

REFUGE AREA REFERENCE INFORMATION

PERMIT HUNTING OPPORTUNITIES

National Wildlife Refuges are federally owned property managed by the U. S. Fish & Wildlife Service. Regulations governing these lands are often different from state game lands. The following information represents the most common questions asked about permitted hunt opportunities for specific refuges listed in the Permit Hunting Opportunities Program. This section does not serve as a regulatory guide. Hunters and trappers should always refer to the Refuge Hunting and Fishing Regulations brochure and *North Carolina Inland Fishing, Hunting and Trapping Regulations Digest* for information on regulations and local laws as they pertain to permitted and non-permitted hunts.

Coastal

Refuge: Currituck National Wildlife Refuge

Acreage: 4,110

Tracts: Currituck Marsh Unit, South Marsh Unit

General Location: Northeast Currituck County, near the North Carolina/Virginia state line.

Closest Municipalities: Knotts Island, N.C., Virginia Beach, Va. (Lodging available in municipalities)

County: Currituck

GPS Coordinates: Refer to www.fws.gov/southeast/pubs/crrhnt.pdf

Camping Allowed: No, camping is prohibited anywhere on the Currituck NWR.

Closest Boat Access Area: Wildlife Resources Commission Boat Ramp - Brumley Rd., Knotts Island-From the N.C.D.O.T. Ferry Docks on Knotts Island, travel north on N.C. 615 approximately 2.0 miles to S.R. 1259 (Brumley Rd.). Turn right onto S.R. 1259. The parking area is located on the left near the junction of Brumley Rd. and Bay St. or approximately 120 yards before the end of the road.

Refuge Regulations & Map: www.fws.gov/southeast/pubs/facts/crrcon.pdf

General Terrain Characteristics: Refuge is found in the northern portion of Currituck Sound. Terrain open to hunting consists mostly of fresh and brackish marshes intersected by various shallow water canals and creeks. It is necessary to cross a short portion of open water on the Currituck Sound to reach the Refuge hunting areas.

Special Equipment Needs: In addition to normal hunting gear, the following items may be helpful:

- Shallow draft boats, GPS, waders, marine radio.

Regulations: Hunters should read the regulations below when applying for permit hunts on Currituck National Wildlife Refuge because regulations vary between state and federally owned areas. The regulations listed below supplement the general regulations that govern hunting on federal wildlife refuge areas as set forth in Title 50, Code of Federal Regulations. Hunting will be in accordance with applicable state regulations and the following special refuge regulations are conditions of the permit:

- Valid hunt permit issued by the Commission or Currituck NWR is required. No more than three hunters permitted per blind.
- Hunting is permitted from assigned blind locations only.
- Hunting will be allowed on Fridays and Saturdays only during the North Carolina Waterfowl Season.
- Hunting is permitted from ½ hour before sunrise to 1:00 p.m.
- Access is permitted on the Refuge 1.5 hours before legal shooting time and all parties must be off the Refuge by 2:00 p.m.
- Use of guides is permitted in the Refuge. Guides must have a Special Use Permit issued by Currituck NWR. Any birds taken with the services of an unpermitted guide is illegal.
- Harvest Data Cards are issued to all hunters and must be returned to the designated drop boxes or the Refuge office. Failure to return cards may affect future hunting opportunities.
- Possession of alcoholic beverages while hunting is prohibited.
- Taking of any plant or animal other than permitted waterfowl is prohibited.
- All hunters are subject to inspections of permits, licenses, bag limits, hunting equipment, boats, vehicles, and their contents during compliance checks. Violation of any Refuge regulation may result in the cancellation of your permit.
- Permit holder may bring up to two guests (three people per blind). No additional fees or permits are required for guests.
- There are no additional refuge application or permit fees required.

