

A Summary of
**Missouri
Hunting and
Trapping Regulations**



Effective March 1, 2020



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What's New for 2020?

- To qualify for no-cost deer and turkey permits, resident landowners must now own at least 20 acres in one contiguous tract. The previous requirement was 5 acres. See Page 9.
- The cost of nonresident hunting permits has gone up (see pages 10–11). The last time permit prices were raised was in 2009.
- Nonresidents who own at least 75 acres in one contiguous tract in Missouri may now buy deer and turkey hunting permits at reduced prices. See Page 11.
- To get landowner deer and turkey permits (either no-cost resident or reduced-cost nonresident), you must register your land with the Conservation Department by filling out a short application. For more information, visit mdc.mo.gov/buypermits.
- Flood-prone areas in southeast Missouri are closed to all hunting, except for waterfowl, during the spring turkey hunting and fall deer and turkey hunting seasons when river levels exceed certain limits on local river gauges. See Page 12.
- To slow the spread of chronic wasting disease, there are new rules for transporting harvested deer, elk, and moose in Missouri. See Page 14.
- The Conservation Commission has passed new rules in anticipation of an elk hunting season that could occur as early as 2020 in Carter, Reynolds, and Shannon counties. See Page 17.
- Drowning sets are now allowed to trap furbearers. See Page 25.

Hunting and Trapping in Missouri

Most of Missouri's native wild creatures are as abundant now as they were 300 years ago. Species such as deer and turkey have been brought back from the edge of statewide extirpation, and skillful management has maintained other wildlife populations that otherwise could have slipped away. A major part of managing Missouri's wildlife is regulating what, how, where, and when we may hunt and trap. That's where the *Wildlife Code of Missouri* comes in. The *Wildlife Code of Missouri* is a permissive code, which means that rather than giving you an endless list of "thou shalt nots," it tells you what you may do.

You may take or attempt to take only those animals permitted by the *Code*, and only by methods, and only at the times and under the circumstances specified in the *Code*. These regulations are necessary to protect and manage Missouri's abundant wildlife populations and to make access to Missouri hunting and trapping as fair and simple as possible.

In Your Hands

The information in this booklet is only a summary of the hunting and trapping rules. It is **NOT** a legal document and is subject to revision during the current year. For complete rules, refer to the *Wildlife Code of Missouri* or the *Missouri Code of State Regulations* at sos.mo.gov/adrules/csr/current/3csr/3csr.asp.

Go Mobile with Free MO Hunting App

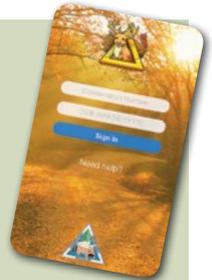
The Conservation Department's free MO Hunting app offers a quick, easy, and convenient option for buying and carrying permits. The app, which is available for Android and Apple mobile devices, allows you to:

- Purchase permits.
- See all the hunting, fishing, and trapping permits you have purchased — even if they were purchased from a traditional vendor, online, or by telephone.
- Carry valid, electronic permits afield.
- Electronically "notch" (void) your deer, elk, and turkey permits.
- Telecheck your deer, elk, or turkey, using an easy-to-fill form. Telecheck will upload a confirmation number to the app.

To log in to MO Hunting, you'll need your Conservation Number. This nine-digit number can be found on your Heritage Card, Conservation Permit Card, or any current or previous permit. For help locating your Conservation Number, call 573-522-0107 during regular business hours or go to **short.mdc.mo.gov/ZkH**.

MO Hunting is available in the Google Play and Apple App stores. You can also get MO Hunting and learn more about the app at **mdc.mo.gov/mobile/mobile-apps**.

Note: Make sure you update MO Hunting before each hunting season to ensure you are using the most recent version of the app and that all of your permits are visible while hunting.



Permits: General Information

Anyone who hunts or traps must carry the appropriate hunting or trapping permits in either paper, plastic, or electronic format, or qualify for an exemption.

Hunter-Education Requirements

You must complete an approved hunter-education program¹ in Missouri or another state to buy firearms hunting permits unless:

- You were born before Jan. 1, 1967.
- You are 6–15 years old and using a firearms deer or turkey hunting permit while hunting in the immediate presence of a mentor.²
- You are using a resident landowner deer or turkey hunting permit on qualifying property.
- You are using an Apprentice Hunter Authorization. See Page 8.
- You have a developmental disability. See Rule 3 CSR 10-5.205 of the *Wildlife Code of Missouri*.

All hunters, unless exempt, must carry their hunter-education card or a permit with their hunter-education number on it while hunting with a firearm. The Missouri Conservation Heritage Card or Conservation Permit Card with a hunter-education number on it is also acceptable.

A hunter-education card need not be displayed when buying permits if certification can be verified online. If this is not possible, some hunters will need to contact the Conservation Department to provide proof of hunter-education certification. Once in Missouri's permit database, hunters won't have to submit this information again.

Attention Mentors

When mentoring a firearms hunter who is not hunter-education certified, all mentors, including landowners hunting on their own land, must be at least 18 years old and hunter-education certified unless they were born before Jan. 1, 1967.

Two Ways to Earn Hunter-Education Certification

You have two options to complete hunter-education certification.

The first option, available to hunters 11 or older, has two parts, and you must complete both sessions to receive certification. The first part can be completed in the classroom, through self-study, or online. Once you've completed this part, you must complete an in-person skills session that includes hands-on demonstrations and a final exam.

The second option, available to Missouri residents 16 or older, is completed entirely online. To earn certification, you must score 80 percent or better on the 60-question final exam.

For more information, visit mdc.mo.gov/huntereducation.

¹ You must be at least 11 years old to receive hunter-education certification in Missouri.

² Mentors who are assisting youth hunters do not need a permit during the youth spring turkey season and the youth portions of firearms deer season. At all other times, mentors must possess a valid hunting permit for the appropriate season or be exempt. In the case of deer and turkey permits, the mentor's permit can be filled or unfilled.

Permit Exemptions

Missouri resident landowners and any member of their immediate households whose legal residence is the same as the landowner for at least the last 30 days, may hunt — except deer, elk, or turkey — or trap on lands they own without a permit, except:

- A Missouri Migratory Bird Hunting Permit is required to hunt waterfowl, snipe, doves, woodcock, and rails.
- A Federal Duck Stamp is required to hunt waterfowl.
- A Conservation Order Permit is required to hunt light geese during the Conservation Order.

While hunting on their own land, hunters must comply with appropriate seasons, methods, limits, and checking requirements.

Any Missouri resident age 65 or older may hunt (but not trap) wildlife — except deer, elk, or turkey — without a permit but must carry proof of age and residence when hunting, except:

- A Missouri Migratory Bird Hunting Permit is required to hunt waterfowl, snipe, doves, woodcock, and rails.
- A Federal Duck Stamp is required to hunt waterfowl.
- A Conservation Order Permit is required to hunt light geese during the Conservation Order.

Any Missouri resident age 15 or younger may trap without a permit. Anyone age 15 or younger may hunt wildlife — except deer, elk, or turkey — without a permit:

- **IF** they possess a valid hunter-education card;
- **OR** they are in the immediate presence of a mentor age 18 or older who has a valid hunter-education card or was born before Jan. 1, 1967. Mentors who are assisting youth hunters do not need a permit during the youth spring turkey season and the youth portions of firearms deer season. **New!** Mentors do not need a permit to accompany anyone age 11 through 15 on an elk hunt. At all other times, mentors must possess a valid hunting permit for the appropriate season or be exempt. In the case of deer and turkey permits, the mentor's permit can be filled or unfilled.

Any honorably discharged resident or nonresident veteran having a service-related disability of 60 percent or greater or who was a prisoner of war during military service may hunt (but not trap) wildlife — except deer, elk, and turkey — without a permit but must carry a certified statement of eligibility from the U.S. Department of Veterans Affairs. Any member of the U.S. military currently assigned as a patient to a Warrior Transition Brigade, Warrior Transition Unit, or a military medical center may hunt (but not trap) wildlife — except deer, elk, and turkey — without a permit but must carry orders showing such assignment. However:

- A Missouri Migratory Bird Hunting Permit is required to hunt waterfowl, snipe, doves, woodcock, and rails.
- A Federal Duck Stamp is required to hunt waterfowl.
- A Conservation Order Permit is required to hunt light geese during the Conservation Order.

Note: Nonresident veterans who meet the above requirements also can purchase resident permits, for example, resident deer or turkey hunting permits.

Who may purchase resident permits?

- Any person who does not claim resident privileges in another state or country, and whose actual residence and legal permanent home address are both in Missouri, and have been for at least 30 days before applying for the permit. Owning real estate or attending a Missouri school does not in itself make you a legal resident.
- Missouri residents employed by the United States in the District of Columbia or serving in the U.S. armed forces. (Immediate family members who reside with them also may purchase resident permits.)
- All members of the U.S. armed forces stationed and residing in Missouri on permanent change of station status and immediate family members residing with them.
- Any honorably discharged military veteran having a service-related disability of 60 percent or greater, or who was a prisoner of war during military service; must carry a certified statement of eligibility from the U.S. Department of Veterans Affairs while hunting and purchasing permits.
- Any member of the U.S. military currently assigned as a patient to a Warrior Transition Brigade, Warrior Transition Unit, or a military medical center; must carry orders showing such assignment while hunting and purchasing permits.
- Nonresidents who are registered students attending a public or private secondary, postsecondary, or vocational school in Missouri and who live in Missouri while attending school; must carry evidence of a Missouri residence and student status, such as a student ID, while hunting. **Note:** Nonresident students who qualify for resident permits must purchase them in person, over the phone, or through the mail from Conservation Department offices.
- Immigrants who possess an I-551 Resident Alien Card from the U.S. Immigration and Naturalization Service and who do not claim resident privileges in another state or country, and whose actual residence and legal permanent home address are both in Missouri, and have been for at least 30 days before purchasing a permit.

Permit Obligations

Accepting a permit means that you:

- Agree to observe all the rules of the *Wildlife Code of Missouri*.
- Will allow an agent of the Conservation Department to inspect your picture ID, permit, game taken, and your hunting or trapping equipment.
- Will hunt and/or trap wildlife in a safe manner.
- Will not loan your permit to another.
- Will sign and carry your permit in either paper, plastic, or electronic format while hunting or trapping. If you purchased your permit by telephone and have not yet received it, you must carry the permit authorization number and picture identification with you while small game hunting or trapping until your permit arrives. To hunt deer, elk, and turkey, you must have either a paper permit or a permit on the MO Hunting app in your possession, and to hunt waterfowl, you must have a Federal Duck Stamp in your possession.

Note: The Conservation Commission may suspend, revoke, or deny a permit or privilege for cause or for injuring another person while hunting.

Purchasing Permits

You may purchase hunting and trapping permits using any of these methods:

- Over the counter from any permit vendor. No surcharges will be assessed.
- Online anytime at **mdc.mo.gov/buypermits**. Use your credit card to pay. No surcharges will be assessed. Print your permit and have it in hand immediately.
- From your smartphone using the free MO Hunting app (see Page 1). Use your credit card to pay. No surcharges will be assessed. Your permit will appear on the app immediately after purchase.
- By telephone at 800-392-4115. Use your credit card and pay a \$1 surcharge. Allow 10 days for delivery.

Federal and state statutes require buyers of hunting, fishing, and trapping permits to provide their Social Security number. This requirement also applies to no-cost landowner permits. Individuals who do not have a Social Security number will be required to affirm that information. Falsifying a Social Security number may result in revocation of privileges or criminal charges. Social Security numbers are securely stored and used in support of the Missouri Department of Social Service's child support enforcement.

The Conservation Permit Card allows multiple permits to be carried on a single plastic card (except deer, elk, and turkey permits, the Federal Duck Stamp, Daily Trout Tags, the White River Border Lakes Permit, and reciprocal privileges with other states). As new permits are purchased, they will be loaded automatically onto the card.

Both the Conservation Permit Card and Heritage Card serve as proof of hunter-education certification when printed with a hunter-education certification number. Heritage Card and Conservation Permit Card owners receive a 15 percent discount on selected retail merchandise and nursery stock sold at Conservation Department facilities.

The Conservation Permit Card will gradually replace existing Heritage Cards. Those with a current Heritage Card may purchase a Conservation Permit Card for \$2 if they want to carry their permits in card format. Lost Heritage Cards will also be replaced with the Conservation Permit Card for a \$2 fee. **Note:** The Heritage Card is not a permit.

Replacing Permits

If you lose your permit, simply download the MO Hunting app to your Android or Apple mobile device, log in with your Conservation Number, and a valid, electronic version of your permit will appear on the app. (For more on the MO Hunting app, see Page 1.) Your Conservation Number is nine digits long and can be found on the Heritage Card, Conservation Permit Card, or any current or previous permit. Any active, valid permit can be reprinted from home at **mdc.mo.gov/buypermits**. Replacement permits can be purchased from any vendor for \$2.

Your purchase of firearms, ammunition, and archery equipment helps fund the restoration and management of wildlife, public use of wildlife resources, and hunter education.



Lifetime permits show commitment to conservation.

For hunters who want to make a long-term commitment to supporting Missouri fish, forests, and wildlife, lifetime permits are available.



Lifetime permits are available to Missouri residents only. Proof of residency, such as a photocopy of a valid Missouri driver’s license or voter registration card, is required. For children under the age of 18, the parents’ residency will be used.

All lifetime permit holders receive a durable plastic permit card to carry in the field and special mailings to keep them updated on seasons, regulation changes, and other information.

Lifetime permits cannot be purchased at permit vendors, by telephone, or online.

You must apply for lifetime permits by filling out a lifetime permit form. Get the form:

- Online at **short.mdc.mo.gov/ZJ4**.
- By calling 573-522-0107.
- By writing to Lifetime Permits, Missouri Department of Conservation, PO Box 180, Jefferson City, MO 65102-0180.
- By email at Lifetime.Permit@mdc.mo.gov.

Please allow 10 days after sending in your application for your permit to be delivered.

Resident Lifetime Small Game Hunting Permit — This permit carries the same privileges as the Resident Small Game Hunting Permit, Migratory Bird Hunting Permit, and Conservation Order Permit. Deer, elk, and turkey hunting privileges are not included. A Federal Duck Stamp is required to hunt waterfowl.

Age 15 or younger	\$275
Age 16–29	\$400
Age 30–39	\$350
Age 40–59	\$300
Age 60 or older	\$35

Resident Lifetime Conservation Partner Permit — This permit carries the same privileges as the Resident Hunting and Fishing Permit, Trout Permit, Migratory Bird Hunting Permit, and Conservation Order Permit. Deer, elk, and turkey hunting privileges are not included. A Federal Duck Stamp is required to hunt waterfowl.

Age 15 or younger	\$550
Age 16–29	\$800
Age 30–39	\$700
Age 40–59	\$600
Age 60 or older	\$70

Missouri Hunting and Trapping Permits

Hunters and trappers can choose from a variety of permits and pick the ones that best fit their needs. **The permits, unless noted otherwise, are valid from date of purchase through the last day of February 2021.**

To chase, pursue, take, possess, and transport wildlife and to sell furbearers taken by hunting or trapping you will need, unless otherwise exempted, one or more of the following:

■ Resident Permits

Resident Small Game Hunting Permit \$10

For frogs, birds (except turkey), mammals (except deer and elk), and to sell furbearers taken by hunting.^{1,2,3}

Resident Small Game Hunting and Fishing Permit \$19

For fish, frogs, mussels, clams, turtles, crayfish, live bait, birds (except turkey), mammals (except deer and elk), and to sell furbearers taken by hunting.^{1,2,3}

Resident National Guard and Reserve Service

Small Game Hunting and Fishing Permit \$5

Allows Missouri residents who are mobilized (or have been in the previous 12 months) and are serving on full-time active military duty in the National Guard (federal status) or reserve forces of the United States to take fish, frogs, mussels, clams, turtles, crayfish, live bait, birds (except turkey), mammals (except deer and elk), and to sell furbearers taken by hunting.^{1,2,3}

To apply, fill out an application, which is available:

- Online at **short.mdc.mo.gov/ZJ9**.
- By calling 573-522-0107.
- By writing to National Guard Permits, Missouri Department of Conservation, PO Box 180, Jefferson City, MO 65102-0180.

Please allow 10 days after sending in your application for your permit to be delivered. This permit cannot be purchased at vendors, by telephone, or online.

Resident Firearms Any-Deer Hunting Permit

For any deer statewide. (See *Fall Deer & Turkey Hunting Regulations and Information* booklet for restrictions.)

Age 16 or older. \$17

Age 6–15⁴. \$8.50

Resident Firearms Antlerless Deer Hunting Permit

For antlerless deer in counties where allowed.

Age 16 or older. \$7

Age 6–15⁴. \$3.50

1 A Federal Duck Stamp also is required to hunt waterfowl.

2 A Missouri Migratory Bird Hunting Permit also is required to hunt waterfowl, doves, snipe, woodcock, and rails.

3 A Conservation Order Permit is required to hunt snow, blue, and Ross's geese during the Conservation Order.

4 If not hunter-education certified, a youth hunting on a firearms permit must be in the immediate presence of a mentor age 18 or older who is hunter-education certified or born before Jan. 1, 1967. See permit rules for mentors on Page 3.

Resident Managed Deer Hunting Permit

For deer taken during a managed hunt.

Age 16 or older. \$17
Age 11-15. \$8.50

Resident Archer’s Hunting Permit

For deer, turkey, and small game during the prescribed seasons.

Age 16 or older. \$19
Age 6-15 \$9.50

Resident Archery Antlerless Deer Hunting Permit

For antlerless deer during the archery deer hunting season in counties where allowed.

Age 16 or older. \$7
Age 6-15 \$3.50

Resident Antlered Elk Hunting Permit \$50

For one antlered elk during the elk hunting season. This permit may be purchased only by hunters who are drawn to participate in the elk hunting season (see Page 17).

Resident Landowner Antlered Elk Hunting Permit. \$50

Available to residents who own at least 20 acres within a specified area of Carter, Reynolds, and Shannon counties. Can be used only on qualifying property for one antlered elk during elk hunting season. This permit may be purchased only by landowners who are drawn to participate in the elk hunting season (see Page 17).

Resident Turkey Hunting Permits:

Spring seasons statewide.

Age 16 or older. \$17
Age 6-15⁴. \$8.50

Fall season in counties where allowed.

Age 16 or older. \$13
Age 6-15⁴. \$6.50

Apprentice Hunter Authorization \$10

To help introduce adults to hunting, the Conservation Department allows hunters age 16 or older who are not hunter-education certified to hunt with firearms, as long as they:

- First purchase an Apprentice Hunter Authorization;
- Then purchase a hunting permit for the season in which they want to hunt; and
- Hunt in the immediate presence of a properly licensed mentor age 18 or older who has a valid hunter-education card or was born before Jan. 1, 1967.

Note: The Apprentice Hunter Authorization by itself does not allow you to hunt. It only allows people who have not completed a hunter-education course to purchase firearms permits throughout the permit year. You may not use an Apprentice Hunter Authorization to purchase elk hunting permits. The Apprentice Hunter Authorization can be purchased for no more than two years.

Resident Trapping Permit \$10
For trapping furbearers and rabbits, and to sell all these except rabbit carcasses. Valid until June 30, 2021.

Attention Fur Handlers

Hunters and trappers with valid permits that allow the taking of furbearers may possess, transport, and sell furs throughout the year. **Note:** Only pelts taken by the permit holder may be possessed.

Resident Landowner Spring Turkey Hunting Permit No cost
Resident landowners of at least 20 contiguous acres and everyone who lives in the home with the landowner can qualify for this no-cost permit for use on their land. No-cost permits are available at vendors, by telephone, or online. **New!** To get landowner permits, you must register your land with the Conservation Department by filling out a short application. To apply, visit mdc.mo.gov/buypermits.

Resident Landowner Fall Deer and Turkey Hunting Permits No cost
Resident landowners of at least 20 contiguous acres and everyone who lives in the home with the landowner can qualify for the following no-cost permits for use on their land: Fall Firearms Turkey Hunting permits, Firearms Any-Deer Hunting Permit, Archer’s Hunting Permit, and Archery Antlerless Deer Hunting Permit. In addition, resident landowners of 75 or more acres in a single county or at least 75 contiguous acres bisected by a county boundary also can qualify for no-cost Firearms Antlerless Deer Hunting permits, where allowed. **New!** To get landowner permits, you must register your land with the Conservation Department at mdc.mo.gov/buypermits.

Resident Conservation Order Permit \$5
To pursue, take, possess, and transport snow, blue, or Ross’s geese during the Conservation Order. Required of all residents, including landowners, who are 16 years of age or older. **Note:** This is the only permit needed to hunt light geese during the Conservation Order.

■ Permits For Both Residents and Nonresidents

Migratory Bird Hunting Permit \$6
For waterfowl, doves, snipe, woodcock, and rails. Must also have a hunting permit that allows taking birds, unless exempt. Required of all residents and nonresidents, including landowners, who are 16 years of age or older. Valid until June 30, 2021.^{1,3}

Licensed Hunting Preserve Hunting Permit \$10
For pheasants, exotic partridges, quail, and hoofed animals from a licensed hunting preserve. Available only at licensed hunting preserves.

Three-Day Licensed Hunting Preserve Hunting Permit \$5
Same as Licensed Hunting Preserve Hunting Permit, but good for three consecutive days only. Available only at licensed hunting preserves.

1 A Federal Duck Stamp also is required to hunt waterfowl.
2 A Missouri Migratory Bird Hunting Permit also is required to hunt waterfowl, doves, snipe, woodcock, and rails.
3 A Conservation Order Permit is required to hunt snow, blue, and Ross’s geese during the Conservation Order.
4 If not hunter-education certified, a youth hunting on a firearms permit must be in the immediate presence of a mentor age 18 or older who is hunter-education certified or born before Jan. 1, 1967. See permit rules for mentors on Page 3.

■ Nonresident Permits

Daily Small Game Hunting Permit	\$14
For frogs, birds (except turkey), mammals (except deer, elk, and furbearers), and to chase furbearers for training dogs during the closed season. May be purchased for multiple days. ^{1,2,3}	
Nonresident Small Game Hunting Permit	\$94
For frogs, birds (except turkey), mammals (except deer, elk, and furbearers), and to chase furbearers for training dogs during the closed season. ^{1,2,3}	
Nonresident Firearms Any-Deer Hunting Permit	
For any deer statewide. (See <i>Fall Deer & Turkey Hunting Regulations and Information</i> booklet for restrictions.)	
Age 16 or older.	\$265
Age 6–15 ⁴	\$8.50
Nonresident Firearms Antlerless Deer Hunting Permit	
For antlerless deer during the firearms deer hunting season in counties where allowed. A Nonresident Firearms Any-Deer, Nonresident Managed Deer Hunting Permit, or Nonresident Landowner Firearms Any-Deer Hunting Permit is a prerequisite.	
Age 16 or older.	\$25
Age 6–15 ⁴	\$3.50
Nonresident Managed Deer Hunting Permit	
For deer taken during a managed hunt.	
Age 16 or older.	\$265
Age 11–15.	\$8.50
Nonresident Archer's Hunting Permit	
For fall archery deer and turkey seasons, and small game (except furbearers) during the prescribed seasons.	
Age 16 or older.	\$265
Age 6–15	\$9.50
Nonresident Archery Antlerless Deer Hunting Permit	
For antlerless deer during the archery deer hunting season in counties where allowed. A Nonresident Archer's Hunting Permit or Nonresident Landowner Archer's Hunting Permit is a prerequisite.	
Age 16 or older.	\$25
Age 6–15	\$3.50
Nonresident Turkey Hunting Permits:	
Spring seasons statewide.	
Age 16 or older.	\$224
Age 6–15 ⁴	\$8.50

1 A Federal Duck Stamp also is required to hunt waterfowl.

2 A Missouri Migratory Bird Hunting Permit also is required to hunt waterfowl, doves, snipe, woodcock, and rails.

3 A Conservation Order Permit is required to hunt snow, blue, and Ross's geese during the Conservation Order.

4 If not hunter-education certified, a youth hunting on a firearms permit must be in the immediate presence of a mentor age 18 or older who is hunter-education certified or born before Jan. 1, 1967. See permit rules for mentors on Page 3.

Fall season in counties where allowed.	
Age 16 or older.	\$130
Age 6–15 ⁴	\$6.50

Nonresident Furbearer Hunting and Trapping Permit \$192
 For furbearers. Valid until June 30, 2021.

Nonresident Conservation Order Permit \$47
 To pursue, take, possess, and transport snow, blue, or Ross’s geese during the Conservation Order. Required of all nonresidents 16 years of age or older. This is the only permit needed to hunt light geese during the Conservation Order.

New! Nonresident Landowner Firearms Any-Deer Hunting Permit \$195
 For any deer statewide. (See *Fall Deer & Turkey Hunting Regulations and Information* booklet for restrictions.) Available to nonresidents who own at least 75 acres in one contiguous tract in Missouri and members of the landowner’s immediate household. Must register land with the Conservation Department at **mdc.mo.gov/buypermits**.

New! Nonresident Landowner Archer’s Hunting Permit. \$195
 For fall archery deer and turkey seasons, and small game (except furbearers) during the prescribed seasons. Available to nonresidents who own at least 75 acres in one contiguous tract in Missouri and members of the landowner’s immediate household. Must register land with the Conservation Department at **mdc.mo.gov/buypermits**.

New! Nonresident Landowner Turkey Hunting Permit
 Spring season statewide \$165
 Fall season in counties where allowed \$96
 Available to nonresidents who own at least 75 acres in one contiguous tract in Missouri and members of the landowner’s immediate household. Must register land with the Conservation Department at **mdc.mo.gov/buypermits**.

Migratory Bird Hunting Permit Requirements

The following permits are required of all residents and nonresidents (including landowners), 16 years of age or older:

For doves, woodcock, rails, and snipe:

- A Missouri Migratory Bird Hunting Permit
- A permit to hunt small game, unless exempt. (See Page 3 for exemptions.)

For ducks, geese, and coots:

- A Missouri Migratory Bird Hunting Permit
- A permit to hunt small game, unless exempt. (See Page 3 for exemptions.)
- A Federal Duck Stamp

For snow, blue, and Ross’s geese during the Conservation Order:

- A Conservation Order Permit. (This is the only permit required during the Conservation Order.)



Hunting: General Provisions

Wanton Waste

It is illegal to intentionally leave or abandon any portion of any wildlife that is commonly used as human food.

