77, 78, SEC, 80E.

(5) Deer Rifle Areas: 11, 12, 16, 17, 18, 21, 22, 23, 24, 25, 26, 27, 30.

(6) Elk Archery Areas – All areas on west range and Quanah range, except for areas CA1, and 84.

(7) Elk Rifle Areas – Elk gun areas are the same as deer gun areas.

6-3. Disabled Hunter Blinds.

a. Metal blinds have been placed in several areas for the use of physically disabled hunters.

b. Hunters requiring one of the metal blinds may sign in to one of these blinds via iSportsman. Hunters signing for one of these blinds must stay within 300 yards of the blind.

c. Any hunter may use the disabled hunter blinds when not occupied by a disabled hunter, but disabled hunters always have top priority. Use of the blinds is at the risk of the user.

d. If a disabled hunter shows up at a blind, you must exit the blind and hunt elsewhere in the training area.

6-4. Guest Hunting.

A guest hunter is defined as any person not meeting eligibility requirements in Chapter 3-1a.(1-8) – 3-1b.(1-4).

a. A guest requires a sponsor, hunting the same species, to be always with them in the field.

b. Guest hunters are **NOT** permitted:

(1) During deer gun.

(2) During any elk seasons.

(3) During any weekend of muzzleloader deer season.

c. A daily guest permit is required for each guest 16 years of age and over except for youth hunts. Permits are valid only for the date specified. Permits are acquired on iSportsman.

d. Sponsors must add the guest during the check in process in iSportsman. Sponsors must accompany their guests while they are hunting or fishing. Sponsors are responsible for their

guests' conduct, safety, and adherence to regulations. Violations of regulations may result in suspension of hunting and fishing privileges for sponsors and their guests (see appendix B).

- e. No more than two guests are permitted per sponsor permit holder for any date.

6-5. Youth Gun Deer Season.

- a. Hunting license requirements are identified in Chapter 3.
- b. Youth gun deer season has a bag limit of one deer. This deer counts towards the gun season bag limit.
- c. Youth hunters must be between 9 and 17 years old.
- d. Youth hunter must be accompanied by a licensed Fort Sill hunter, at least 18 years old to act as mentor. The mentor must be in physical control of the youth hunter while in the field.
- e. Youth hunter and mentor will attend a safety briefing and hunt area selection at 1700 hours the Friday prior to the hunt. Briefing is held in the Natural Resources classroom, Building 1465. The draw for youth hunt will be conducted in iSportsman. Youth hunters must enter the draw via iSportsman. The drawing procedure will be posted in iSportsman.
- f. Youth and Mentor will be provided instructions on how to check in and check out using iSportsman at each draw.
- g. Youth hunters that draw for a "Deer Rifle" hunting compartment may use any centerfire rifle firing at least a 55-grain weight soft-nosed or hollow-point bullet.
- h. Youth drawn for "Deer Shotgun Slug Only" hunting compartments, may use a 20-gauge shotgun or larger, modern inline muzzleloader .40 caliber or larger, or a primitive muzzleloader .40 caliber or larger.

6-6. Archery Deer Hunting.

- a. In addition to hunting license requirements as identified in Chapter 3. Deer Archery hunters must possess a Fort Sill Hunting or Combination (combo) permit, which can be purchased thru iSportsman at [Home - Fort Sill - iSportsman](#). An Oklahoma Deer tag. Deer tag must be purchased online at [Hunting | Oklahoma Department of Wildlife Conservation \(wildlifedepartment.com\)](#) or at any number of local vendors.
- b. After 1600 the day prior to hunting, hunters may make reservations to a hunting compartment(s) using iSportsman. Starting at 0400 the day of the hunt, the hunter may check in to the hunting compartment using iSportsman. Display the hunter's iSportsman Vehicle Pass on the dash in a manner clearly visible from the exterior of the vehicle.
- c. Within 2 hours after official sunset, hunters must check out of their hunting compartment(s) using iSportsman.

d. Hunters pursuing downed game or recovering game may check back into their hunting compartment utilizing the big game recovery activity. Hunters must contact sportsman services for approval to track wounded animal from his assigned area to enter a different area to follow the animal. After approval, hunter must enter into iSportsman that he checked out of his assigned area and checked into a new area.

e. All harvested archery deer will be reported in iSportsman at Home - Fort Sill - iSportsman upon checking out from the range and prior to departing Fort Sill. Hunters are also responsible for complying with ODWC e-check requirements.

f. Hunters may harvest up to three deer during archery deer season. Deer is not required to be physically checked however, no more than one deer may be a buck. No more than one deer may be taken per day.

g. Legal weapons for Archery Deer are:

(1) Any compound bow of 40 pounds or more draw weight.

(2) Any recurve, longbow, or self-bow of 40 pounds or more draw weight.

(3) Crossbow authorized usage:

(a) Hunters who are 60 years of age or older.

(b) Hunters must have written evidence, certified by a physician, that they have a disability and unable to use a compound/recurve/longbow.

(c) Crossbows must be un-cocked and must be transported in a motor vehicle IAW Fort Sill Regulation 190-11.

(d) Crossbows are required to have a minimum draw weight of 100 pounds and be equipped with safety devices. Leverage gaining devices are permitted.

(e) Bolts must be at least 14 inches long.

h. Hand-held releases are legal. Devices that permit a bow to be held mechanically at full or partial draw are allowed.

i. Arrows and/or bolts must be fitted with broadheads not less than 7/8 inches wide, including mechanical broadheads meeting this width requirement when fully open.

j. No person may carry or use any firearm in conjunction with archery equipment during any archery season.

k. Illegal Devices:

(1) Laser sights (unless certified 100% disabled or legally blind).

(2) Thermal tracking devices.

(3) Light enhancement devices (including nightscopes) from sunset to sunrise.

