

**GENERAL RULES AND REGULATIONS****General Information on Hunting**

Hunting is defined as trying to find, seek, obtain, pursue, or diligently search for game. **Regulations in this section apply to both private and public lands statewide, unless otherwise specified.**

**Licenses and Permits**

Licenses and permits are required for hunting in South Carolina. Detailed information on types of licenses and permits is located on pages 12 & 14. All residents and nonresidents born after June 30, 1979 must successfully complete a hunter education course that is approved by the SC Department of Natural Resources (SCDNR) before a hunting license can be obtained. For exceptions, see page 8.

**Game Zones & WMAs**

South Carolina is divided into four game zones, as defined on the maps on page 60.

The SCDNR sets and regulates the methods of harvest, bag limits and other requirements for hunting on Wildlife Management Areas (WMA) statewide.

The SC General Assembly establishes seasons, limits and methods for private land statewide. The SCDNR is responsible for law enforcement statewide.

**Protected Game**

The following species may be hunted ONLY during legally established seasons: bear, beaver, bobcat, deer, fox, mink, muskrat, opossum, otter, rabbit, raccoon, skunk, squirrel, weasel, waterfowl (goose, brant and duck), bobwhite quail, mourning dove, rails (marsh hen), coot, gallinule, ruffed grouse, crow, wild turkey, common snipe and woodcock.

**Protected Nongame**

The following species are protected and may not be hunted, molested, caught, transported, sold or possessed in any manner: birds of prey (eagles, hawks, osprey, owls, kites and vultures) and nongame birds (except English sparrows, pigeons, Eurasian collared doves and starlings). Falconers must possess a SCDNR permit.

**Importation & Possession**

It is unlawful to import, possess or transport for the purpose of release, or to introduce or bring into this state any live wildlife of the following types without a permit from the SCDNR: a member of the family Cervidae (deer, moose, elk, etc.), bear, turkey, furbearers (fox, raccoon, opossum, muskrat, mink, skunk, coyote, otter, bobcat, weasel and beaver), a nondomestic member of the families Suidae or Tayassuidae (pigs), or Bovidae (bison, antelope, mountain goat, mountain sheep) (50-16-20). The importation or possession of live alligators is illegal without a permit from the Department (50-15-390).

The importation or sale of live wolves is prohibited in South Carolina, except for exhibition or scientific purposes upon the approval of the SCDNR as provided by regulations (50-11-1765). It is unlawful to import coyotes. The possession and sale of live foxes and coyotes is restricted by law (50-11-2630). A person may not have a live wolf in his possession without a SCDNR permit. Federal law prohibits importing, exporting, selling, buying, receiving or acquiring big cats across state lines. For information and exceptions, contact the US Fish and Wildlife Service Southeast Region, 1875 Century Blvd., Atlanta, GA 30345. **Prohibition of Sale, Purchase, Donation, or Transfer of Ownership Wildlife as Pets** - The Department of Health and Environmental Control's (DHEC) Rabies Control Act (47-5-50) prohibits the sale, purchase, donation, or transfer of ownership of nondomesticated carnivores (raccoons, foxes, skunks, bobcats, coyotes, wolves, wolf dogs, weasels, civet cats, spotted skunks, and lynx or the offspring born to any combinations of crossbreeding (hybrids) between these wild animals and domestic dogs or cats) to private individuals in this State. It is illegal to import native furbearing species into the state for any purpose except with a permit issued by the SCDNR. Requests for importing furbearing animals for private possession violate the spirit of the Rabies Control Act and will be denied.

**Note:** The SCDNR does not advocate or encourage keeping wildlife in captivity.

**Equipment & Methods****Archery**

Archery means a longbow, recurve bow, compound bow or crossbow (50-11-565). There are no restrictions on draw weight/length, arrow weight/length, or broad head weight, width, or style.

**Crossbows**

Crossbows may be used on private lands and WMA lands statewide during all archery, muzzleloader or gun seasons for deer, bear and turkey.

