# Wildlife Management Division Rule Development

**Pronghorn Rule** 19.31.15 NMAC

August 28, 2010 NM State Game Commission Meeting Albuquerque

# **Pronghorn Management**

State Game Commission directed the Department to develop a rule based on the following –

- ✓ Sustainable harvest
- Equity (A-PLUS)
- √ Transparency and professionalism
- ✓ Increased hunting opportunity if possible
- ✓ Longer hunting opportunity and distribute hunters
- Clear hunt options for landowners and incentives for public access (A-PLUS)

# **Pronghorn Rule Proposal**

#### <u>General</u>

- Adopt a 4-year rule (2011-14 seasons)
- Establish legal shooting hours as ½ hour before sunrise through ½ hour after sunset
- Include crossbows in the definition of "legal weapon types"

# Pronghorn Rule Cont'd

- Adjust management of pronghorn from Antelope Management Units to Game Management Units (GMU)
- GMUs managed as:
  - Optimal Opportunity Hunting opportunity for all bucks in excess of 20 bucks:100 does
  - Quality Hunting Hunting opportunity for all bucks in excess of 40 bucks:100 does
- Open Lesser Prairie Chicken Complex to pronghorn hunting

# Proposed Pronghorn Hunt Structure - Contingent on A-PLUS

- Option 1
  - All licenses valid on assigned ranch only
- Option 2 (Preferred)
  - First day of hunt Licenses valid on assigned ranch only
  - All other hunt days Licenses valid on all legally accessible state leased or federal land or private land with written permission within the assigned GMU

# **Pronghorn Hunt Lengths (Days)**

Hunt	Current Length	Proposed Length
Rifle	2 or 3	3
Muzzleloader	2, 3 or 4	4
Archery	5 or 9	9
Mobility Impaired	2 or 3	3

### **Pronghorn Rule Summary**

- Establishes license numbers and hunt codes
- MI and Archery licenses allocated via public draw
- License numbers to be based on sustainable harvest objectives as outlined in the Department's Pronghorn Management Plan

#### **Public Comment**

- 16 meetings across New Mexico during August – 407 participants
- E-mail and written comments
  - None specific to Pronghorn Rule