6-7. Primitive Muzzleloader Deer Hunting

a. In addition to hunting license requirements as identified in Chapter 3-2 and Chapter 3-3, Primitive Muzzleloader hunters must possess a Fort Sill Hunting or Combination (combo) permit, which can be purchased thru iSportsman at [Home - Fort Sill - iSportsman](#).

b. Hunters must apply and be drawn to Primitive Muzzleloader Deer hunt. Specific Muzzleloader drawing procedures will be posted in iSportsman. The draw will be conducted in iSportsman and a computer-generated, random list of selected hunters will be drawn. The hunter will be notified by email through their iSportsman account of the draw result and providing them the time and location of the hunt area selection meeting.

c. For Primitive Muzzleloader Deer season an individual does not have to be present and can have someone represent them at the hunt area selection meeting. That representative **must** have the hunter's Oklahoma license, and Fort Sill license in order to select a hunt area for another hunter.

d. Drawn hunters will choose their respective hunting compartment according to the order in which drawn from the iSportsman. Any remaining slots will be available at standby the following morning.

e. The number of hunters drawn could be reduced based on scheduled Military training or herd population management. The hunter's range pass and iSportsman Vehicle Pass are placed on the vehicle's dashboard in a way they can be easily read.

f. Hunter's will pick up their range pass at Bldg. 1458, no later than 0530 the morning of their hunt. Any range passes not picked up will be defaulted. Standby draw will be conducted immediately after 0530 and then will be first come first serve throughout the remainder of the day. The hunter's range pass and iSportsman Vehicle Parking Pass must be placed on the vehicle's dashboard in a way they can be easily read.

g. To check into a hunting compartment:

(1) Hunters must Log In to your iSportsman account the morning of your hunt.

(2) Access the "Deer Primitive Muzzleloader Activity" tab and check in to their assigned hunting compartment.

(3) **Hunter must hunt the training area(s) for which drawn for, not the entire range.**

h. NLT 2 hours after official sunset, hunters must clear the range using iSportsman.

i. Hunters pursuing downed game or recovering game may check back into their hunting compartment utilizing the big game recovery activity. Hunters must contact sportsman services for approval to track wounded animal from his assigned area to enter a different area to follow the animal. After approval, hunter must enter into iSportsman that he checked out of his assigned area and checked into a new area.

j. Weapons restrictions for Primitive Muzzleloader Deer are:

(1) 40 caliber or larger rifle, must be shoulder fired, side hammer, primitive weapon type similar to those commonly used in the 1800's.

(2) Loose powder only; the use of pelletized, stick powder systems, and Smokeless powder is prohibited. Black powder and black-powder substitutes are legal.

(3) Firing a single lead projectile, round ball, pumpkin ball, mini or maxi bullet, or other spherical or conical projectile. Sabot rounds, jacketed, and power belt projectiles are prohibited. Cloth patches are not sabots.

(4) Must be loaded from the muzzle; Cannot be loaded from the breech during any muzzleloading season.

(5) Only open or iron sights allowed. Fiber optics or fluorescent paint on open or iron sights are legal. Scopes or any sighting device using artificial light, batteries and electronic gear are prohibited.

(6) 209 shotgun primers and/or electronic or battery ignition devices are prohibited.

k. Hunters may harvest no more than two deer total using primitive and/or modern muzzleloader. No more than one deer may be a buck.

l. Blaze orange requirements during Fort Sill muzzleloader deer seasons are the same as statewide requirements.

6-8. Modern Muzzleloader Deer Hunting

a. In addition to hunting license requirements as identified in Chapter 3. Modern Muzzleloader hunters must possess a Fort Sill Hunting or Combination (combo) permit, which can be purchased thru iSportsman at [Home - Fort Sill – iSportsman](#).

b. Hunters must apply and be drawn to Modern Muzzleloader Deer hunt. Specific Muzzleloader drawing procedures will be posted in iSportsman. The draw will be conducted in iSportsman and a computer-generated, random list of selected hunters will be drawn. The hunter will be notified by email through their iSportsman account of the draw result and providing them the time and location of the hunt area selection meeting.

c. For Modern Muzzleloader Deer season an individual does not have to be present and can have someone represent them at the hunt area selection meeting. That representative

must have the hunter's Oklahoma license, and Fort Sill license in order to select a hunt area for another hunter.

d. Drawn hunters will choose their respective hunting compartment according to the order in which drawn from the iSportsman. Natural Resources will continue to draw hunter names until all available slots are filled for the next day's hunting activity.

e. The number of hunters drawn could be reduced based on scheduled Military training or herd population management. The hunter's range pass and iSportsman Vehicle Pass are placed on the vehicle's dashboard in a manner in which they can be easily read.

f. Hunter's will pick up their range pass at Bldg. 1458 No later than 0530 the morning of their hunt. Any range passes not picked up will be defaulted. The hunter's range pass and iSportsman Vehicle Parking Pass must be placed on the vehicle's dashboard in a way they can be easily read.

g. To check into a hunting compartment:

(1) Hunters must Log In to your iSportsman account the morning of your hunt.

(2) Access the "Modern Muzzleloader" deer activity tab and check in for the **specific training area for which drawn.**

h. NLT 2 hours after official sunset, hunters must clear the range using the "Modern Muzzleloader Deer Activity" tab. At that time the hunter will be prompted for any harvest data.

i. Hunters pursuing downed game or recovering game may check back into their hunting compartment utilizing the big game recovery activity. Hunters must contact sportsman services for approval to track wounded animal from his assigned area to enter a different area to follow the animal. After approval, hunter must enter into iSportsman that he checked out of his assigned area and checked into a new area.

j. Legal weapons for Modern Muzzleloader Deer are:

(1) 40 caliber or larger muzzleloading rifles or 20-gauge or larger muzzleloading shotgun.

