POST-HARVEST INSTRUCTIONS

At the time of purchase, hunters will have the option of paper carcass tags or mobile eTag.

PAPER TAGS: Sign PERMIT prior to hunting to validate it. After an animal is harvested, the CARCASS TAG must be signed, dated and attached to the animal in a visible manner before the carcass is moved from the harvest site.

Paper permits and tags purchased through the internet must be printed on a desktop printer at the time of purchase. To protect non-waterproof paper tag, cut it from the permit, place in a clear plastic bag and attach it to the animal with a rubber or other secure manner.

The carcass tag must remain attached to the animal during transport and kept with the meat until it is consumed, given to another or otherwise disposed of.

Using live decoys or 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, muzzleloading or firearms equipment.

Mobile/E-Tags: Hunters who choose eTags at time of purchase will keep permit and tags on their mobile device through the GoOutdoorsKS mobile app. After harvest, open the “GoOutdoorsKS” mobile app and follow the instructions on the app for the eTag appropriate for the species of big game harvest.

An eTag confirmation number will work the same as harvest reporting for a hunter wanting to bone out an animal and transport only meat from harvest site.

SURVEYS: Hunters may be asked to complete online HARVEST SURVEYS at the end of the season. Information received helps biologists make decisions to manage a healthy game population. A random sample of hunters will be contacted, making it important for you to update your address information each year when purchasing a permit/tags. Hunters surveyed will receive an email or a postcard with a link to direct them to an online survey.

Hunters who choose eTags at time of purchase will keep permit and tags on their mobile device through the GoOutdoorsKS mobile app. After harvest, open the “GoOutdoorsKS” mobile app and follow the instructions on the app for the eTag appropriate for the species of big game harvest.

An eTag confirmation number will work the same as harvest reporting for a hunter wanting to bone out an animal and transport only meat from harvest site.

REPORT ILLEGAL ACTIVITY ANONYMOUSLY TO OPERATION GAME THIEF 1-877-426-3843

Equal opportunity to participate in and benefit from programs described herein is available to all individuals without regard to race, color, national origin, sex, age, disability, sexual orientation, gender identity, political affiliation, and military or veteran status.

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This publication is a summary of antelope hunting regulations. The complete laws and regulations on which this summary is based are available online at: koutsdoors.com/Regulations.
PERMIT TYPES

RESIDENT
A resident is defined as a person who has maintained a permanent abode in the state for 90 days 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 must 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. Any person who is a registered full-time student in residence at a public or private secondary, or vocational school in Kansas may purchase resident licenses and permits, except lifetime licenses. When applying for a landowner/tenant permit, land owned must be in the unit applying for to qualify.

NONRESIDENT LANDOWNER
Any nonresident who owns 80 acres or more of Kansas farm or ranch land. When applying for a landowner/tenant permit, land must be located in the unit you are applying for to qualify.

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

YOUTH
All youth 15 years and younger 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.

ANTELOPE 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.

Firearm and Muzzleloader

Archery

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 prevents 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 permanent disability may hunt with bows with locking draws during the archery season, as permitted under K&B 115-18-7, by application and special permit.

Firearm permit holders may hunt with any legal equipment during the firearm season. Muzzleloader permit holders may only hunt with a muzzleloader, bow or crossbow during the muzzleloader and firearm seasons. Archery permit holders may only use archery equipment during the archery season.

DUPLICATE PERMITS

In the event of loss or theft, a duplicate big game permit may be obtained from any department office or license agent, for the fee of $2.50. If you harvest any big game that is not edible, a duplicate permit will not be issued.

BIG GAME LEGAL EQUIPMENT

ARCHERY

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 or rear chamber with separate components and that fire a bullet of .40 inches diameter or larger. Only tumble-upon-impact, hard-cast solid lead, conical lead, or sabot loaded bullets may be used with muzzleloading rifles, pistols and muskets. Handguns may be possessed during big game muzzleloader only seasons 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.

范围 finding devices and optical scopes or sights that project nonvisible light toward the target and do not electronically amplify visible or infrared light may be used with any equipment.