**Primitive Weapons**

For special primitive weapons seasons, primitive weapons include bow and arrow, crossbows and muzzleloading shotguns of twenty gauge or larger, and rifles of .36 caliber or larger with open or peep sights or scopes, which use black powder or a black powder substitute that does not contain nitrocellulose or nitro-glycerin components as the propellant charge. There are no restrictions on ignition systems including flintstone, percussion cap, shotgun primer, disk, or electronic. During primitive weapons season, no revolving rifles are permitted (50-11-310). Falconry Allowed.

**Transporting Firearms**

There are no SCDNR restrictions on transporting firearms by licensed hunters and fishermen in a vehicle to and from the place of hunting and fishing except on WMA lands. For regulations on WMA lands see Weapons 3.4 on page 89.

**Calls, Recorded or Electronically Amplified**

It is illegal to hunt, catch, take, kill or attempt to hunt, catch, take or kill any game bird or game animal with the aid of recorded calls or sounds or recorded or electronically amplified imitations of calls or sounds (50-11-40). Crows, coyotes or hogs are not game birds/animals and therefore can be hunted using electronic calls on private lands and WMA lands.

**Trapping**

Trapping regulations are available in a separate publication or online at <http://www.dnr.sc.gov/regs/furharvest.html>.

**Commercial Fur Harvest**

Regulations are available in a separate publication or online at <http://www.dnr.sc.gov/regs/furharvest.html>.

**Youth Hunting Days**

Youth Hunting Days are scheduled for many species of game and allow youth 17 years of age and younger to hunt as long as they are accompanied by a licensed adult 21 years or older. Only the youth may take or attempt to take game and license requirements are waived for the youth hunter (50-9-740). See pages 107-108 for youth hunt day list.

**Free Hunting Days December 26 & 27**

Free hunting days allow all South Carolina residents to hunt without a state hunting license or other required permits, to include Wildlife Management Area (WMA) permit, or Migratory Waterfowl Permit (formerly State Duck Stamp). It is important to note that Free Hunting Days are offered by the State of South Carolina and do not waive any Federal requirements for a Federal Migratory Bird Hunting & Conservation Stamp (Federal Duck Stamp) to hunt migratory waterfowl.

Free hunting days are available only to SC residents and apply to all lands in which hunting is allowed, to include private lands and Wildlife Management Areas (WMA) throughout the state that are not otherwise closed to hunting. The list of open WMAs can be found by visiting the Public Lands tab of the DNR website at <https://www2.dnr.sc.gov/managed-lands/> Please note that all existing seasons, bag limits and methods of take still apply.

## Prohibited Acts

### Shining

In all game zones, the use of artificial lights for the purpose of observing or harassing wildlife is unlawful, except that a property owner, lessee, or person with written permission from the property owner may use artificial lights to observe wildlife prior to 11:00 PM. This section does not prohibit an owner of real property from using artificial lights for the purpose of protecting the property. This section does not prohibit the use of remote trail monitors or cameras from fixed locations on a property, nor does it prohibit a person or group, with written permission of the landowner or leaseholder of the property, from observing wildlife with the use of artificial lights who is engaged in research or documentary filming (50-11-708). This section does not prohibit a person from lawfully hunting coyotes, armadillos, and hogs at night as provided for by law (See pages 68-68).

### Sunday Hunting

Hunting is prohibited on Sundays on all WMA lands. On private lands statewide, Sunday hunting for all game is legal.

### Selling Game Animals

It is unlawful to sell, except by special permit, any protected wildlife (50-1-290). Furbearing animals may be sold with a valid commercial fur harvest license. Contact the SCDNR for a copy of the commercial fur harvest regulations.

### Trespass

It shall be unlawful to enter upon the lands of another for the purpose of hunting, fishing, trapping or retrieval of dogs without the consent of the landowner or manager.