(2) Any type of Black powder, Black-powder substitutes and smokeless powder are legal. Loose or pelletized powder is legal.

(3) Firing a single lead projectile, round ball, pumpkin ball, mini or maxi bullet, or other spherical or conical projectile including sabots, jacketed and belted projectiles.

(4) Any legal archery equipment described in Chapter 6-7.

(5) Must be loaded from the muzzle; Cannot be loaded from the breech during all muzzleloading seasons.

(6) Scopes are legal during modern muzzleloading season.

(7) 209 shotgun primers and/or electronic or battery devices can be incorporated into or attached to the firearm.

(8) Muzzleloader pistols are allowed as a secondary firearm but may only be used for dispatching downed deer.

k. Illegal devices during Modern Muzzleloader Deer Hunting are:

(1) Laser sights (unless certified 100% disabled or legally blind).

(2) Thermal tracking devices.

(3) All light enhancement devices (including nightscopes).

l. Hunters may harvest no more than two deer total using primitive and/or modern muzzleloader. No more than one deer may be a buck.

m. Blaze orange requirements during Fort Sill muzzleloader deer seasons are the same as statewide requirements.

6-9. Gun Deer Hunting.

a. In addition to hunting license requirements as identified in Chapter 3, Deer Gun hunters must possess An Oklahoma Deer tag. Deer tag purchased online at [Hunting | Oklahoma Department of Wildlife Conservation \(wildlifedepartment.com\)](https://wildlifedepartment.com) or at any number of local vendors.

b. Hunters must apply and be drawn to Deer Gun hunt. The draw will be conducted in iSportsman and a computer-generated, random list of selected hunters will be drawn. The hunter will be notified by email through their iSportsman account of the draw result and providing them the time and location of the hunt area selection meeting.

c. For deer gun season, an individual does not have to be present and can have someone represent them at the hunt area selection meeting. That representative **must** have the hunter's Oklahoma license, and Fort Sill license in order to select a hunt area for another hunter.

d. Drawn hunters will choose their respective hunting compartment according to the order in which drawn. Hunters not drawn for the current day's hunt may participate in Standby Hunting, Chapter 6-10. Any remaining slots will be available at standby the following morning.

e. The number of hunters drawn could be reduced based on scheduled Military training or herd population management. The hunter's range pass and iSportsman Vehicle Pass are placed on the vehicle's dashboard in a way they can be easily read.

f. If a hunter is drawn and not able to hunt that day he must notify Sportsman Services to release that area for a standby draw to another hunter.

g. Hunter's will pick up their range pass at Bldg. 1458 No later than 0530 the morning of their hunt. Any range passes not picked up will be defaulted. The hunter's range pass and iSportsman Vehicle Parking Pass must be placed on the vehicle's dashboard in a way they can be easily read.

h. To check into a hunting compartment:

(1) Hunters must Log In to your iSportsman account the morning of your hunt.

(2) Access the "**Deer Gun Activity**" tab the training area for which drawn, not the entire range. Quanah is a restricted and fenced range. Quanah hunters must physically check in and out at the Quanah trailer.

i. NLT 2 hours after official sunset, hunters must clear the range using the "**Deer Gun Activity**" tab. At that time the hunter will be prompted for any harvest data.

j. Hunters pursuing downed game or recovering game may check back into their hunting compartment utilizing the big game recovery activity. Hunters must contact sportsman services for approval to track wounded animal from his assigned area to enter a different area to follow the animal. After approval, hunter must enter into iSportsman that he checked out of his assigned area and checked into a new area.

k. Hunters wishing to change hunting compartments during the day may do so at the following locations:

(1) **West and East Range** hunters wishing to change areas are able to do so by going to Natural Resources, B1458, to choose from available areas.

(2) **Quanah Range** hunters will check in at the Quanah trailer located at Twin Gates to choose from available areas.

l. During Deer Gun season, the only legal game for deer hunters is deer, hogs, and coyote.

m. Approved weapons for gun deer hunting.

(1) In Rifle and Shotgun Only Areas, 20-gauge shotgun or larger using slugs. Sabots and jacketed bullets are legal. Buckshot is not legal for deer hunting on Fort Sill.

(2) 40 caliber or larger muzzleloader. Modern muzzleloaders, Chapter 6-8, are legal in all hunting compartments during Deer Gun season.

(3) In Rifle areas, centerfire rifles firing at least a 55-grain weight soft-nosed or hollow-point bullet.

(4) Any legal archery equipment described in Chapter 6-6.

(5) Blaze orange requirements during Fort Sill deer gun seasons are the same as statewide requirements.

6-10. Standby Hunting: Gun Deer

a. For hunters that did not draw a hunt compartment for a given day, a Standby drawing will be held each morning of deer gun season **if available**. There is no guarantee for a Standby drawing. There is no guarantee a standby hunter will be drawn.

(1) Standby draw for Gun Deer:

(a) East and West range standby drawing is held at Natural Resources, Building 1458.

(b) Quanah range Standby drawing is held at the Natural Resources trailer located at Twin Gates.

(2) Individuals may sign up for the standby draw starting at 0500 hours.

(3) The Standby gun drawings are held at 0530 each morning.

(4) If available, Hunters drawn thru the Standby process are given a range pass and may immediately proceed to their hunt area.

b. Hunters not able to attend the Standby drawing may hunt any area that has leftover range passes or choose another area when another hunter has finished for the day and returned their pass.

c. Standby gun hunters will be provided instructions on how to check in and check out using iSportsman.

CHAPTER 7 – Elk Hunting

7-1. General.

a. In addition to hunting license requirements as identified in Chapter 3. Elk Gun hunters must possess an Oklahoma Elk tag purchased online at [Hunting | Oklahoma Department of Wildlife Conservation \(wildlifedepartment.com\)](https://www.wildlifedepartment.com) or at any number of local vendors.

b. Only Fort Sill eligible hunters as defined in para 3-1, are allowed to hunt Elk on Fort Sill.

c. An annual elk lottery application is required for all individuals applying for an elk draw. This permit only needs to be purchased once per year and is valid for all elk drawings in the calendar year. Hunters can only be drawn for 1 elk gun hunt per year.

d. Hunters must be 16 years or older to hunt Elk.

e. Elk hunters may have one non-hunting participant (non-hunting participant must have an iSportsman account and log in as a non-hunting participant) accompany them on their hunt. Both must have a paper pass to place in window identifying the hunter and the non-hunting participant.

f. Hunters may obtain assistance in packing out their kill. Anyone assisting in harvest recovery of a downed animal must possess a validated iSportsman account and check in and out thru the recovery activity in iSportsman.

g. Contingent on Elk population numbers and harvest, Natural Resources may shut down hunting at any time, not necessarily at the end of the proposed season.

h. Blaze orange requirements during Fort Sill elk gun seasons are the same as those stated in the Oklahoma State Hunting Regulations.

i. If a person harvests an elk during either the archery or gun season, he or she will not be eligible for elk hunting on Fort Sill the following season. Active-Duty Service Members are exempt from this and are eligible to hunt elk every year.

j. Annual bag limit is one elk.

k. A legal bull elk on Fort Sill must have at least one fork above the brow tine. Forked tine is a projection that is at least one inch long, arising from the main antler. An antlerless elk (cow) is defined as any elk with no visible antlers, regardless of sex.

7-2. Archery Elk

a. In addition to hunting license requirements as identified in Chapter 3. Elk Archery hunters must possess:

(1) A Fort Sill permit purchased thru iSportsman at [Home - Fort Sill - iSportsman](#)

(2) A Fort Sill Elk Eligibility Permit purchased thru iSportsman at [Home - Fort Sill - iSportsman](#).

b. Hunters must apply and be drawn to Archery Elk hunt. Procedures for the draw will be posted in iSportsman. The draw will be conducted in iSportsman and a computer-generated, random list of selected hunters will be drawn. The hunter will be notified by email through their iSportsman account of the draw result and providing them the time and location of the hunt area selection meeting. Hunters will choose their respective hunting compartment according to the order in which drawn.

c. For Archery Elk an individual does not have to be present and can have someone represent them at the hunt area selection meeting. That representative must have the hunter's Oklahoma license, Fort Sill permit, Fort Sill Elk Permit, in order to select a hunt area for another hunter.

d. To manage Fort Sill's Elk herd at sustainable levels, all applicants may not be drawn for each day. **This is not a guaranteed hunt.**

e. The number of hunters drawn is reduced based on scheduled Military training or herd population management. The Archery Elk drawing is for individual day hunts. Hunters must attend subsequent drawings for additional hunt opportunity. Potential hunting compartments can be found in section 6-2. There is no elk hunting east of Apache Gate Road or on East Range.

f. Each hunting compartment will be assigned "either sex" hunters or "cow only" hunters. The type of tag available is based on the order in which drawn and hunter's preference. Once the "either sex" slots are filled, that hunt area will be "cow only" for that day. If a hunter does not want to hunt "cow only", that hunter must either PASS on elk hunting that day or choose a different hunting compartment. A hunter may choose to PASS at any time.

g. During their hunt, a hunter does not have to return for the 1200 drawing for the following day's hunt.

h. Hunter's will pick up their range pass at Bldg. 1458. No later than 0530 the morning of their hunt. Any range passes not picked up will be defaulted. The hunter's range pass and iSportsman Vehicle Parking Pass must be placed on the vehicle's dashboard in a way they can be easily read.

i. To check into a hunting compartment:

(1) Hunters must Check In through iSportsman the morning of your hunt.

(2) Access the "Elk Archery Activity" tab and check in to the specific hunt area as drawn during the parking lot draw

j. NLT 2 hours after official sunset, hunters must clear the range using the "Archery Elk" activity tab. At that time the hunter will be prompted for any harvest data.

k. Hunters must contact sportsman services for approval to track wounded animal from his assigned area to enter a different area to follow the animal. After approval, hunter must enter into iSportsman that he checked out of his assigned area and checked into a new area.

l. Authorized type of archery weapons are the same as deer archery identified in paragraph 6-6.

m. During archery elk season, hunting will cease if the range quota is met. The quota for Range/tag type will be briefed/updated at each day's drawing.

n. Elk harvested may be physically checked at Building 1464, the day of the harvest.

o. There is the potential for a January Roll Over Cow Elk Quota Archery Season. This season will be managed through iSportsman without a parking lot drawing. Elk harvested during this season count toward the previous calendar year harvest.

p. There is NO Standby hunting for Archery Elk.

7-3. Gun Elk.

a. In addition to hunting license requirements as identified in Chapter 3. Elk Gun hunters must possess:

(1) If drawn, an Oklahoma Elk tag must be purchased online at [Hunting | Oklahoma Department of Wildlife Conservation \(wildlifedepartment.com\)](https://www.wildlifedepartment.com) or at any number of local vendors.

(2) A Fort Sill permit purchased thru iSportsman at [Home - Fort Sill - iSportsman](#)

(3) A Fort Sill Elk Eligibility Permit purchased thru iSportsman at [Home - Fort Sill - iSportsman](#)

b. Hunters must apply and be drawn to Gun Elk hunt. Procedures for the draw will be posted in iSportsman. The draw will be conducted in iSportsman and a computer-generated, random list of selected hunters will be drawn. The hunter will be notified by email through their iSportsman account of the draw result and the time and location of the hunt area selection meeting. Hunters will choose their respective hunting compartment according to the order in which drawn.

c. There is NO Standby hunting for Gun Elk.

d. Individuals must be present to select an elk gun hunt area as a safety briefing is required for all elk gun hunters and will commence immediately following the draw in the Natural Resources classroom, Building 1465. Hunter's will be advised on check in and check out procedures in iSportsman at this briefing.

e. Elk gun hunts are two-day hunts that take place on designated weekends. Hunters will be placed in a hunting compartment or group of hunting compartments for their hunt. Hunters may not draw more than one gun elk hunt annually.

