

Missisquoi National Wildlife Refuge  
371 North River Street  
Swanton, VT 05488-8148  
802/868 4781  
<http://missisquoi.fws.gov>

Hearing impaired visitors  
may call the Vermont Relay  
Center at 1 800/253 0191  
TDD/1 800/253 0195 voice.

U.S. Fish & Wildlife Service  
1 800/344 WILD  
<http://www.fws.gov>

June 2004

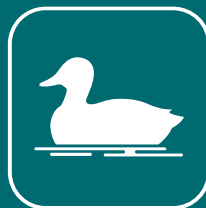


Fish & Wildlife Service

# Missisquoi

*National  
Wildlife Refuge*

*Migratory Game Bird  
Hunting Map and  
Regulations*



## General Information

Missisquoi National Wildlife Refuge, established in 1943, is located on the eastern shore of Lake Champlain near the Canadian border in Franklin County, Vermont. Hunting and fishing is permitted on portions of the refuge, in accordance with State and Federal seasons and regulations. Special arrangements may be made to accommodate persons with disabilities by contacting the Refuge Manager.

In some areas, the refuge legal boundary extends beyond the shoreline and posted signs, however, the refuge does not post that far. Hunters should place blinds outside of posted signs. This situation provides improved hunting opportunities while protecting important feeding, resting, and cover habitat for migratory birds.

To ensure your safety and enjoyment while visiting Missisquoi, please take the time to become familiar with all of the following regulations.

## Migratory Bird Hunting Regulations

The regulations below are contained in the general regulations which govern hunting on national wildlife refuges as set forth in Title 50, Code of Federal Regulations.

All persons hunting migratory birds on Missisquoi National Wildlife Refuge must hold a valid Federal Migratory Bird Conservation Stamp, Vermont State Duck Stamp and a Vermont state hunting license. **EXCEPTION:** Federal Migratory Bird Conservation Stamp and Vermont State Duck Stamp are not required for hunting woodcock.

During the Youth Waterfowl Hunting Weekend, youth hunters (15 years and younger) may hunt at no charge, but must obtain a waterfowl hunt permit prior to hunting in controlled hunting areas, and, in all cases, must return a completed bag report to refuge headquarters or to Mac's Bend drop box.

Hunters may not enter closed areas of the refuge for any reason, except for the recovery of legally harvested

animals, and in that case may not carry a weapon.

## Reporting

At the end of each daily hunt, all hunters are required to complete a bag report. Bag reports are included on permits for Controlled Hunting Areas and Report of Birds Bagged forms are available at refuge headquarters and Mac's Bend drop box for Public Hunting Areas.

Bag reports provide valuable information regarding species and numbers of waterfowl utilizing the refuge. **Please help us gather this information so we can better serve you.**

## Scouting

Unarmed hunters may scout open hunting areas before a particular season opens but in no case before September 1. A hunting permit is not required for scouting.

## Ammunition

Hunters are required to use nontoxic shot for all game bird hunting on Missisquoi National Wildlife Refuge.

## Dogs/Other Pets

Retrievers are required for hunting waterfowl in the following areas: Maquam Swamp Area, Long Marsh Channel/Metcalf Island, and Saxes Pothole/Creek and Shad Island Pothole. Other dogs and pets must be confined or on a leash.

## Guiding/Other Commercial Activities

No person, including but not limited to a guide, guide service, outfitter, club, or other organization shall provide assistance, services, or equipment to any other person for compensation on National Wildlife Refuge lands unless such person, guide, guide service, outfitter, club, or other organization has obtained a Special Use Permit from the Refuge Manager. Likewise, it is the responsibility of the individual utilizing the services of a guide, guide service, etc. to verify that the guide, guide service, etc. has obtained the required permit. Failure to comply with this provision subjects each hunter in the party to a fine if convicted of this violation.



## Waterfowl

Anyone interested in hunting waterfowl in the controlled hunting areas on the refuge should contact the refuge office to request information and applications for the lottery hunt. A public drawing to award hunting permits is held at the refuge headquarters approximately three weeks before opening day.