### Hunting from Public Roads

It is unlawful to hunt from a public road unless the hunter has permission to hunt the adjacent property. Hunting as used in this section includes possessing, carrying or having readily accessible a loaded centerfire rifle, or a shotgun loaded with shot size larger than number four. Loaded means a weapon within which any ammunition is contained. This does not include weapons contained in a closed compartment, closed vehicle trunk, or a vehicle traveling on a public road. A person convicted of unlawful road hunting forfeits hunting privileges for one year. See WMA Regulation 3.6 page 89 for restrictions on WMA lands.

### Negligent Hunting

It is unlawful to use a firearm or archery tackle in a criminally negligent manner while in preparation for, engaged in the act of, or returning from hunting. Criminal negligence is defined as the reckless disregard for the safety of others.

### Night

Night is defined as that period of time between one hour after official sunset of a day and one

## SHOOTING RANGES

The SCDNR operates multiple shooting ranges that are open for use during certain hours which are subject to change according to time of year, hunting seasons, etc. All SCDNR ranges are 100 yards or less. To confirm hours of operation, call the SCDNR Hunter Education office at 803-734-3995.

#### SCDNR Pickens County Range (Pickens Co.)

From Easley, take SC Highway 8 approximately 4 miles towards Pickens. Turn left on Breazeale Road. Drive 1/2 mile beyond SC Dept. of Transportation Maintenance Shop and turn left on Porter Rd. Go approximately 1/2 mile and turn left at the red gate. The range is located at the end of the gravel road.

**Hours:** Tuesday - Saturday: 9 AM - 5 PM (EST). Closed Sunday and Monday. For more information, call 864-855-5747.

#### SCDNR James O. Thomason Shooting Range (Spartanburg Co.)

From Pauline, take SC Highway 215 approximately .5 mile east toward Glenn Springs. Turn left on Foster Mill Circle and drive 2.5 miles (paved road becomes gravel road). Range is on the left side of the road.

**Hours:** Tuesday - Saturday: 9 AM - 5 PM (EST). Closed Sun. and Mon.

#### SCDNR Twin Ponds Range (Charleston Co.)

7492 Willow Hall Rd, Awendaw, SC 29429

**Hours:** Tuesday - Saturday: 9 AM - 5 PM (EST) Closed Sunday and Monday.

### US Forest Service Shooting Ranges

#### Cedar Creek Shooting Range (Oconee Co.)

Year round. Fully accessible to disabled visitors. Three of five shooting tables are under a shelter. For more information, call 864-638-9568 or fax 864-638-2659.

#### Candy Branch Shooting Range (Abbeville Co.)

Year round, sunrise to sunset. Five firing lines with left or right benches including one accessible to disabled visitors. For more information call 803-637-5396 or fax 803-637-2273.

#### Beaverdam Shooting Range (Edgefield Co.)

Year round, sunrise to sunset. Eight open firing lines with left or right benches. For more information call 803-637-5396 or fax 803-637-2273.

#### SCDNR Wateree Range

(Richland Co.)

14068 Garners Ferry Rd, Eastover, SC 29044

**Hours:** Currently closed for renovation. Once re-opened, hours will be Tuesday - Saturday: 9 AM - 5 PM (EST) Closed Sunday and Monday.

#### SCDNR Belfast WMA Shooting Range

(Laurens Co.)

6655 Highway 560, Kinards, SC 29355

**Hours:** Open Wednesday - Saturday. Daylight hours only, Sunday 2 PM - Dark Closed Monday and Tuesday.

#### SCDNR Palachucola Range (Hampton Co.)

Wednesday-Saturday: 8:00am - dark and Sunday 1:00pm - dark except during deer and turkey hunts. Dates are posted at the range or call 803-625-3569 for more information.

#### Manchester State Forest Shooting Range

(SC Forestry Commission, Sumter Co.)

\$5.00 per day or \$25.00 per year. Hearing protection required. For more information, call 803-494-8196.