(1) **West Range** hunters wishing to change areas are able to do so by going to Building 1458 to choose from available hunting compartments after 1200 hours each day.

(2) **Quanah Range** hunters will go to the Quanah trailer at Twin Gates to choose from available hunting compartments.

(3) Hunters are not allowed to change ranges.

f. The number of hunters drawn could be reduced based on scheduled Military training or herd population management. The Gun Elk hunt is for the weekend following each draw.

g. Hunter's will be provided their range pass and instructions on how to check in and check out using iSportsman at each draw. The hunter's range pass and iSportsman Vehicle Pass are placed on the vehicle's dashboard in a way they can be easily read.

h. To check into a hunting compartment:

(1) Hunters must Log In to your iSportsman account the morning of your hunt.

(2) Access the "Elk Gun Activity" tab and check in for the specific training area for which drawn.

i. NLT 2 hours after official sunset, hunters must clear the range using the "Elk Gun Activity" tab. At that time the hunter will be prompted for any harvest data.

j. Hunters must contact sportsman services for approval to track wounded animal from his assigned area to enter a different area to follow the animal. After approval, hunter must enter into iSportsman that he checked out of his assigned area and checked into a new area.

k. Each hunting area will be assigned "either sex" hunters and "cow only" hunters. The type of tag available is based on the order in which drawn and hunter's preference. Once the "either sex" slots are filled, that hunt area will be "cow only" for that day. If a hunter does not want to hunt "cow only", that hunter must either PASS on elk hunting that day or choose a different hunting compartment. A hunter may choose to PASS at any time.

l. During gun elk season, hunting will cease if the range quota is met.

m. During elk gun season, the only legal game for elk hunters is elk, hogs, and coyote. The legal definition of an antlerless elk (cow) is the same as the state definition.

n. Approved weapons for gun elk hunting.

(1) 20 gauge or larger using slugs in Shotgun or Rifle Only area.

(2) 40 caliber or larger muzzle loader firing single slug or ball in Shotgun or Rifle Only area.

(3) Centerfire rifles .270 caliber or larger with soft nose or hollow point bullets only, in Rifle Only areas.

(4) Any legal archery equipment described in Chapter 6-6.

o. All Elk harvested must be physically checked at the building 1464, the day of the harvest.

CHAPTER 8 – Big Game Hunting Restrictions

a. Baiting/feeding wildlife or hunting over baited areas is prohibited. The use of salt and minerals are prohibited and considered bait. Further definition of "baiting areas" are the same as used in the State of Oklahoma Department of Wildlife Conservation hunting/fishing regulation.

b. The use of permanent affixed stands or blinds is prohibited. Portable stands must be marked with the hunters iSportsman number.

c. Except for wildlife management activities conducted by or in coordination with Sportsman Services, use of the following is prohibited:

(1) Unmanned Aircraft Systems UASs

(2) Airbows

(3) Trail Cameras

(4) Decoys

(5) Silhouettes

(6) Light Enhancement Devices

(7) Thermal Imaging Devices

(8) Spotlights

d. Ag fields and food plots are off limits to ALL vehicle traffic.

CHAPTER 9 – Turkey Hunting

9-1. General.

a. In addition to hunting license requirements as identified in Chapter 3. Turkey hunters must possess a Fort Sill hunting or combination permit purchased thru iSportsman at [Home - Fort Sill – iSportsman](#)

b. Procedures for the drawing/allocation of hunting areas will be posted in iSportsman.

c. Hunters will check in and out using iSportsman.

d. Legal means of take are shotgun and archery equipment IAW the State and Fort Sill deer and elk archery equipment Regulations.

e. There is no fall turkey hunting on Fort Sill due to reduced turkey populations.

f. The use or possession of decoys and electric calls while hunting is prohibited.

9-2. Youth Turkey Hunting.

a. In addition to hunting license (tag) requirements as identified in Chapter 3 for minors, Youth Turkey hunters age 16 and under must possess:

(1) An iSportsman account and the Fort Sill free youth permit.

(2) An Oklahoma Spring Turkey License, available online at [Hunting | Oklahoma Department of Wildlife Conservation \(wildlifedepartment.com\)](https://www.wildlifedepartment.com) or at any local vendor.

(3) Hunters younger than 16 are exempt from needing an Oklahoma hunting license.

(4) Hunters age 16-17 require:

(a) An iSportsman account and the free Fort Sill fishing/hunting permit.

(b) An Oklahoma Spring Turkey License (Tag), available online at [Hunting | Oklahoma Department of Wildlife Conservation \(wildlifedepartment.com\)](https://www.wildlifedepartment.com) or at any local vendor.

(c) An Oklahoma Youth Hunting License, available online at [Hunting | Oklahoma Department of Wildlife Conservation \(wildlifedepartment.com\)](https://www.wildlifedepartment.com) or at any local vendor.

b. Procedures for the drawing/allocation of hunting areas will be posted in iSportsman.

c. Youth hunter must be accompanied by a licensed Fort Sill hunter, at least 18 years old to act as mentor. The mentor must be in physical control of the youth hunter while in the field.

d. Youth hunter and mentor will attend a safety briefing and hunt area drawing at 1700 hours the Friday prior to the hunt. Briefing is held in Natural Resources classroom, Building 1465.

e. Youth and Mentor will be provided instructions on how to check in and check out using iSportsman at each draw. The hunter's range pass and iSportsman Vehicle Pass is placed on the vehicle's dashboard in a way they can be easily read.

f. Weapons restrictions and bag limits will be IAW the State regulations.

g. The use or possession of decoys while turkey hunting is prohibited.