We allow hunting of geese, ducks, brant, mergansers, and coots, in accordance with State and Federal regulations and the following special conditions:

For the hunting of geese, brant, ducks, mergansers and coots, the refuge is divided into six discrete waterfowl hunting units: **Public Hunting Areas** include: the Delta Lakeshore Area, the Maquam Swamp Area, and the Maquam Shore Area. **Controlled Hunting Areas** include: the Saxes Pothole/Creek and Shad Island Area, the Junior Waterfowl Hunting Area (including Long Marsh Bay, Patrick Marsh, and Charcoal Creek), and the Long Marsh Channel and Metcalfe Island Area. Each area is described and conditions are listed below:

### Public Hunting Areas

(Delta Lakeshore, Maquam Swamp, Maquam Shore)

### Permits and Fees

No permits or fees are required to hunt in these areas.

### Youth Waterfowl Hunting Weekend

These areas are available to Youth Waterfowl Hunters during the annual 2-day special Youth Waterfowl Hunting Weekend conducted in late September.

### Reporting

At the end of each daily hunt, hunters are required to complete bag reports and return them to refuge headquarters or the drop box at Mac's Bend.

## Public Hunting Area Regulations

Blind staking, permanent blinds, and unattended decoys are prohibited.

Hunters using boat blinds or temporary blinds are encouraged to maintain a 200-yard distance from other hunters.

Shooting hours will be one-half hour before sunrise and end at sunset.

### Delta Lakeshore Area

This hunting unit includes lakeshore areas from Shad Island to the south side of Martindale Point but does not include Saxes Pothole/Creek and Shad Island Pothole.

Jump shooting is not allowed within 200 yards of a party hunting from a boat or blind.

### Maquam Swamp Area

This hunting area encompasses about 200 acres west of the Central Vermont Railroad and south of the private in-holding and is open to migratory bird hunting with the following special requirements:

Jump shooting is allowed.

Each party of hunters (up to two people) must have a retriever. No hunting is allowed within the area encompassing the headquarters nature trail. This area is identified with "No Hunting Zone" signs.

### Maquam Shore Area

This hunting unit encompasses a 30 acre area along the lakeshore of Maquam Bay and is bounded by private land on the west and a Vermont Wildlife Management Area on the east.

Jump shooting is not allowed within 200 yards of a party hunting from a boat or blind.

**Controlled Hunting Areas** (Saxes Pothole/Creek & Shad Island, Jr. Waterfowl Hunting Area, Long Marsh Channel & Metcalfe Island)

*Permits & Fees* All hunters hunting in a controlled area must have a permit. The permit must be completed, section A deposited in the drop box at refuge headquarters or Mac's Bend at the beginning of the hunt day and section B & C carried while hunting and deposited at the end of the hunt day.

Permits for the first two weeks of the season are obtained through a pre-season lottery. Successful permittees are issued a non-transferable permit for a specific date and blind site for a \$10 fee. Thereafter, permits are available daily on a first come - first served basis at no charge. There is no charge for permits issued on the day of the hunt.

*Pre-season Lottery* The refuge will require that all hunters who draw a blind site during the preseason lottery provide the required \$10 fee no later than two days before the first day of the season or the permit will be forfeited and made available first to stand-by hunters identified at the time of the drawing, second to stand-by hunters who have called in, and lastly to other hunters on a first-come, first-served basis.

*Stand By:* Stand-by hunters are chosen from applications that were unsuccessful during the pre-season lottery. These individuals could then be drawn if their preferred sites and dates become available.

*Call List:* Calls will be taken from any hunter wishing to be put on a stand-by call list starting on pre-season lottery drawing day. This list will be utilized if no stand-by applicants are available.

*First Come-First Served:*

**Pre-season lottery hunt days:** After 7am, hunters may sign in, self-register, and use any unoccupied blind site.

**Other hunt days:** At the conclusion of pre-season lottery hunt days, permits and report cards will be available at refuge headquarters or the sign-in box at Mac's Bend for self service sign in and permitting no more than two hours before legal shooting time.

*Sign In & Sign Out*

All hunters are required to sign in and out of their sites by completing the sign in, sign out sheet for their hunt area. Sheets for the Jr. Waterfowl Hunting Area are located at refuge headquarters. Sheets for other areas are located at Mac's Bend. When a party signs out, another party may sign in and use the vacated site. Hunters must sign out of one site prior to occupying a different site in any of the controlled hunting areas.

*Youth Waterfowl Hunting Weekend*

With the exception of the Junior Waterfowl Hunting Area, these areas are open on a first come - first served basis to Youth Waterfowl Hunters during the 2-day special Youth Waterfowl Hunting Weekend conducted in late September. No pre-season drawing will be held and no fee will be assessed, however, youth hunters must self-register and submit a report of their hunt.

*Reporting*

At the end of each daily hunt, hunters will have until one hour after sunset to sign out and must complete sections B & C of their permit and return it to refuge headquarters or Mac's Bend drop box.
















**Controlled Hunting Area Regulations**

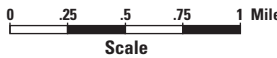
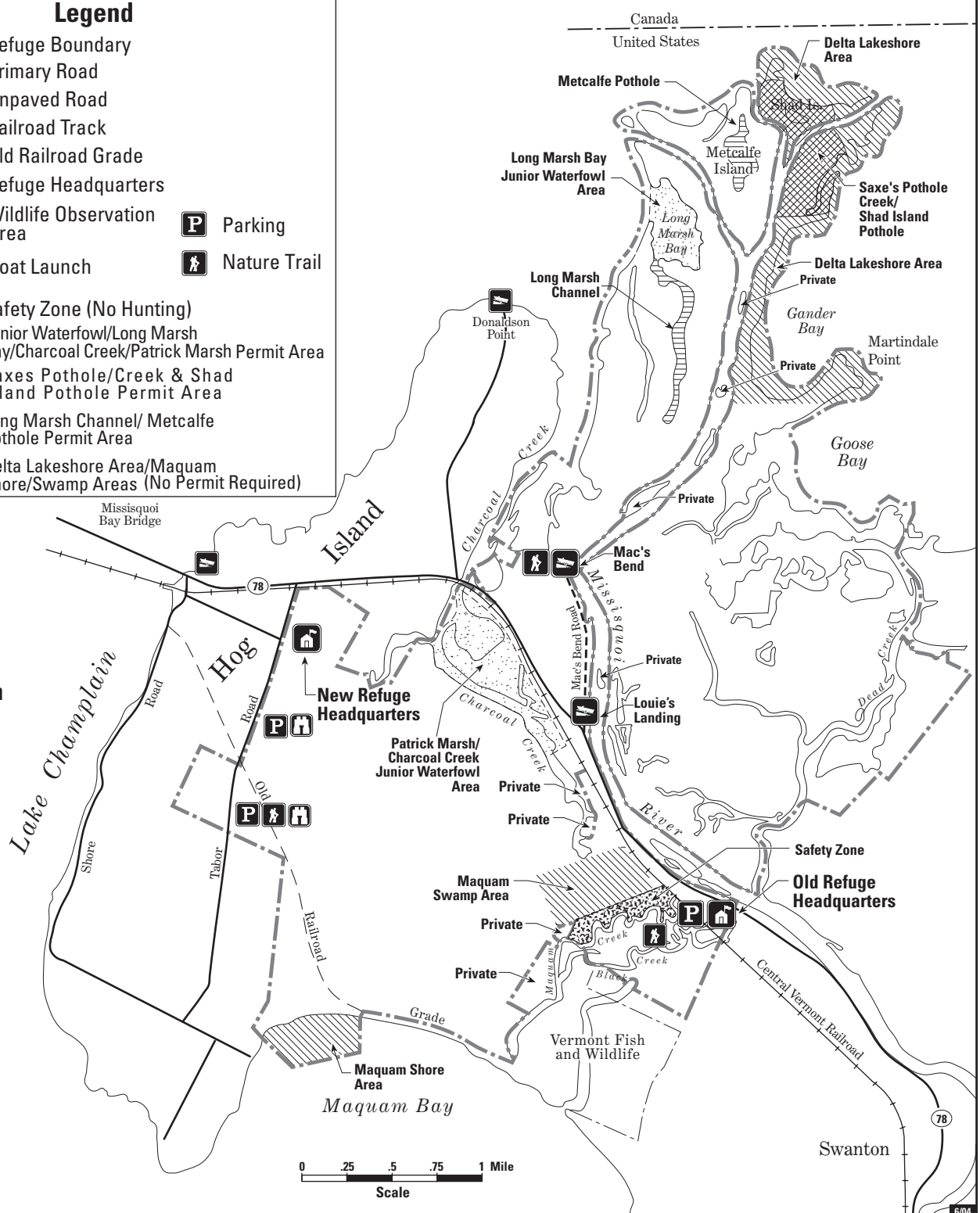
Permanent blinds and unattended decoys are prohibited. (See exception under Jr. Waterfowl Hunting Area).

