

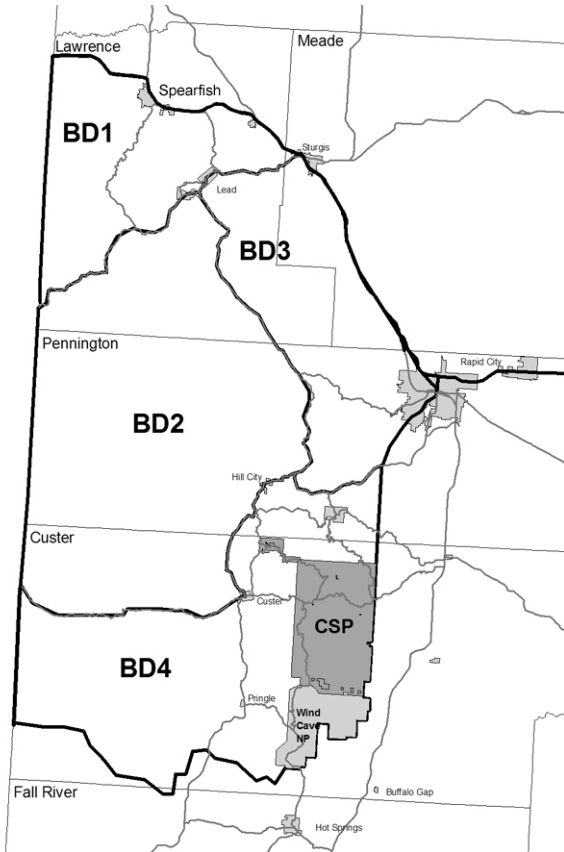
# 2009 BLACK HILLS DEER SEASONS

Season Dates: November 1-30 for all units

## BLACK HILLS BUCK DEER UNIT

01: Valid for one any deer.

11: Valid for one any whitetail.



**BH1–Black Hills Buck Unit:** Portions of LAWRENCE, MEADE, PENNINGTON, CUSTER and FALL RIVER counties enclosed by a line beginning at the SD-WY border and I-90; then east and south on I-90 to its junction with the city limits of Rapid City, then west and south along the city limits of Rapid City to its junction with US 16, then southwest on US 16 to its junction with the eastern boundary of the Black Hills National Forest, then south along the eastern boundaries of the BH National Forest, Custer State Park and Wind Cave National Park to the southeast corner of Wind Cave National Park, then west along the southern boundary of Wind Cave National Park to its junction with US 385, then southwest on US 385 to its junction with Fall River Co. Rd 18 (Argyle Rd), then northwest on Fall River Co. Rd 18 and Custer Co. Rd 333 to its junction with SD 89 at Argyle, then south on SD 89 to its junction with Fall River Co. Rd 317 (Minnekahta-Dewey Rd), then west on Fall River Co. Rd 317 to its junction with Custer Co. Rd 319, then west on Custer Co. Rd 319 to its junction with Custer Co. Rd 715, then west on Custer Co. Rd 715 to its junction with Custer Co. Rd 769, then west on Custer Co. Rd 769 through Dewey to its junction with the SD-WY Border, then north along the SD-WY border to its junction with I-90, the point of beginning. **CLOSED TO HUNTING: Custer State Park, Wind Cave National Park, Mount Rushmore National Memorial, and Jewel Cave National Monument.**

*A color map of the Black Hills area is available at U.S. Forest Service offices. There is a fee charged for these maps.*

## BLACK HILLS DEER UNITS

03 – any antlerless deer

13 – any antlerless whitetail deer

**BD1-** LAWRENCE and MEADE counties within a line beginning at the junction of the SD-WY state line and I-90, then east along I-90 to US 14A at Sturgis, then southwest on US 14A to US 85 at Deadwood, then southwest on US 85 to SD-WY state line, then north along the state line to I-90, the point of beginning.