Dogs may be used to hunt wildlife, except deer, elk, turkey, muskrat, mink, river otter, and beaver. Hunting furbearers with dogs during daylight hours is prohibited statewide from Nov. 1 through the close of the November portion of firearms deer season and during the antlerless portion in open counties. Dogs may **not** be used to hunt squirrels and rabbits during daylight hours of the November portion of firearms deer season in Butler, Carter, Dent, Iron, Madison, Oregon, Reynolds, Ripley, Shannon, and Wayne counties. **New!** Dogs may not be used to hunt furbearers, squirrels, and rabbits during daylight hours of the firearms portion of elk season in Carter, Reynolds, and Shannon counties. See Page 17 for potential elk season dates.

While hunting, all dogs, except those used by waterfowl and game bird hunters, must wear a collar with the owner's full name and address, Conservation Number, or telephone number. For training dogs, wildlife that can be hunted with dogs may be chased, but not taken. Only a pistol with blank ammunition may be used during daylight hours to train dogs during closed seasons. A hunting permit or exemption is required when training dogs that are chasing wildlife.

Hunting Near Floodwaters or Fire

Wildlife, except waterfowl, may not be pursued or taken while trapped or surrounded by floodwaters or while fleeing from floodwaters or fire. **New!** Flood-prone areas in southeast Missouri are closed to all hunting, except for waterfowl, during the spring turkey hunting and fall deer and turkey hunting seasons when river levels exceed certain limits on local river gauges. To see if an area is open or closed for hunting, visit mdc.mo.gov/semofloods.

Legal Firearm Methods

Legal firearm methods used to hunt wildlife — except beaver, mink, muskrat, river otter, turtles, and fish — are:

- Pistols, revolvers, and rifles propelling a single projectile at one discharge (may not be used for hunting game birds except crow; must be centerfire or a muzzleloader for hunting deer or elk).
- Firearms powered by spring, air, or compressed gas (may not be used for hunting game birds except crow; see *Fall Deer & Turkey Hunting Regulations and Information* booklet for use during firearms deer season and elk season).
- Shotguns not larger than 10 gauge with the magazine cut off or plugged to reduce the capacity to not more than three shells in the magazine and chamber combined. The three-shell restriction does not apply to shotguns used while hunting deer and elk and during the Conservation Order for light geese.

Legal firearm methods used to hunt deer, elk, and turkeys are listed in the *Spring Turkey Hunting Regulations and Information* booklet, available at permit vendors in March, and the *Fall Deer & Turkey Hunting Regulations and Information* booklet, available at permit vendors in July.

Fully automatic firearms are prohibited for all hunting.

Hunting Game Birds with Firearms

Shotguns are the only firearm allowed for hunting game birds except crow. Pistols, revolvers, rifles, and shotguns may be used to hunt crow.

Baiting is not allowed for migratory birds, turkeys, deer, and elk. An area is considered baited for 10 days following complete removal of bait. For complete baiting rules, see deer, turkey, and migratory bird hunting booklets.

Special Provision During the Firearms Deer Season

During the November portion statewide and antlerless portion in open counties, other wildlife may be hunted only with a shotgun and shot not larger than No. 4 or a .22 or smaller caliber rimfire rifle, pistol, or revolver. This does not apply to waterfowl hunters, trappers, or landowners on their land. Other provisions apply to furbearer hunters. See the *Fall Deer & Turkey Hunting Regulations and Information* booklet.

Special Provisions During the Firearms Portion of Elk Season

During the firearms portion of elk season in Carter, Reynolds, and Shannon counties, other wildlife may be hunted only with a pistol, revolver, or rifle firing a .22 caliber or smaller rimfire cartridge, or a shotgun and shot not larger than No. 4. This does not apply to waterfowl hunters, trappers, or landowners on their land. Furbearer hunters must hunt during daylight hours, use legal elk hunting methods, and have an unfilled elk permit and a small game permit.

Bows, which include longbows, compound bows, and recurve bows, may be used to take wildlife during hunting seasons. Arrows containing any drug, poison, chemical, or explosive are prohibited. Illuminated sights, scopes, quickpoint sights, and hand-held string releasing mechanisms may be used.

Crossbows may be used to take wildlife with a firearms permit, during archery deer and turkey season, and during elk season.

Atlats may be used to take wildlife. **Slingshots** may be used to take wildlife except deer, elk, and turkey.

Motor driven conveyances may not be used to take, drive, or molest wildlife. Deer and elk may not be hunted from a boat with a motor attached; however, a motor boat may be used to hunt other wildlife if the motor is shut off and the boat's forward progress has stopped.

Artificial lights may be used only to hunt bullfrogs and green frogs, or to hunt raccoons and other furbearing animals when treed by dogs. Using lights to search for, harass, or disturb other wildlife is prohibited. Landowners may use lights on their property, but while doing so may not be in possession of, or be with someone who possesses, a firearm, bow, or other implement used to take wildlife. You may not possess night vision or thermal imagery equipment while carrying a firearm, bow, or other implement used to take wildlife.

Public Roadways

You may not take any wildlife from or across a public roadway with a firearm, bow, or crossbow. A Conibear®-type trap may be used adjacent to public roadways only if set under water in permanent waters.

Poisons, tranquilizers, chemicals, or explosives may not be used to take wildlife.

Electronic calls or electronically activated calls may not be used or possessed while hunting except to pursue and take crows, furbearers, or light geese during the Conservation Order. Mouth and hand calls may be used at any time.

Giving Away Wildlife

You may give wildlife to another person, but it will continue to be a part of your daily limit for the day when taken. Deer, elk, and turkey must be labeled with your full name, address, date taken, and Telecheck confirmation number. All other wildlife must be labeled with your full name, address, permit number, species, and the date taken. Wildlife given as a gift will be included in the possession limit of the person you give it to.

Wildlife Identification

You must keep wildlife you take separate or identifiable from wildlife taken by other hunters.

Possessing, Transporting, and Storing Wildlife

You can possess and transport wildlife as part of your personal baggage. It may be stored at your home, camp, place of lodging, or in a commercial establishment. If you store wildlife taken in Missouri, it must have the owner's full name and address, or Conservation Number; permit number; species; and the date it was placed in storage. For deer, elk, and turkeys, also record the Telecheck Confirmation number. If you transport wildlife, it must have the full name, address, and permit number of the taker and the date it was taken. Commercially processed deer and elk must be claimed or stored by the owner by May 1 following the season taken or the owner shall be in violation.

Unless federal regulations prohibit, you may buy, sell, or barter feathers; squirrel pelts; rabbit pelts; groundhog pelts; turkey beards, heads, bones, feet, spurs, wings, tails, and skins, including skins with the feathers, wings, and legs attached; and deer and elk heads, antlers, hides, and feet. They must be accompanied by a bill of sale showing the seller's full name, address, and the number and species of the parts, and the full name and address of the buyer. Wildlife and wildlife parts, after mounting or tanning, also may be bought and sold.

People who receive or purchase deer and elk heads or antlers attached to the skull plate must keep the bill of sale as long as the heads or antlers are in their possession. The bill of sale must include the transaction date and a signed statement from the seller(s) attesting that the heads and antlers were taken legally.

Transporting Deer, Elk, and Moose in Missouri

New regulations are in place to slow the spread of chronic wasting disease (CWD). Unless a deer or elk harvested in Missouri's CWD Management Zone is being delivered to a licensed meat processor or taxidermist, only the following portions may be removed from the county of harvest:

- Meat that is cut and wrapped or that has been boned out
- Quarters or other portions of meat with no part of the spinal column or head attached
- Hides from which all excess tissue has been removed
- Antlers or antlers attached to skull plates or skulls cleaned of all muscle and brain tissue
- Upper canine teeth
- Finished taxidermy products

Carcasses of deer, elk, and moose harvested out of state may not be transported into Missouri. Only the portions listed above, and heads with capes attached, may be transported into Missouri. Heads with capes attached must be taken to a licensed taxidermist.

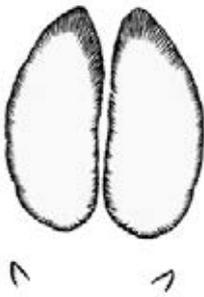
Feral Hogs

Feral hogs are highly destructive and prolific pests. They cause significant damage to wildlife habitat, compete for food with native species such as deer, prey upon native wildlife such as quail, destroy natural areas and agricultural lands, pollute ponds and streams, and spread diseases to livestock and people. Feral hogs are a menace that must be eliminated in Missouri.

Report. Trap. Eliminate.

- Report feral hog sightings and damage to 573-522-4115, ext. 3296.
- Releasing hogs into the wild is illegal anywhere in the state. If you see someone releasing hogs, report violators to your local conservation agent.
- The taking of feral hogs is prohibited on lands owned, leased, or managed by the Conservation Department. At the time this booklet was printed, new rules were being considered that would allow the incidental take of feral hogs during deer and turkey seasons by holders of an unfilled deer or turkey permit. Before you go afield, make sure you know the most current regulations about feral hogs. They can be found in chapters 11 and 12 of the *Wildlife Code of Missouri* at sos.mo.gov/adrules/csr/current/3csr/3csr.asp.

The Conservation Department is a member of the Missouri Feral Hog Elimination Partnership, a group of agencies and private citizens formed by the governor to eliminate feral hogs in Missouri. Anyone who observes a feral hog or damage caused by feral hogs should report it to the Conservation Department.