CHAPTER 10 – Waterfowl Hunting

a. Waterfowl hunters will use iSportsman to sign in and out, by pond, using the waterfowl option.

b. The two methods of waterfowl hunting on Fort Sill are:

(1) Blind/Decoy Hunting. Fort Sill ponds with designated blind/decoy hunting are Pottawatomie Twins, Engineer, Elmer Thomas TA30, Wapata, and Menard and are first come/first serve in iSportman. Hunters may not Pond Jump the ponds designated for Blind/Decoy hunting. Decoys may be used in ponds not specifically designed for this use.

(2) Pond Jumping. Hunters may sign out for up to 4 ponds at a time. Hunters may sign in from those ponds at any time and sign out for a different 4 ponds as desired. Hunters may not Pond Jump the ponds designated for Blind/Decoy hunting.

c. During waterfowl seasons, hunters and fishermen will use a first come-first serve procedure on all ponds.

d. Waterfowl seasons and bag limits are IAW with the State regulations.

e. During Deer Gun season, Waterfowl hunting will be permitted in Archery and Small Game areas only.

f. Beavers are also available for harvest by waterfowl hunters. Beavers cause damage in ponds. Their removal is a benefit to the lifespan and maintenance of these ponds.

g. Waterfowl hunters hunting waterfowl on Fort Sill Ag fields may use the small game check in option for a specific training area. This is only for non-pond and lake waterfowl hunting.

CHAPTER 11 – Small Game Hunting

a. Small Game Hunters will be limited to some areas during Elk archery, muzzleloader, and deer & elk gun seasons.

b. Small game hunting will include all legal hunting activities that are not deer, elk, or turkey hunting. Open seasons and bag limits are posted annually.

c. Raccoon hunting is the only hunting activities that is allowed at night.

d. It is prohibited for small game hunters to have slugs in their possession.

e. Prior to hunting, each hunter will check in to an area(s) via iSportsman. Each hunter must clear the range and check out from iSportsman within 2 hours after official sunset on each day of hunting.

f. Small game hunters must park their vehicles within walking distance of their assigned areas. The hunter's iSportsman Vehicle Pass must be placed on the vehicle's dashboard in a way it can be easily read. Sportsmen will not restrict vehicle traffic by blocking a road/firebreak.

g. It is prohibited for small game hunters to hunt outside their assigned area.

h. All harvested small game will be reported in iSportsman upon checking out from the range prior to departing for residences or other non-hunting activities.

i. Hunters may conduct predator hunting and calling by signing out via iSportsman to small game hunt. Special predator hunting, such as using greyhounds, is illegal. Coyote hunting at night is prohibited.

j. Legal weapons for Small Game Hunting include:

(1) shotguns firing legal shot (buckshot and slugs are prohibited)

(2) 22 caliber rim fire and 17 HMR rim fire rifles and pistols.

(3) Muzzleloading shotguns firing legal shot (buckshot and slugs are prohibited)

(4) Any Bows with a minimum of 30lbs draw weight. Air bows or any device propelling an arrow or bolt by any type of compressed air is strictly prohibited.

k. Only legal archery equipment is allowed in archery only areas.

l. Firing a weapon from a vehicle or within 20 feet of a vehicle is prohibited.

m. Hunters and archers in archery are not exempt from Oklahoma State blaze orange requirements.

n. The use of decoys is not permitted except for hunting migratory birds or predators.

o. Except for wildlife management activities conducted by or in coordination with the Directorate of Public Works and the Directorate of Emergency Services, use of the following are prohibited:

(1) Unmanned Aircraft Systems (UASs)

(2) Airbows

(3) Trail Cameras

(4) Decoys

(5) Silhouettes

(6) Light Enhancement Devices

(7) Thermal Imaging Devices

(8) Spotlights

p. Any form of trapping or snaring is prohibited.

q. Possession limit for hunters and fishermen is equal to the daily bag limit for given species. Possession is defined as number of game animals with the person or in his/her vehicle on the range.

r. Suppressors are authorized for use while hunting Small Game.

CHAPTER 12 Reserved

CHAPTER 13 – Fishing

a. There will be no recreational activity authorized in the following areas East Range (North Arbuckle) NA1, NA2, NA3, NA4, NA5, NA6, (South Arbuckle) SA1, SA2, SA3, SA4, & SA5. West Range WR1, WR2, WR3, WR4, WR5, & WR6. Quanah Range QR1, QR2, QR3, & QR4.

b. Sportsmen fishing on Fort Sill are required to have in their possession:

(1) An Oklahoma Fishing License. License cannot be purchased on Fort Sill but may be purchased online at [Hunting | Oklahoma Department of Wildlife Conservation \(wildlifedepartment.com\)](https://www.wildlifedepartment.com) or at any number of local vendors such as Academy or Walmart.

(2) A Fort Sill permit purchased thru iSportsman at [Home - Fort Sill - iSportsman](#)

c. Fisherman will use iSportsman to check in and check out of available ponds. iSportsman can be accessed at [Home - Fort Sill - iSportsman](#).

d. People fishing in the cantonment area do not require the user to check in via iSportsman but must have a valid iSportsman combination or fishing permit. Cantonment fishing area includes:

(1) The nonambulatory/youth only Owl Pond

(2) The nonambulatory/youth only Mascot Pond

(3) Artillery Pond

(4) Armadillo Pond

(5) Ammo Pond

(6) Medicine Creek from Medicine Bluffs to interstate 44

(7) The west side of East Cache creek from Hoyle bridge to pig farm crossing

e. Fishing LETRA does not require a Fort Sill fishing permit or for the user to check in via iSportsman. State regulations apply to all fishing on LETRA.