**BD2-** LAWRENCE, PENNINGTON and CUSTER counties within a line beginning at the junction of the SD-WY state line and US 85, then north-east along US 85 to US 385 at Lead, then south along US 385 to US 16 at Custer, then west along US 16 to the SD-WY state line, then north along the state line to US 85, the point of beginning.

**BD3-** LAWRENCE, MEADE and PENNINGTON counties within a line beginning at the junction of US 385 and US 85 at Lead, then northeast on US 85 to US 14A, then east along US 14A to I-90 at Sturgis, then southeast on I-90 to US 16 at Rapid City, then southwest on US 16 to US 385, then north on US 385 to US 85, the point of beginning.

**BD4-** Portions of CUSTER, PENNINGTON and FALL RIVER counties enclosed by a line beginning at the SD-WY border and US 16, then east and north on US 16 to its junction with the eastern boundary of the Black Hills National Forest near Rapid City, then south along the eastern boundaries of the Black Hills National Forest, Custer State Park and Wind Cave National Park to the southeast corner of Wind Cave National Park, then west along the southern boundary of Wind Cave National Park to its junction with US 385, then south on US 385 to its junction with Fall River Co. Rd 18 (Argyle Rd), then west on Fall River Co. Rd 18 and Custer Co. Rd 333 to its junction with SD 89, then south on SD 89 to its junction with Fall River Co. Rd 317, then west on Custer Co. Rd 317 to its junction with Custer Co. Rd 319, then west on Custer Co. Rd 319 to its junction with Custer Co. Rd 715, then west on Custer Co. Rd 715 to its junction with Custer Co. Rd 769, then west on Custer Co. Rd 769 through Dewey to its junction with the SD-WY border, then north along the SD-WY border to its junction with US 16, the point of beginning. **CLOSED TO HUNTING: Custer State Park, Wind Cave National Park, Mount Rushmore National Memorial, and Jewel Cave National Monument.**

**NOTE: BH1 - Covers all of the area in units BD1, BD2, BD3 and BD4.**

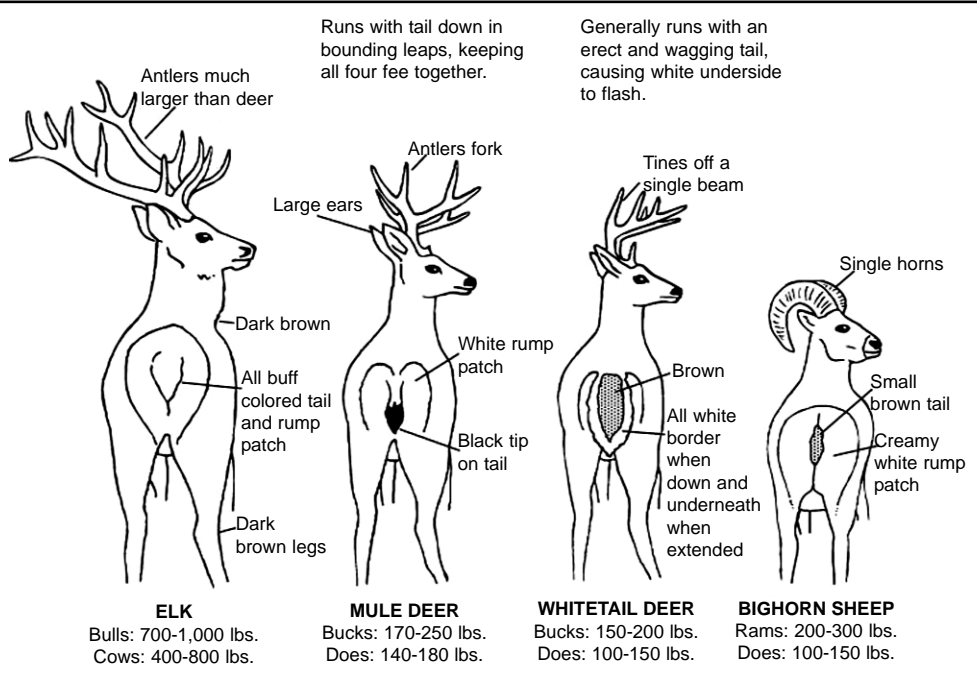
# BIG GAME IDENTIFICATION

To provide additional recreation opportunities in the Black Hills, the South Dakota Department of Game, Fish and Parks initiated major wildlife transplants of elk and bighorn sheep in the early 1990s.