Feral hog tracks are distinguished from deer tracks by the rounded or blunt tips of the toes. The toes of a hog track on a firm surface tend to be more splayed than a deer track. A hog track also appears rounded or square; deer tracks appear heart-shaped and have more sharply pointed toes. The presence of dew claw marks with feral hog or white-tailed deer tracks is not an indicator of sex as is commonly thought. Dew claw marks simply mean that the animal was running or stepping on a soft surface.

Deer Hunting

The dates of the 2020 firearms deer season are as follows:

- Early youth portion — Oct. 31–Nov. 1, 2020
- November portion — Nov. 14–24, 2020
- Late youth portion — Nov. 27–29, 2020
- Antlerless portion — Dec. 4–6, 2020
- Alternative methods portion — Dec. 26, 2020–Jan. 5, 2021



All other dates and regulations will be announced in the *Fall Deer & Turkey Hunting Regulations and Information* booklet, available in July at permit vendors, Conservation Department offices, and online at mdc.mo.gov.

Managed Deer Hunts

Missouri has many firearms, shotgun, archery, and muzzleloading firearms managed hunts during fall and winter. Some hunts are held exclusively for youth and people with disabilities. Hunters permanently confined to a wheelchair may participate in more than one managed deer hunt. Hunters are selected by computerized random drawing for the number of available hunting slots. See the *Fall Deer & Turkey Hunting Regulations and Information* booklet or mdc.mo.gov for details on managed hunts and the selection process.

For your safety, you are urged to wear hunter orange whenever you are hunting.

To comply with regulations, however, you **must** wear hunter orange if:

- You are hunting any species of game during firearms deer season. Some exceptions are allowed. See below.
- You are hunting on an area that is having a managed firearms deer hunt.
- You are serving as a mentor to another hunter during firearms deer season or on an area that is having a managed firearms deer hunt.
- You are hunting elk or accompanying an elk hunter during the firearms portion of elk season.

To satisfy this rule, you must wear both a hunter-orange hat and a hunter-orange shirt, vest, or coat. The hunter-orange color must be plainly visible from all sides. Camouflage orange does not satisfy this rule.

You don't have to wear hunter orange during firearms deer season if:

- You are hunting migratory game birds.
- You are archery hunting within municipal boundaries where the discharge of firearms is prohibited.
- You are hunting on federal or state land where deer hunting is restricted to archery methods.
- You are hunting on an archery permit during the alternative methods portion of firearms deer season.
- You are hunting in a county that is closed during the antlerless portion.
- You are hunting small game or furbearers during the alternative methods portion.

Elk Hunting

In 2011, the Conservation Department began releasing wild elk from Kentucky into a remote corner of the Ozarks. Since then, Missouri's herd has expanded into portions of Carter, Reynolds, and Shannon counties. Biologists believe the elk population is nearing a size that can support a limited hunting season. A brief summary of elk hunting regulations is found below. A complete listing can be found in the *Fall Deer & Turkey Hunting Regulations and Information* booklet, which is available in July. **Although potential season dates have been set, a final determination on whether or not elk hunting will be allowed in 2020 will be announced later this spring.**

Potential Season Dates

Elk hunting season is divided into two portions.

- **Archery portion:** Oct. 17–25, 2020
Longbows, recurve bows, compound bows, crossbows, and atlatls may be used.
- **Firearms portion:** Dec. 12–20, 2020
Any legal deer hunting method may be used, including rifles and handguns that fire expanding-type centerfire ammunition, muzzleloaders, and archery methods.

Who Can Hunt?

To participate in the elk hunting season, you must be a Missouri resident, be at least 11 years old, and have completed hunter education or been born before Jan. 1, 1967. Hunters must be selected to participate through a random lottery.

Where Can You Hunt?

The hunting zone will include Carter, Reynolds, and Shannon counties, but will exclude the refuge portion of Peck Ranch Conservation Area.

How Do You Get a Permit?

Only a limited number of hunters will get to hunt each year. Permits will be assigned through a random lottery for the general public and for landowners.

- It will cost \$10 to apply for the general lottery.
- If you are selected, you may buy an Antlered Elk Hunting Permit for \$50.
- Once you've been selected, you may not apply again to the general lottery for 10 years.

Landowner Permits

At least one permit each year will be reserved for residents who own at least 20 contiguous acres within a specified area in Carter, Reynolds, and Shannon counties. The boundaries for this area will be published during the application period. Landowner permits will be nontransferable and may only be filled on the landowner's property.

- Qualifying landowners will not be required to pay \$10 to apply for the landowner lottery.
- If you are selected, you may buy a Landowner Antlered Elk Hunting Permit for \$50.
- You may also apply for a regular hunting permit for \$10. However, you are allowed only one permit annually.
- If you are selected for the landowner permit, you can reapply for the general and landowner lotteries each year you meet the landowner requirements.

Furbearer Hunting

Coyote Taken With Hunting Permit

Season: All year, except coyotes may **not** be hunted during daylight hours from April 1–19, 2020. During spring turkey season, coyotes may be taken using only methods allowed for spring turkey hunting, and hunters must have an unfilled spring turkey hunting permit and either a Resident Small Game Hunting Permit or a Nonresident Furbearer Hunting and Trapping Permit. See the *Fall Deer & Turkey Hunting Regulations and Information* booklet, which is available in July, for additional limitations during firearms deer season and elk season.

Daily bag limit: Any number

Possession bag limit: Any number

Badger, Bobcat, Gray Fox, Red Fox, Opossum, Raccoon, and Striped Skunk Taken With a Hunting Permit

Season: Nov. 15, 2020–Jan. 31, 2021

Daily bag limit: Any number

Possession bag limit: Any number

Note: The pelts of bobcats taken by hunting and trapping must be delivered to an agent of the Conservation Department for registration or tagging. See Page 24. After pelts are tagged, they can be possessed by the taker throughout the year.

Groundhog Hunting

Season: May 11, 2020–Dec. 15, 2020

Daily bag limit: Any number

Possession bag limit: Any number

Note: Groundhog pelts can be possessed and sold throughout the year. See regulations on using cage-type traps in the box to the right.

Rabbit Hunting

Jackrabbits are protected at all times and may not be hunted or trapped. Cottontail and swamp rabbits may be hunted according to the following:

Season: Oct. 1, 2020–Feb. 15, 2021

Shooting hours: Sunrise to sunset

Daily bag limit: 6 (only 2 may be swamp rabbits)

Possession bag limit: 12 (only 4 may be swamp rabbits)

See regulations on using cage-type traps in the box above.

Use of Cage-Type Traps with a Hunting Permit

In addition to prescribed hunting methods, you may take groundhogs, squirrels, and rabbits with a cage-type trap at any hour during that species' open hunting season if you possess a hunting permit.

The cage-type trap must:

- Be labeled with your full name and address, or Conservation Number;
- Be attended daily; and
- Have an opening 144 square inches or smaller.



Hunters with limited mobility can use the Conservation Department's disabled-accessible hunting areas. For a list of these areas and other facilities around the state, visit mdc.mo.gov/accessible.

Squirrel Hunting

Season: May 23, 2020–Feb. 15, 2021

Daily bag limit: 10

Possession bag limit: 20

See box on Page 18 for regulations on using cage-type traps.



Gray squirrel

Bullfrog and Green Frog Hunting

Season: June 30 at sunset–Oct. 31, 2020

For sunset time on June 30, see note on Page 23.

Daily bag limit: 8

Only the daily limit may be possessed on waters and banks of waters being hunted.

Possession bag limit: 16

Methods: .22 or smaller caliber rimfire rifle or pistol, pellet gun, bow, crossbow, atlatl, or by hand or hand net.

Want to learn more about small game species and where to hunt them? Check out *Small Game Hunting Prospects*. This annually updated document features profiles of the most popular small game species, as well as their management, habitat preferences, and other useful tidbits. Whether you're a new or seasoned hunter, *Small Game Hunting Prospects* will help you learn more about the game you hunt. Download a copy at short.mdc.mo.gov/Zon.

Crow Hunting

Season: Nov. 1, 2020–March 3, 2021

Shooting hours: 1/2 hour before sunrise to sunset

Daily bag limit: Any number

Possession bag limit: Any number

Migratory Bird and Waterfowl Hunting

Dove, rail, snipe, teal, woodcock, duck, coot, and goose season dates and regulations will be announced in the *Migratory Bird and Waterfowl Hunting Digest*, which is available in July at permit vendors, Conservation Department offices, and online at mdc.mo.gov.

Hunting hours for migratory game birds are 1/2 hour before sunrise to sunset, except during teal season, when hunting hours for teal are sunrise to sunset.

Don't drink while you hunt!

According to Missouri law, you are committing a crime if you discharge a projectile weapon while intoxicated. Don't endanger yourself or others by hunting while under the influence of alcohol.





Northern bobwhites

Quail Hunting

Youth-only season: Oct. 24–25, 2020

Daily bag limit: 8

Possession bag limit: 16

Open to hunters age 6 through 15. Youth hunters who are not hunter-education certified must hunt in the immediate presence of a properly licensed mentor; however, the mentor may not hunt quail. See mentor requirements on Page 3.