**Hours:** Open Saturday 8:30 AM - 4:30 PM and Sunday 1:00 PM - 5:00 PM.

#### Fairforest Shooting Range (Union Co.), Leeds Shooting Range (Chester Co.), Philson Crossroads Shooting Range (Laurens Co.), Indian Creek Shooting Range (Newberry Co.)

Year round, day use. All have six firing lanes, left and right benches are available, including one bench accessible to disabled visitors. For more information call 864-427-9858 or fax 864-427-3529.

#### Boggy Head Rifle Range (Berkely Co.)

Year round, daylight hours only. Shooting tables, including one fully-accessible to disabled visitors. For more information call Francis Marion Ranger District office at 843-336-3248.

For additional shooting ranges visit <http://www.dnr.sc.gov/shooting/>

hour before official sunrise of the following day (50-11-710).

### Night Hunting

Night hunting is unlawful except that raccoons, opossums, foxes, mink, skunk, coyotes, armadillos and hogs may be hunted at night. Information related to hunting coyotes, armadillos and feral hogs during night is provided on pages 68-68 of this document under specific headings for these animals.

Raccoons, opossums, foxes, mink, and skunk may not be hunted with artificial lights except when treed or cornered with dogs.

Devices that amplify light using some type of power source (including night vision and infrared devices) are considered artificial light. No buckshot or any shot larger than a No. 4, or any ammunition larger than .22 rimfire may be used. It is unlawful to use artificial lights at night, except vehicle headlights while traveling in a normal manner on a public road or highway, while in possession of or with immediate access to, both ammunition of a type prohibited for use at night and a firearm capable of firing the ammunition (50-11-710). Rabbit hunting at night without weapons is lawful on private land.

# DEER RULES & REGULATIONS

## Deer

Legal hunting time for deer is the time between one hour before official sunrise until one hour after official sunset (50-11-710).

In Game Zones 1 and 2 it is unlawful to pursue deer with dogs (50-11-310).

It is unlawful to hunt, shoot or in any way kill deer from a motorboat, raft or any other water conveyance, or to molest a deer while any part of the deer is in water (50-11-730).

Possessing any deer with the head detached while in transit from the point of kill is prohibited (50-11-400).

It is unlawful to hunt deer with a firearm within three hundred yards of a residence when less than ten feet above the ground without permission of the owner and occupant. The provisions of this section do not apply to a landowner hunting on his own land or a person taking deer pursuant to a department permit.

Archery, muzzleloaders and crossbows are allowed during gun hunts.

## Antlerless Deer

An antlerless deer is defined as a deer with no antlers or an antlered deer with less than two inches of antler visible above the hairline. Antlerless deer may not be possessed, hunted, shot or in any way killed except during special seasons or by special permit (50-11-410).

## Antlerless Deer

### Harvest Programs

These programs are conducted statewide using either-sex days and 2 optional antlerless deer tag programs. The dates for either-sex days are shown in the hunting season section on pages 60-61.

Optional antlerless deer tag programs that hunters may choose to participate in include the **Individual Antlerless Deer Tag Program** and the **Antlerless Deer Quota Program (ADQP)**.

### Individual Antlerless Deer Tag Program

With the Individual Antlerless Deer Tag hunters may purchase up to 4 personal tags, for \$5 each, which can be used on any day open to deer hunting with the following Game Zone restrictions: Only 1 tag is valid in Game Zone 1 on WMA or private land. In Game Zones 1 & 2, tags are valid on WMA and private land starting Oct. 1. In Game Zones 3-4, tags are valid on WMA and private land starting Sept. 15. Limit of one (1) antlerless deer per day using Individual Tags on WMA and private land statewide. No more than two (2) Individual Tags may be used on all WMAs combined in Game Zones 2-4. Up to 4 individual tags may be used on private land in Game Zones

2-4. Tags do not have to be used on scheduled county-wide either-sex days. Tags are not valid on properties enrolled in the Antlerless Deer Quota Program. Tags do not alter the daily or seasonal bag limits prescribed for Game Zones or alter the type of weapon allowed. Tags must be attached to the deer at the point of kill and validated as specified on the tag form.

