GENERAL INFORMATION

Shooting hours are 1/2 hour before sunrise to 1/2 hour after sunset. Note: Sherman, Wallace, Govey, and Hamilton counties are on Mountain Daylight Time. Legal shooting hours will vary accordingly.

ILLEGAL ACTIVITIES

Using dogs for the purpose of pursuing, chasing, hunting, or taking big game;
Shooting at, killing or pursuing big game from a motorboat, airplane, motor vehicle, or other water, air, or land vehicle;
Using too many radios in any manner for the purpose of pursuing, chasing, or hunting big game, or to give information concerning the location of big game animals by radio or mechanical means;
Using live decoys and electronic calls;
Throwing or casting the rays of a spotlight, headlight, or other artificial light on any highway, roadway, field, grassland, woodland or forest, for the purpose of spotting, locating, or taking any wildlife species while having in possession any archery, muzzle-loading or firearms equipment.

LICENSE REQUIREMENTS

All individuals, regardless of land ownership or age, must have in possession a valid Kansas permit to hunt pronghorn antelope. In addition to the permit, a valid Kansas hunting license is required, unless exempt by Kansas law; residents and nonresidents hunting on Kansas land they own or operate do not need a Kansas hunting license.

HUNTER EDUCATION

Youth 15 and younger may hunt without hunter education if directly supervised by an adult 18 or older. Anyone 16 or older who has not had hunter education may purchase two deferals called apprentice hunting licenses, for the same price as a regular hunting license. The apprentice license is valid for 365 days from the date of purchase, and the holder must be under the direct supervision of a licensed adult 18 or older. Hunter education is not required while hunting one’s own land. Otherwise, anyone born on or after July 1, 1957, must have hunter education. Anyone under 27 years old must carry a license. Otherwise, anyone born on or after July 1, 1957, must have hunter education. Youth 12 and older who have completed hunter education may hunt without adult supervision.

Duplicate certificates may be purchased for $2.50 at department offices, online at ksoutdoors.com, or by calling (620) 672-5911.

TAGGING AND POST-HARVEST INFORMATION

Sign permit prior to hunting. Permit is not valid until signed.
After harvesting animal, sign, date, and affix carcass tag to animal in a visible manner. Carcass tag must be attached before moving carcass from harvest site.
Permits purchased through the internet include a carcass tag that is printed with the permit. To protect nonwaterproof tags, place carcass tag in a clear plastic bag and attach it to the leg of the animal in a visible manner.
Carcass tag must remain attached to the carcass until processed for consumption. The permittee must retain the carcass tag until the carcass is consumed, given to another, or otherwise disposed of.

Report Marked or Tagged Wildlife

Contact the Wildlife Management District nearest or call 1-877-426-3843 as soon as you find or harvest any wildlife that has been marked with a collar, ear tag, or leg band. The location, date, and animal number will be useful. Wildlife scientists may ask to examine the animal and collect additional samples.

TO REPORT ILLEGAL ACTIVITY ANONYMOUSLY

Call Operation Game Thief 1-877-426-3843

2019 SEASONS

ARCHERY
Sept. 21-29 & Oct. 12-31, 2019
MUZZLELOADER
Sept. 30 - Oct. 7, 2019
FIREARM
Oct. 4-7, 2019

SHOOTING HOURS
1/2 hour before sunrise to 1/2 hour after sunset

BAG LIMIT
One antelope buck, doe, or fawn

Nonresidents are eligible for archery permits only. Antelope permits are not transferable.

APPLICATION PROCESS

Firearm and muzzleloader permits are issued through a lottery draw system with online application only. Applicants who do not have internet access can make application by calling (620) 672-0728. Applicants can view draw results online two to four weeks after the close of the application period. Results are posted on ksoutdoors.com at the same location application was made. Successful applicants should receive permits four to six weeks after application deadline.

ONLINE APPLICATION PERIOD

FIREARM AND MUZZLELOADER: May 14 - June 14, 2019
ONLINE ARCHERY and OVER THE COUNTER ON SALE: Aug. 1 - Oct. 31, 2019

FEES

FIREARM or MUZZLELOADER
Application General Resident $62.50
Application Resident Landowner/Tenant $37.50
Application Nonresident Landowner/Tenant $112.50
Application Nonresident Tenant $97.50
Preference Point $11.50

ARCHERY
General Resident $55.50
Resident Landowner/Tenant $27.50
Resident Youth $12.50
Nonresident $302.50
Nonresident Youth $102.50
Nonresident Tenant $87.50

Equal opportunity to participate in and benefit from programs described herein is available to all individuals without regard to race, color, national origin, age, disability, sex, sexual orientation, gender identity, political affiliation, or military or veteran status. Complaints of discrimination should be sent to Office of the Secretary, Kansas Department of Wildlife, Parks and Tourism, 1000 S Kansas Ave., Topeka, KS 66612-1327.