Regular season: Nov. 1, 2020–Jan. 15, 2021

Daily bag limit: 8

Possession bag limit: 16

Pheasant Hunting

Only male pheasants may be taken. A foot or fully feathered head must be left attached to pheasants during transportation and storage.

Youth-only season: Oct. 24–25, 2020

Daily bag limit: 2 male pheasants

Possession bag limit: 4 male pheasants

Open to hunters age 6 through 15. Youth hunters who are not hunter-education certified must hunt in the immediate presence of a properly licensed mentor; however, the mentor may not hunt pheasants. See mentor requirements on Page 3.

Regular season: Nov. 1, 2020–Jan. 15, 2021

Daily bag limit: 2 male pheasants

Possession bag limit: 4 male pheasants

Turkey Hunting

Missouri has four seasons for hunting turkeys. During those seasons, managed hunts may be available in certain areas. For more details on managed hunts, season dates, limits, and other information, pick up a copy of the *Spring Turkey Hunting Regulations and Information* booklet, which is available in March, and the *Fall Deer & Turkey Hunting Regulations and Information* booklet, which is available in July, from



Wild turkey

permit vendors, Conservation Department offices, and online at mdc.mo.gov. Possession of electronic calls is prohibited while hunting turkeys.

Youth spring turkey season: April 4–5, 2020
(for ages 6 through 15 only)

Shooting hours: 1/2 hour before sunrise to sunset

Season limit: 1 male turkey or turkey with visible beard

Note: Youth hunters who take a turkey during the youth season may not harvest a second bird until April 27, 2020. This is because the bird taken during the youth season counts as the first bird for the first week of the regular season.

Spring turkey season: April 20–May 10, 2020

Shooting hours: 1/2 hour before sunrise to 1 p.m.

Season limit: 2 male turkeys or turkeys with visible beard. Only one turkey may be taken in the first week. During the second and third weeks, one turkey may be taken per day for a total of two birds for the season.

Fall firearms turkey season: Oct. 1–31, 2020

Shooting hours: 1/2 hour before sunrise to sunset

Season limit: 2 turkeys of either sex; may be taken on same day

Fall archery turkey season: Sept. 15, 2020–Jan. 15, 2021, excluding the dates of the November portion of the firearms deer season.

Shooting hours: 1/2 hour before sunrise to 1/2 hour after sunset

Conservation Department areas have special hunting and trapping regulations, which can be found online at mdc.mo.gov/atlas.

Sunrise and Sunset At Jefferson City, Mo. Central Standard Time*

DAY	March 2020		April 2020		May 2020		Sept. 2020		Oct. 2020	
	Rise A.M.	Set P.M.								
1	6:40	6:02	6:53	7:33	6:11	8:01	6:39	7:38	7:05	6:51
2	6:39	6:03	6:51	7:34	6:10	8:02	6:39	7:36	7:06	6:49
3	6:37	6:04	6:50	7:35	6:09	8:03	6:40	7:35	7:07	6:48
4	6:36	6:05	6:48	7:36	6:07	8:04	6:41	7:33	7:08	6:46
5	6:34	6:06	6:47	7:36	6:06	8:05	6:42	7:32	7:09	6:44
6	6:33	6:07	6:45	7:37	6:05	8:06	6:43	7:30	7:10	6:43
7	6:31	6:08	6:44	7:38	6:04	8:07	6:44	7:29	7:11	6:41
8	7:30	7:09	6:42	7:39	6:03	8:08	6:45	7:27	7:12	6:40
9	7:28	7:10	6:41	7:40	6:02	8:09	6:46	7:25	7:13	6:38
10	7:27	7:11	6:39	7:41	6:01	8:10	6:46	7:24	7:14	6:37
11	7:25	7:12	6:38	7:42	6:00	8:11	6:47	7:22	7:14	6:35
12	7:24	7:13	6:36	7:43	5:59	8:11	6:48	7:21	7:15	6:34
13	7:22	7:14	6:35	7:44	5:58	8:12	6:49	7:19	7:16	6:33
14	7:21	7:15	6:33	7:45	5:57	8:13	6:50	7:18	7:17	6:31
15	7:19	7:16	6:32	7:46	5:57	8:14	6:51	7:16	7:18	6:30
16	7:18	7:17	6:30	7:47	5:56	8:15	6:52	7:14	7:19	6:28
17	7:16	7:18	6:29	7:48	5:55	8:16	6:53	7:13	7:20	6:27
18	7:14	7:19	6:28	7:49	5:54	8:17	6:53	7:11	7:21	6:26
19	7:13	7:20	6:26	7:50	5:53	8:18	6:54	7:10	7:22	6:24
20	7:11	7:21	6:25	7:51	5:53	8:18	6:55	7:08	7:23	6:23
21	7:10	7:22	6:24	7:52	5:52	8:19	6:56	7:06	7:24	6:21
22	7:08	7:23	6:22	7:53	5:51	8:20	6:57	7:05	7:25	6:20
23	7:07	7:24	6:21	7:54	5:51	8:21	6:58	7:03	7:26	6:19
24	7:05	7:25	6:20	7:55	5:50	8:22	6:59	7:02	7:28	6:18
25	7:04	7:26	6:18	7:56	5:49	8:23	7:00	7:00	7:29	6:16
26	7:02	7:27	6:17	7:56	5:49	8:23	7:01	6:58	7:30	6:15
27	7:00	7:28	6:16	7:57	5:48	8:24	7:01	6:57	7:31	6:14
28	6:59	7:29	6:15	7:58	5:48	8:25	7:02	6:55	7:32	6:13
29	6:57	7:30	6:13	7:59	5:47	8:26	7:03	6:54	7:33	6:11
30	6:56	7:31	6:12	8:00	5:47	8:26	7:04	6:52	7:34	6:10
31	6:54	7:32			5:46	8:27			7:35	6:09

*Sunrise and sunset from March 8 to Oct. 31 have been converted to daylight saving time.



DAY	Nov. 2020		Dec. 2020		Jan. 2021		Feb. 2021	
	Rise A.M.	Set P.M.	Rise A.M.	Set P.M.	Rise A.M.	Set P.M.	Rise A.M.	Set P.M.
1	6:36	5:08	7:08	4:48	7:26	4:59	7:14	5:31
2	6:37	5:07	7:09	4:48	7:27	5:00	7:13	5:32
3	6:38	5:06	7:10	4:48	7:27	5:00	7:12	5:33
4	6:39	5:05	7:11	4:47	7:27	5:01	7:11	5:35
5	6:40	5:04	7:12	4:47	7:27	5:02	7:10	5:36
6	6:41	5:03	7:13	4:47	7:27	5:03	7:09	5:37
7	6:43	5:02	7:13	4:47	7:27	5:04	7:08	5:38
8	6:44	5:01	7:14	4:47	7:26	5:05	7:07	5:39
9	6:45	5:00	7:15	4:48	7:26	5:06	7:06	5:40
10	6:46	4:59	7:16	4:48	7:26	5:07	7:05	5:41
11	6:47	4:58	7:17	4:48	7:26	5:08	7:04	5:43
12	6:48	4:58	7:17	4:48	7:26	5:09	7:03	5:44
13	6:49	4:57	7:18	4:48	7:25	5:10	7:01	5:45
14	6:50	4:56	7:19	4:49	7:25	5:11	7:00	5:46
15	6:51	4:55	7:20	4:49	7:25	5:12	6:59	5:47
16	6:52	4:55	7:20	4:49	7:24	5:13	6:58	5:48
17	6:53	4:54	7:21	4:50	7:24	5:14	6:57	5:49
18	6:55	4:53	7:21	4:50	7:24	5:15	6:55	5:50
19	6:56	4:53	7:22	4:50	7:23	5:16	6:54	5:51
20	6:57	4:52	7:22	4:51	7:23	5:18	6:53	5:53
21	6:58	4:51	7:23	4:51	7:22	5:19	6:51	5:54
22	6:59	4:51	7:23	4:52	7:21	5:20	6:50	5:55
23	7:00	4:50	7:24	4:52	7:21	5:21	6:49	5:56
24	7:01	4:50	7:24	4:53	7:20	5:22	6:47	5:57
25	7:02	4:50	7:25	4:54	7:20	5:23	6:46	5:58
26	7:03	4:49	7:25	4:54	7:19	5:24	6:45	5:59
27	7:04	4:49	7:25	4:55	7:18	5:25	6:43	6:00
28	7:05	4:49	7:26	4:56	7:17	5:27	6:42	6:01
29	7:06	4:48	7:26	4:56	7:17	5:28		
30	7:07	4:48	7:26	4:57	7:16	5:29		
31			7:26	4:58	7:15	5:30		

These tables are for Jefferson City and points on the same longitude north and south. For locations east, subtract one minute for each 13.5 miles of airline distance. For locations west, add one minute for each 13.5 miles. For example, St. Louis is 106 miles east: subtract 8 minutes; Kansas City is 133 miles west: add 10 minutes.

