





Big Chico Creek Ecological Reserve

- 1. Each hunter will be required to read, sign, and return all of the enclosed application materials prior to being entered into the drawing.
- 2. All persons under 18 years of age must be accompanied by a parent or guardian.
- 3. The Big Chico Creek Ecological Reserve is a research and educational facility. Hunting guests should be extremely careful not to disturb or interfere with marked research areas or equipment and take caution as BCCER staff and researchers may be in the field in the No Hunt Zone.
- 4. All hunters will report hunting results within five working days after hunting by emailing tags to: bccer@csuchico.edu.
- 5. Hunters are responsible for adhering to all State of California Department of Fish and Wildlife regulations.
- 6. Non-lead shot is required when taking all wildlife.
- 7. All hunters must have a valid California hunting license and appropriate tags or stamps to hunt on the BCCER. If you are unable to draw the appropriate tags for your hunt, please let the BCCER staff know so alternative arrangements can be made.
- 8. No overnight camping or fires are allowed on the BCCER.
- 9. All hunters understand this is a remote hunt on mostly steep terrain with no vehicle access into the hunt zone and no cell phone coverage on the property.
- 10. Hunters will take extreme care to avoid any and all accidental or intentional ignitions during wildfire season.
- 11. All vehicles are required to stay in established parking areas and designated roads. No ATV's or allowed. If found outside of designated drive areas, your hunt privileges will be revoked.
- 12. Hunting is restricted to deer and turkey. Target shooting is prohibited.
- 13. Leave No Trace. Please pickup all your spent shells, trash and toilet paper. Your cooperation will allow other hunters to enjoy this resource for many years.

I, the undersigned agree that I have read and understand the above rules for hunting on the BCCER.

Signed:	Date:
Print Name:	
Make/Model of vehicle:	License Plate: