

Firearms, Bows, and Ammunition Legal for Deer Hunting

Weapon	Season(s)	Weapon Type	Gauge, Caliber or Draw Weight	Projectile(s)	Firearm Sights; Bow releases	Weapon Transportation
Bow	Fall Bow, Permit Bow, Winter Bow	Bow: long, recurve, compound or crossbow.	35 pounds pull at archer's draw length (long and recurve bows) or peak weight (compound bow) or 75 pounds minimum draw weight (crossbow)	Arrows must be fitted with a well-sharpened metal broadhead with a minimum width of ¾". Only bows capable of firing a single projectile may be used.	Handheld release devices are permitted.  <b>Prohibited:</b> Any sight or device that casts a beam of light upon the deer; multi-barrel bows.	All bows MUST be uncocked or uncocked.
	Six-day Firearm	Bowhunters must possess both a Firearm and a Bow and Arrow license OR an All-Around license to use a bow during the Six-day Firearm Season.				
Muzzleloader	Permit Muzzleloader	<b>Muzzleloader:</b> rifle or smoothbore, single-barrel, single-shot. Flintlock, percussion and in-line ignitions permitted. Electronic ignitions are not legal. Double-barrel firearms prohibited.	<b>Rifle:</b> not less than .44 caliber	Must be loaded with a single projectile only	Telescopic sights permitted.  Only black powder or black powder equivalents may be used.  <b>Prohibited</b> any sight or device that casts a beam of light upon the deer.  <b>Prohibited</b> modern smokeless powder.	Muzzleloader MUST be cased and unloaded while being transported in or on vehicles, including ATVs and UTVs. Unloaded means percussion cap has been removed or powder is emptied from the pan and frizzen is covered.
			<b>Smoothbore:</b> not smaller than 20 gauge and not larger than 10 gauge			
	Six-day Firearm	<b>Muzzleloading rifle:</b> single shot not less than .44 caliber	<b>Muzzleloading rifle:</b> single projectile			
		<b>Smoothbore:</b> single or double-barrel not smaller than 20 gauge and not larger than 10 gauge	<b>Smoothbore:</b> buckshot not smaller than #4 (0.24") nor larger than #000 (0.36") or a single projectile			
	Permit Shotgun	<b>Muzzleloader:</b> single or double-barrel smoothbores only (no rifles.) Flintlock, percussion and in-line ignitions permitted.	Not smaller than 20 gauge and not larger than 10 gauge	<b>Buckshot:</b> sizes not smaller than #4 (0.24") nor larger than #000 (0.36") or a single projectile		
Shotgun	Six-day Firearm	<b>Shotgun:</b> single or double barrel, rifled bore or smoothbore	Not smaller than 20 gauge and not larger than 10 gauge, capable of holding no more than three shells	<b>Slugs:</b> lead, lead alloy or copper rifled slug or sabotted slug.	Telescopic sights permitted.  Shotgun must have an adjustable open iron or peep sight or a scope affixed if hunter is hunting with, or in possession of, slugs.  <b>Prohibited:</b> any sight or device that casts a beam of light upon the deer.	Shotgun MUST be cased and unloaded while being transported in or on vehicles, including ATVs and UTVs
				<b>Prohibited:</b> Pumpkin Balls		
	Permit Shotgun	<b>Shotgun:</b> single or double barrel, rifled bore or smoothbore	Not smaller than 20 gauge and not larger than 10 gauge, capable of holding no more than three shells	<b>Buckshot:</b> sizes not smaller than #4 (0.24") nor larger than #000 (0.36")		
				<b>Slugs:</b> lead, lead alloy or copper rifled slug or sabot slug.		
				<b>Prohibited:</b> Pumpkin Balls		
				<b>Buckshot:</b> sizes not smaller than #4 (0.24") nor larger than #000 (0.36")		