f. Fishing past 2359 hours is allowed. However, the user must check out from the range and then check in to the range after 0000 hours using iSportsman.

g. During waterfowl season, the following ponds are closed to fishing:

- (1) Pottawatomie Twins
- (2) Engineer
- (3) Elmer Thomas within TA30
- (4) Wapata
- (5) Menard

h. Fishing opportunities will be limited to archery small game areas, LETRA and the cantonment during deer muzzleloader, deer gun, and elk gun. Fishing will be restricted to east range, LETRA, cantonment and Legion Pond during elk archery season.

i. All boat occupants will wear life preservers at all times.

j. The use of trolling motors is allowed on all water.

k. The use of gasoline motors, limited to "no wake" speeds are authorized on:

- (1) Lake George
- (2) Ketch Lake
- (3) Engineer Lake
- (4) Lake Elmer Thomas

l. Do not use vehicles and trailers to launch or remove boats in the portion of Medicine Creek west of concrete dam at White Wolf and east of the archery range, this area is hand launch only.

m. Rod and Reel is the only legal method of taking game fish on Fort Sill unless authorized.

n. Fort Sill has special regulations regarding length and number of bass and channel catfish. Any updates to Fort Sill Circular on seasons and bag limits will be posted on iSportsman. Largemouth bass between 13"-16", channel catfish under 10", and all smallmouth bass must be returned to the water as soon as they are caught. The daily limit on bass is 5 including no more than 2 over 16". The daily limit on catfish is 6 with a 10" minimum length.

o. It is legal to use a minnow seine not more than 20 feet in length and 1/4-inch mesh or cast net with mesh no greater than 3/8-inch square to obtain nongame baitfish in running streams only. No person may take or possess more than 25 nongame baitfish harvested from a stream.

p. Hand gigs and bows and arrows may be used to take nongame fish in streams only.

q. Bow fishing may only be used to take nongame fish in the streams outside of the cantonment, Lake George, and Logan Pond. Bow fishing in any other ponds and lakes is strictly prohibited.

r. Nongame fish are defined in Oklahoma State Regulations. Noodling is not allowed on Fort Sill.

s. Natural Resources is responsible for fishing tournaments, to include youth events will be planned, coordinated, reviewed for legal compliance and an After-Action Review conducted with an improvement plan developed. (except MWR sponsored events at LETRA)

t. It is **unlawful to stock or transplant** fish into any Fort Sill waters including streams, ponds, and lakes.

u. Bullfrogs harvest is allowed by hand, hook and line, legal gig, or spear July 1-31. Sportsman must use the "Fishing Activity" tab in iSportsman to check in/out of ponds and report harvest.

v. Magnet fishing is prohibited on Fort Sill.

w. Due to high levels of Mercury found in fish tested on Fort Sill and the Wichita Mountains Wildlife Refuge (WMWR), located north of Fort Sill, this posted notice is a precautionary measure. ***Pregnant women and children under seven years should NOT eat bass from Fort Sill. All others – limit eating bass caught on Fort Sill to no more than 2 meals per month.***

CHAPTER 14 – Recreation - Other Than Hunting or Fishing

a. Recreational users on Fort Sill are required to have in their possession a Fort Sill Sportsmen Safety Card, obtained by attending any one of the Sportsmen Safety classes taught each Thursday, 1200-1300 or the 3rd Thursday 1800-1900, in Building 1465.

b. Fort Sill Recreation, hunting or combination permit purchased thru iSportsman at [Home - Fort Sill - iSportsman](#)

c. Recreational users will use iSportsman to check in and check out of available activities. iSportsman can be accessed at [Home - Fort Sill - iSportsman](#).

d. Participation in Bicycling, Mushrooming, Pecan and Berry Picking, Hiking, Picnicking, Shed Hunting (requires a hunting or combination, ATU use at the Pig Farm ATV area. Boating, and Horseback Riding activities is limited to members of the Fort Sill community with recreational guests. Recreational guests must have an iSportsman account, validated in advance, and a valid daily permit. Guests must be escorted by a valid iSportsman recreation, hunting, fishing, or combination permit holder.

e. Pig Farm Crossing is the only designated ATV/UTV usage area. ATV and UTV usage are prohibited on the range with the exception of recovering harvested big game while hunting.

CHAPTER 15 – Firewood Cutting

a. This permit is purchased in iSportsman and allows cutting firewood in areas opened on East, West and Quanah Ranges of Fort Sill.

b. Firewood cutting is for personal use only. Firewood may not be sold.

c. Only cutting of fallen timber is allowed. NO CUTTING OF STANDING TIMBER.

d. Timber cutting is CLOSED during all Elk Seasons, All Black Powder, and all Deer Gun Seasons.

e. A recreational guest permit can be used for a guest(s) assisting a permit holder cutting firewood. The Fort Sill Permit Holder must check the guest(s) in at iSportsman check-in.

Appendix A

Section I Required Publications

AR 190-51

Security of Unclassified Army Property

AR 200-1 References

Environmental Protection and Enhancement

AR 210-20

Real Property Master Planning for Army Installations

Fort Sill Reg 190-11

Physical Security of Privately Owned Arms, Ammunition, and Explosives

Fort Sill Reg 385-1

Post Range Regulation

AR 385-63

Range Safety

AR 350-19

Army Sustainable Range Program

Section II Related Publications

Fort Sill Circular 200-11-02

Deer and Elk Hunting on Fort Sill

Section III Prescribed Forms

This section contains no entries.

Section IV Referenced Forms

DD Form 2RET

Armed Forces of the United States – Geneva Conventions Identification Card (Retired)

DD Form 2

Armed Forces of the United States – Geneva Conventions Identification Card (Retired)

DD Form 1173

Uniformed Services Identification and Privilege Card

DD Form 2765

Department of Defense/Uniformed Services Identification and Privilege Card

DD Form 2RES

Armed Forces of the United State – Geneva Conventions Identification Card (Reserve)

DA Form 2028

Recommended Changes to Publications and Blank Forms

**Appendix B
Post Permit Suspension/Revocation Guide**

B-1. Policy. This regulation governs the privileges of hunting, fishing, and other range recreation on the Fort Sill Military Reservation.