All persons purchasing individual tags last year will be sent a renewal notice in August. Tags are available over the counter at DNR offices in Charleston, Clemson, Columbia, Florence, and York. Tags can be ordered by telephone a 1-866-714-3611 or online at: <http://dnr.sc.gov/purchase.html>.

A handwritten application can be obtained on page 118 of this publication or at <http://dnr.sc.gov/regs/pdf/speciallicenseapp.pdf>.

The possession and use of these tags is limited to the individual whose name appears on the tags.

### Antlerless Deer Quota Program

Antlerless deer quotas are issued to qualifying landowners or lessees statewide who complete and submit an application along with a \$50 fee prior to July 18 each year. This program is generally better suited for landowners or lessees with larger acreages.

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Under the ADQP, a quota of tags is issued for a particular tract of land based on criteria including: density of the local deer population, condition of the local deer population, the size of the tract of land and the recreational and agricultural objectives of the property owner.

Utilization of tags issued under the ADQP is subject to the following Game Zone restrictions. In Game Zone 1 (Mountains) tags are valid beginning Oct. 1. in Game Zone 2 (Piedmont) and Game Zones 3-4 (Coastal Plain) tags are valid beginning Sept. 15. Tags issued for a particular tract of land can only be used on that tract and they must be used on all antlerless deer that are harvested at the point of kill, including antlerless deer harvested on either-sex days or by bow and arrow. Tags do not alter the use of weapons during special weapons seasons. Game Zone season and daily limits on antlerless deer do not apply on properties enrolled in the ADQP. A harvest report must be completed by the applicant at the close of the season.

### Deer Processors

It is unlawful to keep any deer in cold storage or refrigerating plants unless the carcass is clearly marked with the hunter's name, address and hunting license number (50-11-1700). This does not apply to storage at a private residence or to deer that have an Individual Ant-

lerless Deer Tag Program tag attached to the hamstring since the hunter's name, address and tag number appear on the face of the tag. Deer processors should recognize that it is unlawful to sell deer meat to regain the processing fee for deer that have not been picked-up by the owner (50-11-1910). The best practice is to take a deposit for the processing service when deer are left at the facility. If meat is not picked-up by the owner, it can be given to another individual at no charge.

**CWD Carcass Importation Regulations** - Chronic wasting disease (CWD) is a fatal neurological disease of cervids (deer family) that represents a significant risk to deer in North America. In order to protect against the spread of CWD into SC, the following regulations are in place - No person may import or possess a whole cervid carcass or carcass part from an infected state except the following may be imported: quarters or other portions of meat with no part of the spinal column or head attached; meat that has been boned out; hides with no heads attached; clean (no meat or tissue attached) skulls or skull plates with antlers attached; antlers (detached from the skull plate); clean upper canine teeth, also called "buglers," "whistlers" or "ivories," and finished taxidermy heads. Hunters travel-



ing elsewhere should check with the wildlife agency in their destination state to determine its CWD status and to determine what restrictions the state may have on the movement of carcasses (Reg. 123-54).

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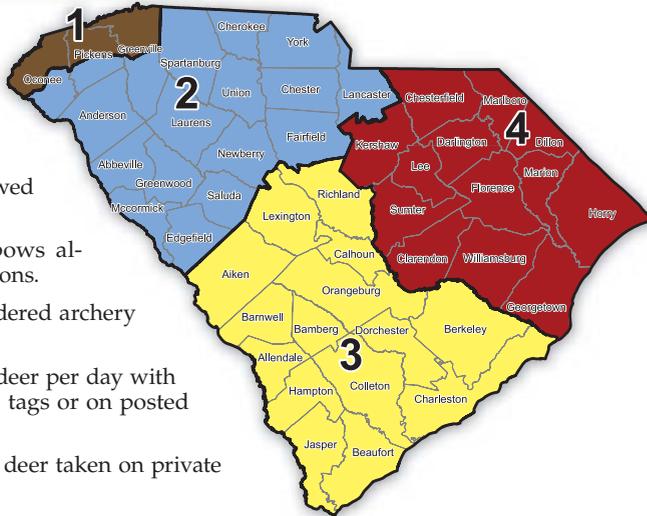
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# DEER RULES & REGULATIONS

