

2024 FORT KNOX YOUTH GUN DEER HUNTING GUIDELINES

Note: Changes from 2023 are in italics.

1. Youths under the age of 16 on *26 October 2024* will be eligible to participate in the Youth Gun Deer Hunt being held on *26-27 October 2024*. **Accompanying adults (21 and over) without a valid DoD ID, Common Access Card (CAC), or an Automated Installation Entry (AIE) Pass must first stop at the Visitor's Center located at the Chaffee Gate on Bullion Blvd. and register.**

All firearms brought onto Fort Knox must be registered with the Directorate of Emergency Services (DES) prior to purchasing a hunting permit. All hunters 18 and over must present a current Weapon Permit and a photo ID at Installation Access Control Points and when requested by law enforcement. For more information, contact the Weapons Registration Office at (502) 624-7011 or 7019 or go to the [Weapons Registration webpage](#).

2. **The following completed documents must be in your possession at all times while in the hunting areas:**

- a. 2024 Kentucky Youth Hunting License and Kentucky Youth Deer Permit (or Statewide Deer Permit), or a Kentucky Youth Sportsman License, for hunters age 12-15 (out-of-state hunters need a non-resident youth hunting license and deer permit)
- b. 2024 Fort Knox Youth Gun Deer Hunting Permit (paper or electronic copy acceptable)
- c. 2024 Fort Knox Harvest Log
- d. State-issued Hunter Education Certificate required for **all** adults and youths *born on or after January 1, 1975*. Youths younger than 12 years of age may hunt without a course completion card, but must be accompanied by an adult at least 21 years of age with a valid hunter education certificate. The one-time Kentucky hunter education exemption is acceptable but the hunter must be accompanied by an adult (21 and over) that meets the hunter education requirements above.
- e. All hunters 18 years of age and older must have photo ID.
- f. Copy of the Youth Gun Deer Hunting Area Map printed (or downloaded to a mobile device) from the iSportsman website for the area they are hunting and carried at all times.

3. Each youth hunter will use their iSportsman account to make hunting area reservations and check-in/out of their hunting area. All youths must display their Fort Knox Youth Gun Deer Hunting Permit in the windshield of the vehicle (address and phone number can be obscured), along with the accompanying adult's iSportsman Scouting Permit, however, the adult should NOT be checked-in through iSportsman, only the youth. Accompanying adults must be 21 years of age or older and have the firearms to be used by their youth registered with Fort Knox DES. Hunters found out of their assigned hunting area will be cited and suspended.

4. Hunting area reservations for Tier 1 youth hunters can be made Friday for Saturday hunting at 0800, Tier 2 at 0900, and Tier 3 at 1300 (Eastern Time). Reservations can be made until 2359. A reservation will assure you a spot in a hunting area for the following day. If a reservation is not made, check-in the following morning beginning at 0400 is permitted if space is available. **ALL hunters checked into an area on Saturday may reserve the same area they are checked into for Sunday from 0800 to 1300 on Saturday. If you want a different hunting area for Sunday, you may reserve it on Saturday beginning NO earlier than 1300.** This is to provide the opportunity for hunters to hunt the same area for both days of the weekend if it is released for hunting. Attempting to reserve an area prior to assigned time will result in reservation cancellation and an administrative hold immediately being placed on the account and a suspension of privileges. Reservations must be checked into on the day of the hunt by 0759 or they expire. A hunter may still check into hunt later than 0759 if space is available.

5. Youths **MUST** check into their hunting area through iSportsman each day, prior to entering the hunting areas. Check-in will begin at 0400 and no more than two (2) check-ins per day are permitted (you may only change areas once per day). Legal hunting hours are 30 minutes before sunrise until 20 minutes after sunset. All hunters must be checked-out of their hunting area through iSportsman **AND BE PHYSICALLY OUT OF THEIR AREA by 8:15 pm**, without exception. Failure to check out on time is grounds for immediate suspension of hunting privileges. If a deer is being recovered and additional time is needed you must make contact with the area guide (if available) to make them aware and they may be able to expedite retrieval as well.

Area Guides will be present for some areas with gate restrictions and potentially to assist with deer retrieval.

6. **Bag Limits:** The bag limit for the youth hunt is **one** either-sex deer per youth hunter. **There is no antler size restriction on these dates for youth hunters.** Hunters will not kill deer for other persons in their hunting party. Deer harvested on Fort Knox are bonus animals and are in addition to the Kentucky statewide deer bag limits. There is no limit on the number of coyotes or feral hogs that may be taken.