B-2. Authority. DES Law Enforcement Branch in conjunction with DPW Natural Resources enforces regulations and has the authority to recommend the suspension of recreational privileges as appropriate. Natural Resources has the authority to suspend accounts on iSportsman with the Garrison Commander being the appealing authority for all administrative actions.

B-3. Violations. The following is a list of common violations and administrative actions, which Natural Resources may suspend iSportsman accounts against personnel who violate applicable State or Federal statutes or Fort Sill regulations. Criminal prosecutions of personnel resulting in convictions for violations of laws and regulations pertaining to Natural Resources will not prevent the additional imposition of administrative sanctions. Violations listed below need only be proven by substantial evidence in order to impose appropriate sanctions.

a. Suspension of Permits

Violations	Suspension Time Frame
Failure to check out properly within required time	Up to 365 days
Violate road closure restrictions	Up to 30 days
Failure to properly display an iSportsman parking pass	Up to 30 days
Failure to wear Coast Guard-approved life preservers while boating	Up to 30 days
Littering	Up to 60 days
Failure to wear safety garments	Up to 60 days
Failure to comply with boating safety Laws and regulations	Up to 60 days
Swimming in non-designated areas of Fort Sill	Up to 60 days
Accidental taking of game (self-reported)	30 - 365 days
In wrong areas, compartment, or range	30 - 365 days
Failure to return protected fish to water	30 - 365 days
Driving on a food plot or ag field	30 - 365 days
Keeping protected bass and/or channel catfish	30 - 365 days
Failure to comply with Disability driving pass regulations	30 - 365 days
Failure to check in properly.	30 - 365 days
Operating a boat in a reckless or negligent manner	30 - 365 days
Allowing guests to hunt or fish when not accompanied by sponsor	60 - 365 days
Other violations not covered in this regulation.	60 - 365 days
Illegal use of electronic calls and/or decoys (legal only for predators)	60 - 365 days
Illegal use of game cameras or UASs	60 - 365 days
Illegal baiting of wildlife	60 - 365 days

Magnet fishing and use of metal detectors	60 - 365 days
Unauthorized introduction of plants onto the Installation	60 - 365 days
Unauthorized collecting of forest products (including firewood, plants, fruit, mushrooms, etc.), or attempting to engage in such conduct	60 - 365 days
Unauthorized shooting or discharging of any firearm not addressed in paragraphs B-3.b. and B-3.c.	60 - 365 days
Use military structures for hunting purposes	60 - 365 days
Possession of night vision, thermal, laser or any other light enhancement equipment. Including spotlighting	60 - 365 days
Failure to follow regulations regarding night hunting	60 - 365 days
In an area described as off-limits or closed.	60 - 365 days
Entering or departing through other than an authorized gate	60 - 365 days
Providing false information to Natural Resources or Law Enforcement	1 - 3 years

b. Temporary Revocation of Permits for at least 1 calendar year.

- Killing or attempting to kill protected wildlife species
- Hunting deer with dogs
- Trapping without authorization
- Exceeding deer, elk, or turkey bag limits
- Firing a weapon too close to a dwelling or persons
- Hunting any animal (except deer or elk) out of season
- Transporting loaded weapons in a vehicle
- Firing a weapon from a vehicle
- Loan or transfer of a hunting or fishing permit
- Hunting with unauthorized weapon or ammunition
- Hunting under the influence of intoxicants or controlled substances
- Illegally stocking or transplanting fish or wildlife
- Fishing under the influence of intoxicants or controlled substances
- Escorting a guest without a proper guest permit or in any range activity where guests are not allowed
- Failure to clear the Range in iSportsman that results in a delay or cancellation of Military Training
- Bypassing locked range gates with any motor vehicle

- Entering an active live-fire training site that results in interruption of military training
- Bringing unauthorized persons into impact area hunting compartments (NA, SA, WRE, QR)

c. Permanent Revocations of Permits

- Shooting or attempting to shoot deer or elk out of season
- Shooting or attempting to shoot deer or elk at night
- Shooting turkeys from roost trees
- Having explosives (other than legal ammunition) in a boat
- Fishing with unauthorized equipment (trotlines, shockers, nets, etc.)
- Willful destruction of property
- Failure to clear the Range in iSportsman that results in a delay or cancellation of Military Training
- Failure to report deer and elk harvest in iSportsman
- Habitual violations (2 or more in a three-year period) during recreational use. Suspensions are not included in the three-year period
- Misusing, duplicating, or possessing a duplicated gate key
- Spotlighting with a weapon on person or within vehicle
- Shooting or attempting to shoot an endangered species/protected animal
- Guest's fishing, hunting, or recreating without a sponsor and/or a valid guest permit
- Possessing, moving, or tampering with UXOs or military munition components.

d. Other Violations. Other violations are evaluated based upon the seriousness of the offense, and privileges are suspended or revoked as recommended by Natural Resources, DES LE Branch, and approved by the Garrison Commander.

Glossary

Section I Abbreviations

AR

Army Regulation

ASD

Administrative Services Division

ATV

All-terrain Vehicle

DPW

Directorate of Public Works

ES

Environmental Section

INRMP

Integrated Natural Resources Management Plan

LETRA

Lake Elmer Thomas Recreation Area

NR

Natural Resources Branch

POV

Privately Owned Vehicle

POW

Privately Owned Weapon

UTV

Utility Vehicle

Section II Terms

This section contains no entries.

Section III

Special Abbreviations and Terms

This section contains no entries.