Note: The season for bullfrogs and green frogs begins June 30, 2020, at sunset, which is 8:37 p.m. daylight saving time in Jefferson City.

For sunrise and sunset times in your area, search the internet for the U.S. Naval Observatory Astronomical Applications website.

Trapping: Seasons and Limits

Badger, bobcat, coyote, gray fox, red fox, mink, opossum, raccoon, striped skunk season:

Nov. 15, 2020–Jan. 31, 2021

Daily bag limit: Any number

Possession bag limit: Any number

Bobcat pelts must be registered or tagged. See below.

Weasels and spotted skunks may not be taken.

Rabbit season: Nov. 15, 2020–Jan. 31, 2021

Daily bag limit: 6

Possession bag limit: 12

Daily limit includes no more than 2 swamp rabbits; possession limit includes no more than 4 swamp rabbits. Carcasses may not be sold. Jackrabbits may not be taken at any time. Also see hunting regulations on Page 18.

Otter and muskrat season:

Nov. 15, 2020–Feb. 20, 2021

Daily bag limit: Any number

Possession bag limit: Any number

Otter pelts must be registered or tagged. See below.

Beaver and nutria season:

Nov. 15, 2020–March 31, 2021

Daily bag limit: Any number

Possession bag limit: Any number



General Provisions

- The homes, nests, or dens of furbearers may not be molested or destroyed.
- No person shall accept payment for furbearers taken by another.
- Wildlife held in traps, snares, or cable restraint devices may be killed or removed only by the user.
- Bobcats and otters or their pelts must be delivered to an agent of the Conservation Department for registration or tagging before selling, transferring, tanning, or mounting by April 10. Tagged bobcats, otters, or their pelts may be possessed by the taker throughout the year and may be sold only to licensed taxidermists, tanners, or fur dealers. It is illegal to purchase or sell untagged bobcats, otters, or their pelts. *Tagging tip: To make it easier to tag a pelt without damaging it, put a pencil or stick through the upper lip and eye socket before freezing the skin. The tag can be easily placed in those holes when the pelt is registered.*
- Hunters and trappers with valid permits that allow the taking of furbearers may possess, transport, and sell furs throughout the year. **Note:** Only pelts taken by the permit holder may be possessed.
- Restrictions on possession do not apply to tanned pelts, mounted specimens, or manufactured products.
- Skinned carcasses of legally taken furbearers may be sold throughout the year.

Traps:

- May be placed and set for furbearers at 12:01 a.m. on Nov. 15 and must be removed by midnight of the last day of trapping season.
- Must have smooth or rubber jaws only, and may include foot-hold, Conibear® or other killing-type, foot-enclosing-type, cage-type, colony traps with openings no greater than 6 inches in height and 6 inches wide, snares, and cable restraint devices. You may not use snares in a dry-land set or pitfalls, deadfalls, or nets.
- Must be plainly labeled on durable material with the user's full name and address, or Conservation Number. **New!** Wildlife must be removed or released from traps daily, except for colony and killing-type traps set under water or drowning sets, which must be checked every 48 hours.
- May not be set in paths made or used by people or domestic animals. Killing-type traps may not be set along public roadways, except under water in permanent waters. Within communities having 10,000 or more inhabitants, only cage-type or foot-enclosing-type traps may be set within 150 feet of any residence or occupied building.
- May be used in conjunction with electronic calls.

Killer or Conibear®-type traps:

- With a jaw spread greater than 5 inches may be set under water, but not in any dry-land set.
- With a jaw spread not greater than 8 inches may be set 6 feet or more above ground level in buildings.
- Having no food, scent, or visual lure placed within 1 foot of the trap may be partially exposed above water as long as the trap's hinges are fully submerged.

Snares must:

- **New!** Be set in water and have the loop at least half submerged.
- Have a loop 15 inches or less in diameter when set.
- Have a stop device that prevents the snare from closing to less than 2 1/2 inches in diameter.
- Made with cable that is between 5/64 inch and 1/8 inch in diameter.
- Have a mechanical lock and anchor swivel.

New! Drowning sets:

- Must be constructed of a solid fiber or steel rod that is anchored at each end.
- Have a drowning lock attached to the trap or snare that allows it to slide only one way.
- Be set in water at a depth sufficient for drowning.

A Special-Use Permit is required to trap on conservation areas.

Trapping with dog-proof style and other traps is allowed on many conservation areas. A Special-Use Permit is required, and these must be applied for at least 30 days before trapping begins. Contact the area manager at the regional office (see Page 33) to see what opportunities are available in your area.

Cable Restraint Devices

When used correctly, cable restraint devices hold animals alive and allow trappers to release non-target animals unharmed. The devices can be used to take furbearers from Nov. 15, 2020, through Jan. 31, 2021.

Trappers are no longer required to complete a cable-restraint training course.

Cable restraint devices must:

- Be made of stranded steel cable, not greater than 5 feet long (not including extension), with a diameter of not less than 5/64 inch, and equipped with a commercially manufactured breakaway rated at 350 pounds or less, a relaxing-type lock, a stop device that prevents it from closing to less than 2 1/2 inches in diameter, and an anchor swivel. **Note:** Compression-type chokes and other mechanically powered springs are prohibited.
- Have a loop size of 12 inches diameter or smaller when set.
- Have the bottom of the cable loop set at least 6 inches or greater above the ground.
- Be anchored solidly or staked in a location not allowing entanglement.
- Be checked daily.

Cable restraint devices must NOT be:

- Capable of extending to within 12 inches of a fence.
- Set using a drag.
- Set with a kill-pole.
- Used within 150 feet of any dwelling or driveway leading to a dwelling.

Note: Trappers may not possess live coyotes, red fox, or gray fox after March 15.

Poachers, beware!

If your hunting or trapping permit is revoked in Missouri, you could lose privileges in 49 other states. Missouri, in turn, will honor revocations from those other states.

We Need Your Help!

The Conservation Department needs your help to learn more about otters and bobcats in Missouri. If you trap, please collect a lower canine tooth from each otter and bobcat you harvest. The Department also would like to know how many traps you set for otters and bobcats and how many times you check each of these traps over the course of the season.



A trapping diary and tooth envelope will be mailed to you before the season. All you have to do is fill out the diary, collect a bottom canine tooth from each otter or bobcat, and turn these in to your local agent when you register your harvests.

Need a map?

For Conservation Department land: Visit your regional Conservation Department office or go online to mdc.mo.gov/atlas.

For U.S. Forest Service land: Mark Twain National Forest, 573-364-4621, fs.usda.gov/mtnf

For federal lakes and associated lands: U.S. Army Corps of Engineers, corpslakes.us

For topographic maps: U.S. Geological Survey, 888-275-8747, store.usgs.gov/maps

For aerial photographs: Your county Farm Service Agency office, fsa.usda.gov

Some Conservation Areas Require Nontoxic Shot

Nontoxic shot is required for hunting doves on 20 conservation areas that have intensive dove hunting. In addition, 37 conservation areas require nontoxic shot for all hunting with shotguns. These areas have large wetlands where waterfowl and shorebirds concentrate in the spring and fall.

Lead is poisonous to both people and wildlife. Research shows that doves, waterfowl, and many other species of birds can suffer from lead poisoning after consuming lead pellets from spent shotgun shells. Lead poisoning can be fatal to birds and other wildlife, including bald eagles that feed on waterfowl with lead shot in the carcasses.

Waterfowl hunters have been required by federal law to use nontoxic shot since 1991. This rule has reduced lead poisoning in wildlife.

Use or possession of lead shot for hunting doves is prohibited on the following conservation areas:

- Bilby Ranch Lake
- Bois D'Arc
- August A. Busch
- Crowley's Ridge
- Davisdale
- Harmony Mission Lake
- Lamine River
- William R. Logan
- Maintz Wildlife Preserve
- Pacific Palisades
- Guy B. Park
- Peabody
- Pony Express Lake
- James A. Reed Memorial Wildlife Area
- Reform
- Robert E. Talbot
- Truman Reservoir Management Lands (Bethlehem)
- Weldon Spring
- Whetstone Creek
- White (William G. and Erma Parke) Memorial Wildlife Area

Use or possession of lead shot is prohibited for all hunting with a shotgun on the following conservation areas:

- Aspinwall Bend
- Black Island
- Bob Brown
- Church Farm
- Columbia Bottom
- Cooley Lake
- Coon Island
- Corning
- Deroin Bend
- Diana Bend
- Duck Creek
- Eagle Bluffs
- Franklin Island
- Frost Island
- Fountain Grove
- Four Rivers
- Grand Pass
- B.K. Leach Memorial
- Little Bean Marsh
- Little River
- Lower Hamburg Bend
- Marais Temps Clair
- Montrose
- Nishnabotna
- Nodaway Valley
- Otter Slough
- Ralph and Martha Perry
- Platte Falls
- Plowboy Bend
- Rose Pond
- Rush Bottoms
- Schell-Osage
- Settle's Ford
- Ted Shanks
- Ten Mile Pond
- Thurnau
- Wolf Creek Bend

As of January 2020, shot types approved as being nontoxic by the U.S. Fish and Wildlife Service are:

- Bismuth-tin
- Copper-clad iron
- Corrosion-inhibited copper (CIC)
- Iron (steel)
- Iron-tungsten
- Iron-tungsten-nickel
- Tungsten-bronze (two types)
- Tungsten-iron-copper-nickel
- Tungsten-iron-polymer
- Tungsten-matrix
- Tungsten-polymer
- Tungsten-tin-bismuth
- Tungsten-tin-iron
- Tungsten-tin-iron-nickel

Using ATVs and Horses on Conservation Department Areas

With limited exceptions, all-terrain vehicle (ATV) use is prohibited on conservation areas. Other vehicles are restricted to graveled and paved roads and established parking areas, unless otherwise posted. Horses and horseback riding are permitted only on trails designated for their use and on roads and trails open to vehicular traffic, unless otherwise posted. For more information, contact the area manager (see Page 33) or visit mdc.mo.gov/atlas.