7. **All deer harvested at Fort Knox must be checked-in through the KDFWR's Telecheck System (www.fw.ky.gov or 1-800-245-4263) by midnight on the day it is harvested. Harvest must also be reported at check-out in the**

iSportsman system. All blanks on the Fort Knox Harvest Log must be completely filled in immediately after harvest and before the animal is moved, with the exception of the confirmation number which must be obtained before midnight, then added to the Harvest Log. A carcass tag is required if a harvested deer leaves the hunter's possession for any reason. A carcass tag can be handwritten and must include the hunter's name and *iSportsman permit number*.

8. ALL participants are required to wear a solid, unbroken blaze orange hat and vest, jacket, or coveralls at all times while in the hunting areas. Ground blinds may be used, but **must** have a blaze orange patch, a minimum of 12 inches by 12 inches (144 square inches), affixed to **all** sides of the blind.

9. **Legal Hunting Equipment:** 12, 16, or 20 gauge shotguns (**slugs only**), muzzleloading rifles (.38 caliber minimum and .58 caliber maximum), muzzleloading shotguns with a single projectile slug, and archery equipment. Muzzleloader powder charges are limited to a maximum of 100 grains, with no restrictions on priming method. Smokeless powder is prohibited for use in muzzleloaders. Bows must have a minimum 40-pound draw weight; longbows, recurves, compounds, or crossbows only. Razor sharp mechanical or fixed blade broadheads not less than 7/8 inch cutting width are permitted. Chemically treated arrows or broadheads are prohibited. **Rifles, handguns, and over and under shotgun/rifle combinations are prohibited in the hunting areas. No more than one weapon system is allowed in your possession while in the Hunting Areas (including your vehicle).**

10. You may have no more than **10 slugs or 10 balls and equivalent black powder** in your possession, including your vehicle, per hunting day. Magazined shotguns will be plugged to hold a **maximum of three slugs**. Failure to have shotguns plugged will be grounds for suspension.

11. All guns will be separated from ammunition, unloaded (muzzleloaders deprimed), and fully encased while being transported (including off-road vehicles). Guns, bows, and crossbows will be unloaded and firearm actions will be open when not in use, when in/at a vehicle, when carried in a non-hunting area, during non-hunting hours, or after a hunter has taken the legal bag limit. There will be no hunting within 100 yards of an improved road (asphalt or rock based), structure, checkpoint, or airstrip (HAs 6, 13, 35, and 89). No person shall discharge any firearm, bow, or crossbow upon, over, or across any improved roadway or airstrip. Muzzleloaders that are loaded with powder and ball, but not primed, are considered unloaded.

12. Adults **must** be in a position to take immediate control of a youth's firearm at all times and no more than two youth hunters may hunt with one adult.

13. Only portable tree stands are permitted. Screw-in steps, spikes, and nails that injure trees are prohibited. **All** equipment left unattended in the hunting areas must be clearly marked with hunter's name and iSportsman permit number. **All hunters are required to use a safety harness when utilizing a tree stand at Fort Knox.**

14. Youths or adults with a Vehicle Methods Exemption Permit may utilize an off-road vehicle (ORV) to participate in the Fort Knox Youth Gun Deer Hunt (**must be added to your account by the Hunt Control Office**). However, the **ONLY** person authorized on the vehicle is the person named on the Vehicle Method Exemption Permit and helmets are required for vehicles not equipped with seat belts and rollcages. **A youth hunter accompanied by an adult with a Vehicle Methods Exemption Permit is not authorized to ride on the vehicle.** There will be no riding around the hunting area; violators will be removed from the installation.

15. Baiting wildlife, such as placing grains, minerals, salt, fruits, vegetables, hay, or any other food materials, whether natural or manufactured, that may lure, entice or attract wildlife, or the possession of such items in the hunting areas or your vehicle is prohibited.

16. Do not tamper with duds or any other objects and report duds to the Hunt Control Office. Watch for open wells and don't cross any streams during high water periods. No open fires allowed, except for an emergency. All hunters are **required** to possess a map of their hunting area printed from the iSportsman website (or downloaded to a mobile device) and a **flashlight** while hunting. A compass and/or GPS are highly recommended.

17. Consumption or possession of alcoholic beverages or any intoxicant in the hunting areas or hunting under the influence of any intoxicant is **strictly prohibited**. Glass containers of any type are prohibited in the hunting areas.

18. Privately-owned vehicles are not authorized on unimproved roads, trails, firebreaks, or airstrips. in the hunting areas. Do not park in front of gates or block access to buildings, leave gates as you found them, and **do not drive around locked gates**. Hunters must park in or adjacent to their hunting area, accessing hunting areas through a non-hunting area or off-limits area is prohibited (e.g., on-post housing). No parking beyond the baseline on Ashley Range (HA 52), Kennedy and Scott Mountain Ranges (HA 54), or McKie Range (HA 59). All rivers within Fort Knox are off limits. All vehicles will be driven by the most direct, authorized route to and from the hunting area.