Waterfowl FAQ:

- Is there a required hunter check in? Yes, check in for the Currituck NWR hunt blinds are at the Knotts Island Market (on N.C. 615 South in the Town of Knotts Island). The market opens at 4:45 a.m. and you must check in before 5:15 a.m. on the morning of your assigned hunt.
- Do I have to check in for my assigned hunt in person? Yes, anyone who is assigned a valid hunt permit for Currituck NWR must check in by 5:15 a.m. at the Knotts Island Market on the morning of the assigned hunt. Check in by telephone or other means is not permitted.
- What happens if I do not check in by 5:15 a.m. on the morning of my assigned hunt? Hunters who fail to check in by 5:15 a.m. on the morning of their assigned hunt forfeit their Currituck NWR hunt permit for that day. The unassigned blind is then made available for a standby drawing.
- If my permit becomes forfeited as a result of not checking in by 5:15 a.m. on the morning of my assigned hunt, am I still eligible to enter the standby drawing? No, only hunters who have registered by 5:15 a.m. for the standby drawing are eligible to receive valid hunting permits for Currituck NWR on that day.
- How does the standby drawing operate? Any person who is legally eligible to hunt waterfowl in the state of North Carolina may enter the standby drawing. Eligible hunters must check in at the Knotts Island Market by 5:15 a.m. on days the Refuge is open to waterfowl hunting. Eligible hunters will be chosen by random drawing and assigned a Refuge hunting blind to hunt on that day only. Hunters may enter their name in the standby drawing once per day on days the Refuge is open to waterfowl hunting. There is no limit on number of days a hunter may enter his name in the standby drawing during the North Carolina Waterfowl Season. There is no fee charged to enter the standby drawing.
- Do I need to bring a portable hunting blind? No, hunting blinds are provided by the Refuge.
- Will I be assigned a specific hunting blind location? Yes, all hunters are assigned specific hunting blinds during the permit application process. You will be notified of your assigned hunting location by the Commission prior to your assigned hunting day. Hunters who are chosen during the standby drawing will be assigned a hunting blind location on the morning of the hunt.
- Can I hunt from any other location on the Refuge? What about adjacent to my assigned hunting blind? No, all hunting must take place from within an assigned Refuge hunting blind. Shooting from outside a designated hunting blind is prohibited.
- How do I access the Refuge hunting blinds? Refuge hunting blinds are accessible by boat only.
- What kind of boat do I need to access the Refuge hunting blinds? A shallow draft boat is highly recommended. Water depths change with the wind tides. Some areas may be only inches deep at low wind tide. Be prepared to pole into some areas. Some blinds may be inaccessible due to low water or may require walking significant distances over marsh and/or mud flats to gain access. No refunds are made due to adverse weather or hunting conditions. Scouting the hunting locations prior to the day of the hunt is highly recommended.

Refuge: **Mattamuskeet National Wildlife Refuge**

Acreage: 50,180

Tracts: N/A**General Location:** 12 miles east of Swan Quarter, N.C.**Closest Municipalities:** Swan Quarter, Fairfield, Engelhard (Lodging available in municipalities)**County:** Hyde**GPS Coordinates:** 35.45214 N 76.17995 W (Refuge Administrative Area)**Camping Allowed:** No**Closest Boat Access Area:** Boat ramps located on Central Canal and Rose Bay Canal.**Refuge Regulations & Map:** Refer to www.fws.gov/southeast/pubs/mtkgen.pdf**General Terrain Characteristics:** Large shallow lake surrounded by cypress-gum swamp and managed impoundments.**Special Equipment Needs:** In addition to normal hunting gear, the following items may be helpful:

- Refuge hunting regulations/map, binoculars, decoy bags, waders, game hauler or backpack.

Deer FAQ:

- Are there game cleaning facilities available on the Refuge? No, deer may be field dressed on the Refuge, but further processing must be conducted elsewhere.
- Can I use a vehicle or ATV to pick up a downed animal? No, ATVs are not allowed on the Refuge and vehicles may not leave established roads.

Waterfowl FAQ:

- Do I need a boat to access my hunt area? No, not for the General Waterfowl Hunt — a small decoy boat may be useful, but cypress knees may hinder travel. A boat is useful for the September Resident Canada Goose Hunt.
- Can I wade within the impoundment or in the lake? Yes, but use waders not hip boots as some areas are up to 3' deep. There are also ditches in the impoundments.