All-terrain vehicle users: Don't risk losing your fishing and hunting privileges!

It is illegal for anyone (except landowners and lessees on land they own or lease and certain agricultural workers) to drive ATVs in Missouri's streams and rivers unless the ATV is on a crossing that is part of the highway system. Violators could lose their fishing and hunting privileges.

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EXTENSION



Definitions

- **Antlered Deer:** A deer having at least one antler at least 3 inches long.
- **Antlered Elk:** An elk having at least one antler at least 6 inches long.
- **Atlatl:** A rod or narrow board-like device used to launch, through a throwing motion of the arm, a dart 5 to 8 feet in length.
- **Bow:** A device drawn and held by hand and not fastened to a stock nor to any other mechanism that maintains the device in a drawn position. This definition includes longbows, recurve bows, and compound bows.
- **Chase or Chased:** The act of using dogs to follow wildlife for the purpose of recreation or dog training, but not for the purpose of catching or taking that wildlife.
- **Days or Dates:** All days and dates are inclusive. A day begins or ends at midnight, unless otherwise specified.
- **Firearm:** Pistols, revolvers, and rifles propelling a single projectile at one discharge including those powered by spring, air, or compressed gas, and shotguns not larger than 10 gauge.
- **Furbearing Animals, Furbearers:** Badger, beaver, black bear, bobcat, coyote, gray fox, red fox, mink, mountain lion, muskrat, nutria, opossum, raccoon, river otter, spotted skunk, striped skunk, and long-tailed weasel. **Note:** Open seasons exist for all furbearers except black bear, mountain lion, spotted skunk, and long-tailed weasel.
- **Game Birds:** American coot, American woodcock, crows, ducks, Eurasian collared-dove, geese, gray partridge, mourning dove, northern bobwhite quail, ring-necked pheasant, ruffed grouse, sora rail, Virginia rail, white-winged dove, wild turkey, and Wilson's snipe. **Note:** Open seasons exist for all species except gray partridge and ruffed grouse.
- **Game Mammals:** Deer, elk, groundhog (woodchuck), cottontail rabbit, jackrabbit, swamp rabbit, fox squirrel, gray squirrel, and furbearers as defined above. **Note:** Open seasons exist for all game mammals except jackrabbits, and for all furbearers except black bear, mountain lion, spotted skunk, and long-tailed weasel. An elk hunting season may occur in 2020.
- **Managed Deer Hunt:** A prescribed deer hunt conducted on a designated area, which may include conservation areas, state parks, national wildlife refuges, military bases, private land, and city or county properties.
- **Muzzleloading Firearm:** Any firearm capable of being loaded only from the muzzle.
- **Night-vision Equipment:** Optical devices (*i.e., binoculars or scopes*) using light amplifying circuits that are electrical or battery-powered.
- **Nonresident landowner:** Any nonresident who owns at least 75 acres in one contiguous tract in Missouri, or any member of the immediate household whose legal residence is the same as the nonresident landowner's for at least the last 30 days.
- **Possessed and Possession:** The actual and constructive possession and control of things referred to in the *Wildlife Code of Missouri*.
- **Public Roadway:** The right of way which is owned either outright or by easement by any public entity, or which is used by the general public for travel and is also regularly maintained by any public entity.

- **Pursue or Pursued:** The act of trying to find, seek, or search for wildlife for the purpose of taking wildlife.
- **Resident Landowner:** Any Missouri resident who owns at least 5 contiguous acres, and his or her immediate household members whose legal residence is the same as the landowner for at least the past 30 days. Ownership of at least 20 contiguous acres is required for resident landowner privileges to hunt deer, elk, and turkey. See Chapter 20 of the *Wildlife Code of Missouri* for a more detailed definition.
- **Sell:** To offer for sale or to exchange for compensation in any material form.
- **Take or Taking:** Killing, trapping, snaring, netting, or capturing any wildlife in any manner; also refers to pursuing, molesting, hunting, wounding; or the placing, setting, or use of any device in an attempt to take wildlife; and every act of assistance to every other person in taking or attempting to take any wildlife.

Operation Game Thief/Forest Arson

Each conservation agent has about 444 square miles to oversee — a large area for just one pair of eyes. Citizens can help by reporting wildlife law violations.

Operation Game Thief and Operation Forest Arson are privately funded programs to help combat poaching and arson-caused forest fires in Missouri. Rewards are available for information leading to the arrest of game-law violators and forest arsonists.

If you see a possible violation in progress, call your county conservation agent immediately or dial the toll-free number below:

800-392-1111

All information is kept in strict confidence. Desirable information includes names of violators, vehicle description, and license number, as well as the violation location.

Help put game thieves and arsonists out of business.

Sponsored by the Conservation Federation of Missouri, the Missouri Department of Conservation, and the U.S. Forest Service



Note: According to rule 3 CSR 10-5.216 of the *Wildlife Code of Missouri*, if you have been convicted of multiple or major violations of the *Code* in the past five years, the Conservation Commission may consider suspending or revoking your hunting, trapping, and/or fishing privileges regardless of any previous court action. The point system the Commission uses to assess *Code* violations is explained at short.mdc.mo.gov/ZkV.



If you hit a deer ...

Motorists occasionally are involved in accidents with deer. If this happens to you:

- Don't approach the animal if it is still alive. An injured deer can be dangerous.
- If you wish to keep the deer or any of its parts, you must get a written disposition from a conservation agent.



DAVID STONNER

Practice hunter safety at all times.

Wear hunter-orange clothing to be more visible to other hunters. Make sure your firearm is unloaded, except when actually hunting or preparing to shoot. Treat every firearm as though it were loaded.



Director,
Department of Conservation
 Sara Parker Pauley

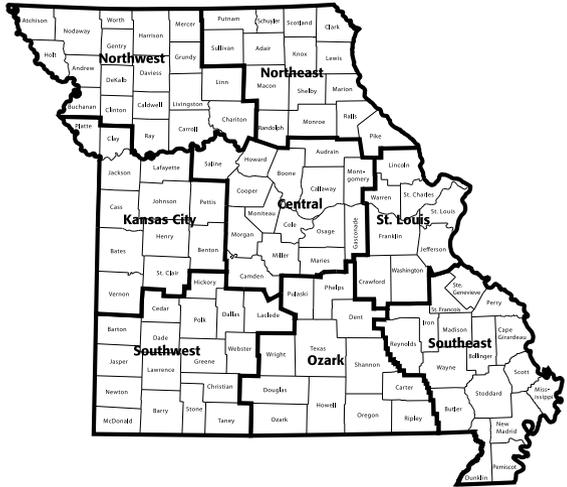
The Conservation Commission
 Don C. Bedell
 Steven D. Harrison
 Mark L. McHenry
 Wm. L. (Barry) Orscheln

Missouri Department of Conservation
 PO Box 180
 Jefferson City, MO 65102-0180
 573-751-4115

mdc.mo.gov

Equal opportunity to participate in and benefit from programs of the Missouri Department of Conservation is available to all individuals without regard to their race, color, religion, national origin, sex, ancestry, age, sexual orientation, veteran status, or disability. Questions should be directed to the Department of Conservation, PO Box 180, Jefferson City, MO 65102, 573-751-4115 (voice) or 800-735-2966 (TTY), or to Chief, Public Civil Rights, Office of Civil Rights, U.S. Department of the Interior, 1849 C Street, NW, Washington, D.C. 20240.

Contact Information



Central Region

3500 East Gans Road
 Columbia, MO 65201
 573-815-7900

Kansas City Region

12405 SE Ranson Road
 Lee's Summit, MO 64082
 816-622-0900

Northeast Region

3500 S. Baltimore
 Kirksville, MO 63501
 660-785-2420

Northwest Region

701 James McCarthy Drive
 St. Joseph, MO 64507
 816-271-3100

Ozark Region

551 Joe Jones Blvd.
 West Plains, MO 65775
 417-256-7161

Southeast Region

2302 County Park Drive
 Cape Girardeau, MO
 63701
 573-290-5730

Southwest Region

2630 N. Mayfair
 Springfield, MO 65803
 417-895-6880

St. Louis Region

2360 Highway D
 St. Charles, MO 63304
 636-441-4554



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