A hunting party consists of the hunter named on the permit and one guest hunter per site per day. Non-hunters may accompany a hunting party.

Each hunting party must possess a permit for the specific site on the specific day they are hunting in these areas. Permits are not transferable.

# Legend

-  Refuge Boundary
-  Primary Road
-  Unpaved Road
-  Railroad Track
-  Old Railroad Grade
-  Refuge Headquarters
-  Wildlife Observation Area
-  Boat Launch
-  Parking
-  Nature Trail
-  Safety Zone (No Hunting)
-  Junior Waterfowl/Long Marsh Bay/Charcoal Creek/Patrick Marsh Permit Area
-  Saxes Pothole/Creek & Shad Island Pothole Permit Area
-  Long Marsh Channel/ Metcalfe Pothole Permit Area
-  Delta Lakeshore Area/Maquam Shore/Swamp Areas (No Permit Required)



Hunters must hunt within 100 feet of a numbered stake corresponding to their assigned site.

Jump shooting is not allowed.

A hunter may not use nor possess more than 25 shot shells per day.

*Saxes  
Pothole/Creek  
and Shad Island  
Pothole*

This hunting unit encompasses Saxes Creek, Saxes Pothole, and Shad Island Pothole. This is a controlled hunting area. Five sites, numbered 1-5, are staked and available to five hunting parties in Saxe's Pothole, one site, numbered 6, is staked and available to one hunting party in Shad Island Pothole.

A boat is required to access each of these blind sites.

Shooting hours will be one-half hour before sunrise to sunset.

Permits for the period from the opening day of duck hunting season through the first Sunday of the duck hunting season, and for the second weekend of the duck hunting season, are obtained through application to a pre-season lottery. During years when the State elects to have a split season, permits for the second opening day through the following Sunday will also be obtained through application to the pre-season lottery. On all other hunt days, hunters must acquire permits through self-registration at the Mac's Bend Landing no earlier than two hours before legal shooting time on the day of the hunt.

On those days for which permits are drawn by pre-season lottery, hunters must sign-in at the Mac's Bend Landing by 7:00AM before going to the assigned site. After 7:00 AM, other hunters may sign-in, self-register, and use unoccupied sites.

*Junior  
Waterfowl  
Hunting Area*

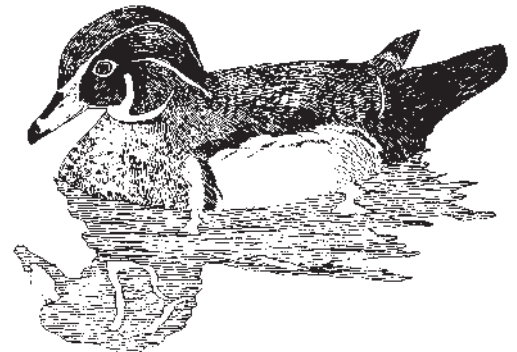
Each party is required to use a retriever.

This hunting area encompasses Long Marsh Bay, Patrick Marsh and that portion of Charcoal Creek south of Vermont Route 78. This is a controlled hunting area. Eleven blind sites are established for use by Junior Waterfowl Hunters; blind sites 4 - 8 in Long Marsh Bay, blind sites C - F in Charcoal Creek, and blind sites A - B in Patrick Marsh.

A small flat bottom boat, car top boat or canoe is necessary for access to Charcoal Creek and Patrick Marsh blind sites. Access is available at the Charcoal Creek crossing on Vermont Route 78 or from a pull off on Route 78 about 3/4 of a mile east of the Charcoal Creek access.

Shooting hours will be one-half hour before sunrise to 11:00 AM.

Junior Waterfowl Hunters (ages 12-15, inclusive, at the time of the hunt), following successful completion of the annual refuge training program (usually held the third or fourth Saturday in August), vie for blind site assignments during a lottery drawing at the conclusion of the training. The eleven blind sites are available exclusively to these Junior Waterfowl Hunters the first four Saturdays and Sundays of the duck season.