- Can I harvest a tundra swan or a Canada goose on my hunt? Yes, but you must possess a tundra swan or a Canada goose permit.
- Will I be assigned a location to hunt? Yes, for the General and Youth Waterfowl Hunts the Refuge will post blind assignments on their webpage at: <http://www.fws.gov/mattamuskeet/>. There are no blind assignments for the Resident Goose Hunt.
- Is there a hunting blind available for disabled hunters? Yes, there is one accessible hunting blind available.

Refuge Regulations:

General Waterfowl Hunt

- Register at office between 4:30 a.m. and 5:00 a.m. on each day of the hunt. Hunting ends at noon of each day.
- Blinds not claimed by permit holders at 5:00 a.m. on the day of hunt will be offered to standby hunters via lottery.
- Permit holder may bring up to two guests (three hunters per blind), however all guests must be licensed hunters and pay the daily user fee. Hunters under the age of 16 must have successfully passed a State-approved hunter education course and provide proof of certification (card or certificate).
- Shot shell limit of 30 per hunter—nontoxic shot only.
- No motorboats allowed, only non-motorized decoy boats.
- No portable blinds allowed—blinds are provided.
- Harvested waterfowl must be checked out at the Refuge hunter check station.
- Only crippled birds may be shot outside of hunt blinds.
- Retrieving dogs are permitted, but must be under voice command at all times.
- Possession of alcohol is prohibited in waterfowl hunt area during waterfowl hunts.
- Use of ATVs is prohibited.

Youth Waterfowl Hunt

- Youth must be less than 16 years of age on the day of the hunt.
- Youth permit hunter may bring one other youth hunter and must be accompanied by a properly licensed adult at least 21 years of age.
- All youth hunters must have successfully passed a State-approved hunter education course and provide proof of certification (card or certificate).

September Resident Canada Goose Hunt

- Certain areas of the refuge and Lake Mattamuskeet are closed for the hunt. Check with the refuge office for details.
- Motorboats are allowed.
- Portable blinds are allowed, but must be removed daily.
- Use of ATVs is prohibited.
- Hunters under the age of 16 must have successfully passed a State-approved hunter education course and provide proof of certification (card or certificate).

Deer Hunt

- Certain areas of the refuge are closed for the hunt. Check with the refuge office for details.
- Portable stands are allowed. Stands may be set up 1 day prior to the hunt, but must be removed at the end of the last day of the hunt. No nails, screws, or other objects may be driven into trees.
- Fluorescent orange clothing is required—500 square inches above the waist and visible from all sides. A vest and hat generally meet this requirement.
- Motorboats are allowed.
- Use of dogs is prohibited.
- Use of rifles and pistols is prohibited.
- Use of ATVs is prohibited.
- All refuge hunters under 16 years of age must have successfully completed a hunter safety course and must be supervised by an adult at least 21 years of age. The adult must remain within sight and easy voice contact of the underage hunter.
- Adults may supervise only one youth on Big Game Hunts.
- Only biodegradable flagging tape may be used on the refuge (to mark trails, stand locations, etc.). Plastic flagging tape, reflectors, dots, glow tacks, and other materials are prohibited.

Refuge Fee Information:

- General and Youth Waterfowl Hunts: User fee of \$15.00 per day for each person in the hunt party is due at morning registration of each hunt day—check or cash.
- September Resident Canada Goose Hunt: User fee of \$15.00 per person for entire hunt. Due at Refuge Office before permit will be mailed to the hunter.
- Deer Hunt: User fee of \$15.00 per person, per two-day hunt. Due at Refuge Office before permit will be mailed to the hunter.

Refuge: **Roanoke River National Wildlife Refuge** Acreage: 20,978

Tracts (Acres): Askew (1,300) Broadneck (5,500) Company Swamp (2,100)
 Conine Island (3,700) Great & Goodman Islands (5,000)
 Hampton Swamp (1,100) Town Swamp (2,250)

General Location: Askew Tract is just north of Conine Creek on U.S. 17.

Broadneck Swamp is located on the Roanoke River from Indian Creek downstream to Black Gut. Company Swamp is located from (NAD 83) 35 56'17.22"N 77 07'40.70" W to Coniotte Creek. Conine Island is located on both sides of U.S. 17 between Conine Creek and Williamston. Great & Goodman Islands and Hampton Swamp are located near the mouth of the Roanoke River. Town Swamp is located off Broad Neck Rd.

Closest Municipalities: Williamston and Plymouth (Lodging available in municipalities)

County: Bertie

GPS Coordinates (NAD 83):

35 52' 44.70"N	77 01' 37.55"W	Kuralt Trail Parking on Hwy. 17
35 54' 49.46"N	76 43' 18.57"W	Hwy. 45 Boat Ramp
35 59' 3.42"N	77 11' 30.04"W	Indian Creek
35 56' 27.87"N	77 07' 58.21"W	Black Gut
35 56' 38.20"N	77 04' 17.76"W	Coniotte Creek
35 56' 17.22"N	77 07' 40.70"W	Upper end of Company Swamp on the river

Camping Allowed: Yes, primitive camping is allowed only for permitted hunters within 100 yards of the river on Askew, Conine Island, Broadneck and Company Swamp tracts. Camping is allowed one day prior to the hunt on the tract for which the hunter is drawn.

Closest Boat Access Area: Hamilton, Williamston and Plymouth

Refuge Regulations & Map: Refer to www.fws.gov/roanokeriver/reg.html for regulations and www.ncwildlife.org for a map.

General Terrain Characteristics: Bottomland hardwood swamps, cypress-gum swamps, ridges, and mixed plantations.

Special Equipment Needs: In addition to normal hunting gear, the following items may be helpful:

- GPS, compass, hip boots, insect repellent, topographical map, boat for some locations.

Regulations: Hunters should read the regulations below when applying for permit hunts on Roanoke River National Wildlife Refuge because regulations vary between state and federally owned areas. The regulations listed below supplement the general regulations that govern hunting on federal wildlife refuge areas as set forth in Title 50, Code of Federal Regulations. Hunting will be in accordance with applicable state regulations and the following special refuge regulations are conditions of the permit:

- All refuge hunters under 16 years of age must have successfully completed a hunter safety course and must be supervised by an adult at least 21 years of age. The adult must remain within sight and easy voice contact of the underage hunter.
- Adults may supervise up to two youths on Small Game and Waterfowl Hunts and only one youth on Big Game Hunts.
- The supervising adult cannot carry or possess a gun during the Youth Hunts.
- All campfires must be controlled and attended.
- All refuge users must practice a "pack-it-in, pack-it-out" litter policy.
- Use or possession of alcoholic beverages while hunting is prohibited.
- No motorized equipment, except a boat with an outboard motor is permitted; all-terrain vehicles are not permitted.
- The use of dogs to run deer is prohibited.
- Human driving of deer is prohibited.
- The use of flagging or reflective tape, paint, tacks, or other trail markers is prohibited. Painted clothespins, or clothespins with reflective tape or tacks attached may be used, but must be removed at the end of each hunt.
- Only portable stands are permitted and must be removed after each hunt.
- It is unlawful to drive a nail, spike or other metal object into a tree or hunt from a tree into which a metal object has been driven, including screw-in steps.
- Nontoxic shot is required in taking all small game with shotguns.
- There are no additional refuge application or permit fees required.

General FAQ:


- Can I scout the area prior to my hunt? Yes, permit recipients may scout on days when scheduled hunts do not occur.
- Can I drive on the area? You can drive on roads open to vehicular use. Roads posted with signs or closed by gates are closed to vehicular traffic.
- Can I use an ATV on the refuge? No.

Hunt Descriptions

- Can I bring a non-permitted person with me to observe my hunt? No, you must possess a valid hunt permit.
- Can a non-permitted person camp even if that person is not going to participate in hunting activities? No, camping is allowed only for permitted hunters.

Access FAQ:



- Broadneck Swamp and Company Swamp tracts are only accessible by boat.
- Town Swamp is accessible by vehicle from Broad Neck Rd. (Refer to game land map).
- Hunters are not allowed to access the Broadneck Swamp unit through the Town Swamp unit, nor access the Town Swamp unit through the Broadneck unit.
- Conine Island & the Askew Tract can be accessed by boat or from U.S. 17.
- Great & Goodman Islands and Hampton Swamp are located near the mouth of the Roanoke River and are only accessible by boat from the N.C. 45 or Plymouth boating access areas.




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