## Deer Seasons on Private Lands

- Sunday hunting allowed on private lands.
- Archery and crossbows allowed during all seasons.
- Crossbows are considered archery equipment.
- Limit of 1 antlerless deer per day with individual antlerless tags or on posted either sex days.
- Limits listed include deer taken on private & WMA lands.
- Only 1 individual antlerless deer tag may be used in Game Zone 1. Tags are valid in Game Zones 3 & 4 beginning Sept. 15 and in Game Zones 1 & 2 beginning Oct. 1. Individual tags do not alter the daily (1 per day) or seasonal limit or change the type of weapon that can be used during special weapons seasons. Tags must be attached to the deer and validated as specified on the tag form.
- In Game Zones 1 and 2 it is unlawful to pursue deer with dogs.
- Baiting or hunting deer over bait is permitted on private lands statewide.



## Game Zone 1 (Private Lands)

**Buck Limit:** 2 per day, 5 per season (all methods and hunt periods combined)

**Antlerless Limit:** One (1) per day on either-sex days or with individual antlerless deer tag. Archers may take either-sex during primitive weapons seasons without being required to tag the animal.

### Deer Primitive Weapons:

**Oct. 1-10**

Muzzleloader is buck only. One (1) antlerless deer may be taken with an individual antlerless deer tag. Archery antlerless limit 1 per day - 2 total.

### Gun Hunts: Oct. 11-Jan. 1

**Antlerless Limit:** buck only for all weapons except on either-sex days or with individual antlerless deer tag. 1 antlerless per day. Total 4.

**Either-Sex Days:** Nov. 12, 19, 26

## Statewide Youth Day

**Private lands:** Jan. 7: Limit 2 total, 1 antlerless deer. No tags required.

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## Game Zone 2 (Private Lands)

**Buck Limit:** 2 per day, 5 per season (all methods and hunt periods combined)

**Antlerless Limit:** One (1) per day on either-sex days or with individual antlerless deer tags. Archers may take either-sex during primitive weapons seasons (including archery only season) without being required to tag the animal.

**Archery Only:** Sept. 15-30  
1 antlerless per day - 2 total.

**Primitive Weapons:** Oct. 1-10  
Muzzleloader is buck only, except Antlerless on Oct. 1, 8 or with individual antlerless deer tags. 1 antlerless per day - 2 total.

**Gun Hunts:** Oct. 11-Jan. 1  
Buck only for all weapons, except on either-sex days or with individual antlerless deer tags - 1 antlerless deer per day - 5 total.

**Either-Sex Days:** Oct. 15,  
Nov. 12, 19, 26; Dec. 31; Jan. 1

## Game Zone 3 (Private Lands)

No limit on antlered bucks.  
Limit 1 antlerless deer per day on either-sex days or with individual antlerless deer tags.

**Archery & Gun Hunts:**  
Aug. 15-Jan. 1

Buck only for all weapons, except on either-sex days or with individual antlerless deer tags beginning Sept. 15. 1 antlerless deer per day.

**Either-Sex Days:** Oct. 1, 8, 15;  
Nov. 12, 19, 26; Dec. 31; Jan. 1

## Game Zone 4 (Private Lands)

No limit on antlered bucks.  
Limit 1 antlerless deer per day on either-sex days or with individual antlerless deer tags.

**Archery Only:** Aug. 15-31  
Buck only.

**Gun Hunts:** Sept. 1-Jan. 1  
Buck only for all weapons, except on either-sex days or with individual antlerless deer tags beginning Sept. 15. 1 antlerless deer per day.

**Either-Sex Days:** Oct. 1, 8, 15;  
Nov. 12, 19, 26; Dec. 31; Jan. 1



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