As an incentive to the adult volunteers who serve as mentors to Junior Waterfowl Hunters, they will vie for blind site assignments during a lottery drawing at the conclusion of the annual junior waterfowl hunter training for the use of blind sites in the Junior Hunt area on the first Wednesday following the second weekend of the season. This day is known as Mentor Day. No fee will be collected from the mentors for this hunt day. Blinds not assigned as a result of this lottery will be made available to other adult hunters via pre-season lottery.

Hunters, including Junior Hunters, must sign in at refuge headquarters no later than 7:00AM on the date of their scheduled hunt. After 7:00AM., other Junior Hunters may sign-in, self-register, and use unoccupied blind sites. Only Junior Hunters may hunt on the first four Saturdays and Sundays of the season.

Each Junior Hunter must possess a free permit for the assigned blind site and day. On Mentor Day, mentors must also possess this free permit for the assigned blind site. Each adult hunting party must possess a permit for the blind site and day they are hunting. Permits are not transferable.

The Junior Hunter must be accompanied by a mentor who has completed the training program. The mentor is included on the permit assigned to the Junior Hunter. A mentor may simultaneously oversee up to two Junior hunters at one blind site.

Only Junior Hunters may discharge a firearm in this area during the Junior Hunt periods.

Each party must use at least six decoys.

### *Junior Area Adult Regulations*

Following use of the blind sites in this area by Junior Hunters and Junior Hunter mentors, all blinds sites are then available to all adult hunters by permit awarded via a pre-season lottery for the second Wednesday following the second weekend of the duck season. Thereafter, the blinds are available Wednesdays and weekends following the Junior hunt by first-come, first-served self-registration and permitting at refuge headquarters no more than two hours before legal shooting time.

Each adult hunter, except mentors on Mentor Day, must pay \$10 for each permit issued as a result of the pre-season lottery. Permits acquired by self-registration are free..

### *Exceptions:*

Hunting is permitted, and recommended, from portable blinds and boat blinds constructed and placed by the refuge for the Junior Waterfowl Hunting program at some of the blind sites. Stationary blinds may be constructed and left in place for the duration of the season by Junior Hunters with the Refuge Manager's approval. Otherwise, permanent blinds are not permitted.

Junior Waterfowl Hunting Area is only available to current year refuge-trained Junior Waterfowl Hunters during the Youth Waterfowl Hunting Weekend in late September.

### *Long Marsh Channel and Metcalf Island*

This hunting area encompasses the Metcalfe Island Pothole and Long Marsh Channel. This is a controlled hunting area. Three blind sites, designated 1 - 3 are established in Long Marsh Channel. Three blind sites, designated 8 - 10, are established on Metcalfe Island.

A boat is required to hunt at each of these blind sites.

Shooting hours are one-half hour before sunrise to 11:00 AM.

Hunting will be limited to Tuesdays, Thursdays, and Saturdays throughout the waterfowl hunting season for ducks.

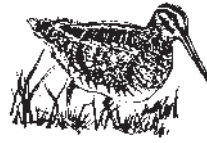
Permits for the first five days of the duck season are obtained through application to a pre-season lottery. Following the first five days, hunters may acquire permits on a first-come, first-served basis with self-service permitting and sign in at the Mac's Bend Landing, no more than two hours before legal shooting time.

On those days for which permits are drawn by pre-season lottery, hunters must sign-in at the Mac's Bend Landing by 7:00AM before going to the assigned site. After 7:00 AM, other hunters may sign-in, self-register, and use unoccupied sites.

A party must use at least six decoys.

Each party is required to use a retriever.

### Other Migratory Birds



These include woodcock and common snipe.

Open areas include:

**Delta Lakeshore Area** excluding the Saxe's Creek/Pothole and Shad Island Pothole controlled hunting areas.

**Maquam Swamp Area**, however, each hunting party must have a retriever.

These are the only areas open for woodcock and snipe hunting.

No permit is required to hunt woodcock and snipe in these areas.

Littering

Use or possession of alcoholic beverages

Taking of wildlife or plants, other than as specified in this brochure

Searching for or removing any object of antiquity including arrowheads, pottery or other artifacts

Overnight camping

Fires

### Prohibited Activities

