

Big Game & Turkey Rules

Licenses, applications, harvest reporting and general information: **1-888-248-6866**

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License Requirements and Fees: See page 8-13.

Understanding Hunt Codes: The hunt code printed on your license indicates the species, legal sporting arms, dates, area, fee type and bag limit for the license issued.

For example: DER-1-100

- "DER" indicates a deer hunt.
- "1" indicates any big-game sporting arm (2 = bow only; 3 = muzzleloader, crossbow or bow only).
- "100" indicates an individual hunt for specific dates, area and bag limit.

This example (DER-1-100) found on page 49) is a deer hunt for any big-game sporting arm, standard fee, valid in GMU 2A from October 31–November 4 with a bag limit of one fork antlered deer (FAD).

Legal Sporting Arms

Legal sporting arms for deer, elk, pronghorn, bighorn sheep, ibex, oryx, Barbary sheep and bear (big-game sporting arms): Any centerfire firearm at least .22 caliber or larger; any muzzle-loading firearm at least .45 caliber or larger; any shotgun .410 caliber or larger firing a single slug (including muzzle-loading shotguns), any bow or any crossbow. All firearms, except handguns, must be designed to be fired from the shoulder. Hunters must use only bullets designed to expand or fragment upon impact. Full metal jacket (FMJ) and tracer bullets are illegal. No fully automatic firearms may be used. Arrows and bolts must have broadheads (fixed or mechanical) with cutting edges. Sights on bows and crossbows may not project light (lighted pins are acceptable). No drugs may be used on arrows or bolts, and they cannot be driven by explosives, gunpowder or compressed air.

Legal sporting arms for cougar, javelina and furbearers: Any firearm, muzzle-loader, compressed air gun, shotgun, bow or crossbow. All firearms, except handguns, must be designed to be fired from the shoulder. For cougar and javelina, compressed air guns must be .22 caliber or larger and shotguns must fire a single slug or #4 buckshot or larger. Arrows and bolts must have broadheads (fixed or mechanical) with cutting edges. Sights on bows and crossbows may not project light. No drugs may be used on arrows or bolts, and they cannot be driven by explosives, gunpowder or compressed air.

Bow only: Any compound, long or recurve bow. Crossbow use is only legal by certified mobility-impaired hunters during bow seasons. Draw locks are illegal. Arrows must have broadheads (fixed or mechanical) with cutting edges. Sights on bows may not project light (lighted pins are acceptable). No drugs may be used on an arrow, and arrows cannot be driven by explosives, gunpowder or compressed air.

Muzzleloader, bow or crossbow only: Any sporting arm in which the charge and projectile(s) are loaded through the muzzle. Only blackpowder, Pyrodex or equivalent blackpowder substitute may be used. Use of smokeless powder is prohibited. Scopes, sabots and in-line ignition may be used with muzzleloaders except during restricted muzzleloader deer hunts. Hunters may also use any bow or crossbow. Arrows and bolts must have broadheads (fixed or mechanical) with cutting edges. Sights on bows and crossbows may not project light. No drugs may be used on arrows or bolts, and they cannot be driven by explosives, gunpowder or compressed air.

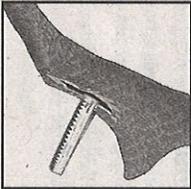
Restricted Muzzleloader for deer: Only a muzzle-loading rifle using open sights, black powder or equivalent propellant and firing a full bore diameter bullet or patched round ball is legal. The use of in-line ignition, scopes, and smokeless powder are prohibited. Bows and crossbows are legal during restricted muzzleloader deer hunts.

Legal sporting arms for turkey: Any shotgun firing shot, bows and crossbows. Arrows and bolts must have broadheads (fixed or mechanical) with cutting edges. Sights on bows and crossbows may not project light. No drugs may be used on arrows or bolts, and they cannot be driven by explosives, gunpowder or compressed air.

All Big-game and Turkey Harvests Must Be Tagged (E-Tag instructions, page 30)

1. Immediately after harvesting any big game or turkey, the carcass tag must be notched. The carcass tag must be attached to the kill before leaving the kill site. Instructions for notching and attaching are listed below and are provided on the reverse side of the tag.
2. Antlered or horned big game require an antler/horn tag be attached in addition to a carcass tag. Instructions for attaching are listed below and provided on the reverse side of the tag.
3. Any big game or turkey kill left unattended in the field, in a vehicle or in camp must have a properly notched carcass tag and antler/horn tag (if applicable) attached. It is unlawful to possess any big-game species or turkey in the field without a properly notched carcass tag.
4. Bear and cougar must be both carcass tagged and pelt tagged. Bear or cougar must be presented for pelt tagging within five (5) days after harvest (pages 108-109, 114).

Tagging Instructions



Left to right:
Carcass tag, turkey tag and antler tag.

The carcass tag or handwritten E-Tag authorizes possession of the big-game animal or turkey for one (1) year from date of kill. Bear and cougar carcass tags authorize possession of the animal for five days or until pelt tagged, whichever occurs first. Keep your tags!

1. Do not remove backing on the carcass tag until you are ready to tag.
2. Upon killing your big-game animal or turkey, immediately and completely notch the month and day of kill on the carcass tag and then attach to the hock tendon of the animal or above the leg spur of the turkey (see illustrations above) prior to moving the big-game animal or turkey from the kill site. For bear and cougar the carcass tag may be wrapped around a hind leg above the foot if skinned.