This publication is a summary of antelope hunting regulations. The complete laws and regulations on which this summary is based are available online at www.ksoutdoors.com/services/law-enforcement/regulations.
PERMIT TYPES

RESIDENT
A resident is defined as a person who has maintained a permanent abode in the state for 60 days or more prior to purchase. Domiciliary intent is required, evidence of which may include where a person votes, pays personal income taxes, or obtains a driver’s license. Members of the armed services on active duty who were Kansas residents at the time of entering the service, and immediate family members living with them, are considered residents regardless of duty station. Members of the armed services on active duty and officially stationed in Kansas may purchase resident licenses and permits, except for lifetime licenses. Any holder of a Kansas lifetime hunting license who has moved from the state may apply for permits as a resident. Anyone who is a registered full-time student in residence at a public or private secondary, post secondary, or vocational school in Kansas may purchase resident licenses and permits, except lifetime permits. While hunting, the student must carry evidence of being a full-time student residing in Kansas.

LANDOWNER/TEANANT
A landowner is any resident who owns 80 acres or more of Kansas farm or ranch land. When applying for a landowner/tenant permit, landowner or tenant in the unit or units for which the applicant applies. Members of the immediate family who are domiciled with a resident landowner or tenant may apply for a resident big game permit as a landowner or as a tenant. Half of the firearm and muzzleloader antelope permits in each unit are set aside for landowner/tenants. Applicant must qualify as a landowner or operated by such tenant for each individual applying as a landowner or as a tenant.

NONRESIDENT LANDOWNER
Any nonresident who owns 80 acres or more of Kansas farm or ranch land.

NONRESIDENT
Anyone who doesn’t qualify in the definitions above.

YOUTH
All youth 15 and younger qualify for antelope permits at a reduced price. Resident youth 15 and younger do not need a hunting license. All nonresident youth 15 and younger must have a nonresident youth hunting license.

ANTILOPE MANAGEMENT UNITS
There are three antelope management units for firearm and muzzleloader permits, and one management unit for archery permits. A unit number is printed on each permit to designate legal hunting boundaries for that permit.

PERMIT DESCRIPTIONS

ARCHERY
Bag limit: One (1) buck, doe, or fawn antelope

Muzzleloader
Bag limit: One buck, doe, or fawn antelope

Firearm
Bag limit: One buck, doe, or fawn antelope

OTHER PERMITS

ARCHERY PERMIT
In the event of loss or theft, a duplicate antelope permit may be obtained from any department office, license vendor, or online. Duplicate permits will not be issued for antelope meat deemed inedible.

DUPLICATE PERMITS

LEGAL EQUIPMENT

BIG GAME

ARCHERY
Longbows, recurve bows, compound bows, and crossbows. Disabled hunters who, in addition to an antelope permit, possess a disability assistance permit, as authorized under KAR 115-18-7, may hunt with bows that have a draw-lock device attached. No bow, crossbow or arrow may have any electronic device attached that controls the flight of the arrow. Devices that may be attached to a bow or arrow shall include lighted pin, dot or holographic sights, illuminated nocks, rangefinders, film or video cameras; and radio-frequency location devices. Arrows used for hunting big game and turkeys must be equipped with broadhead points that cannot pass through a ring 3/4-inch in diameter when fully expanded. Non-broadhead-tipped arrows may be in possession while hunting but may not be used to take big game animals. Devices capable of dispensing lethal, debilitating or immobilizing chemicals may not be used to take big game animals. Handguns may be possessed during big game archery seasons but may not be used to take big game.

FIREARMS
Centerfire rifles and handguns that are not fully automatic, while using only tumble-upon-impact, hard-cast solid lead, soft point, hollow point, or other expanding bullets, shotguns using only slugs.

MUZZLELOADERS
Muzzleloading rifles, pistols, and muskets that can be loaded only through the front of the firing chamber with separate components and that fire a bullet of .40 inches diameter or larger. Only tumble-impact, hard-cast solid lead, conical lead, or saboteted bullets may be used. Range-finding devices and optical scopes or sights that project no visible light toward the target and do not electronically amplify visible or infrared light may be used with any equipment.

FIREARMS
Centerfire rifles and handguns that are not fully automatic, while using only tumble-upon-impact, hard-cast solid lead, soft point, hollow point, or other expanding bullets, shotguns using only slugs.

MUZZLELOADERS
Muzzleloading rifles, pistols, and muskets that can be loaded only through the front of the firing chamber with separate components and that fire a bullet of .40 inches diameter or larger. Only tumble-impact, hard-cast solid lead, conical lead, or saboteted bullets may be used. Range-finding devices and optical scopes or sights that project no visible light toward the target and do not electronically amplify visible or infrared light may be used with any equipment.

LEGAL EQUIPMENT

FIREARMS
Electronic devices and optical scopes or sights that project no visible light toward the target and do not electronically amplify visible or infrared light may be used with any equipment.

PERMIT DESCRIPTIONS

ARCHERY
Bag limit: One (1) buck, doe, or fawn antelope

Muzzleloader
Bag limit: One buck, doe, or fawn antelope

Firearm
Bag limit: One buck, doe, or fawn antelope

OTHER PERMITS

DISABILITY ASSISTANCE PERMITS
Any person with a permanent physical or visual disability that pre- vents that person from hunting safely, as certified by a physician, may be eligible to obtain a permit to designate someone else to take a legal limit of game for the permit holder. A Kansas hunting license is required (unless exempt by Kansas law) to herd or drive antelope for a permit holder. Hunters with a perma- nent disability may hunt with bows with locking draws during the archery season, as permitted under KAR 115-18-7, by application and special permit.

For more information, or application, contact the Kansas Department of Wildlife, Parks and Tourism (620) 672-5911.