Unfortunately, both elk and bighorn sheep have been shot by hunters who misidentified them as deer. This not only jeopardizes the success of the projects but also gives hunters a tarnished image.

The diagrams should help identify various big game animals you may encounter while hunting anywhere in the Black Hills. Please be sure of your target. If unsure, do not shoot.

In addition to the obvious safety and ethical questions involved with shooting an unintentional target, the State also impose strict penalties for those involved. The criminal penalty for shooting big game out of season is a \$1,000 fine and up to one year in jail. Additionally, civil penalties ranging from \$5,000 for an elk and \$10,000 for a bighorn sheep may also be imposed.



## CARE IN THE FIELD

Proper handling of game meat at each step from field to table helps ensure optimum eating quality. Keep the following tips in mind.

### Be prepared for the hunt.

- Remember to take a sharp hunting knife, a small hatchet, a whetstone or steel, about 12 feet of light rope or nylon cord, plastic bags and clean cloths or paper towels.
- In warm weather you may want to take a can of ground pepper and some cheesecloth. Sprinkle the carcass with pepper and cover it with cheesecloth to repel flies.

### Field dress and cool the carcass promptly. Improper temperature is meat's worst enemy.

- The surface of the carcass may be contaminated with bacteria that can spoil the meat unless the growth is stopped by chilling.
- Clean your hunting knife often with clean water and a cloth to prevent contamination of the meat.
- Usually it's not necessary to bleed the animal, because the arrow has caused enough hemorrhage to the animal to bleed it sufficiently.
- Cool the animal quickly. Cool the carcass by propping the chest open with a clean stick and allowing air to circulate. Filling the cavity with bags of ice will also enhance cooling.

### Keep the carcass clean.

- Remove all foreign particles and loose hair. Remove bloodshot areas.
- Wipe out excess blood in gutted cavity with paper towel or clean cloth and clean water. Use as little water as possible, because damp meat spoils faster than dry meat.
- Do not use grass or snow to wipe out the carcass, because this may contaminate it.

### The game may be processed commercially or at home.

- Be sure to keep the carcass cool until it reaches the locker plant. Keep the carcass out of direct sunlight and allow for adequate air circulation.
- If you choose to process your own game, don't cross contaminate

during the processing. Wash your knife, hands and cutting board often with warm soapy water.

- Aging meat is the practice of holding carcasses or cuts of meat at temperatures of 34-37 degrees F. to allow the enzymes in the meat to break down some of the complex proteins in the carcass. Aging two to three days is sufficient.
- Aged meat is often more tender and flavorful.
- Aging is not recommended for carcasses with little or no fat covering. They may dry out during aging.
- If you intend to grind the meat into sausage, aging is unnecessary.
- Do not allow the carcass to freeze. Freezing may toughen the meat.

## FIELD DRESSING

*You may wish to wear plastic surgical gloves during field dressing.*

1. Place the animal on its back with the front end elevated and spread the hind legs. Support carcass in position by placing rocks or sticks on each side.
2. Cut along the midline of the belly from the breastbone to the anus. Avoid cutting into the paunch and intestines by using the handle of the knife and the heel of your hand to crowd the guts away. Cut around the anus, loosening the bung so it will come out with the guts.
3. Cut the diaphragm (the thin sheet of muscle and connective tissue between the chest and the abdomen) free from the rib cage by cutting through the white tissue near the rib cage.
4. Reach forward to cut the windpipe, gullet and blood vessels at the base of the throat.
5. Pull the lungs, heart and guts out of the animal. If you like variety meats, save the heart and liver in a plastic bag and put on ice.