

## 2008 FINAL MULE DEER HARVEST BY HUNT AND UNIT GROUP

UNIT GROUP	Tags		Draw Odds*	% Return**	# Succ. Hunters	% Hunter Success***	Point Class of Harvest						Total	% 4+pts
	Apps	Sold					1	2	3	4	5	6+		
<b>RESIDENT PIW ANTLERED MULE DEER ANY LEGAL WEAPON HUNT 1000</b>														
STATEWIDE	3,757	22	171 to 1	95%	11	50%	2	4	5				11	45%
<b>HERITAGE MULE DEER ANY LEGAL WEAPON HUNT 1100 AND 1201</b>														
STATEWIDE		2		100%	1	50%						1	1	100%
<b>LANDOWNER DAMAGE COMPENSATION HUNT 1115 AND 1215</b>														
011, 013		9		100%	6	67%			5			1	6	100%
015		2		100%	1	50%						1	1	100%
031		3		100%	2	67%				2			2	100%
032		8		100%	5	63%			2	2		1	5	60%
034		9		100%	8	89%	1	3	4				8	50%
035		5		100%	4	80%			1	3			4	75%
044		1		100%		0%							0	--
051		11		100%	3	27%	1		2				3	67%
062		3		100%	3	100%			1	1	1		3	67%
065		3		100%	2	67%				2			2	100%
101 -108		49		96%	30	63%	2	10	15	3			30	60%
111		14		100%	9	64%	1	4	3			1	9	44%
114, 115		10		100%	9	90%			4	4	1		9	100%
121		2		100%	1	50%				1			1	100%
131, 132		9		100%	6	67%			2	3		1	6	67%
141 - 144		17		94%	11	65%	2	4	3	2			11	45%
151, 152, 154		8		100%	5	63%			1	3	1		5	80%
163		1		100%		0%							0	--
173		3		100%	2	67%				2			2	100%
223		2		100%	2	100%				1	1		2	100%
231		43		95%	30	72%	2	5	20	2	1		30	77%
241, 242		3		100%	3	100%				3			3	100%
291		4		100%	4	100%			2	1	1		4	50%
<b>TOTALS</b>		<b>219</b>		<b>98%</b>	<b>146</b>	<b>68%</b>	<b>0</b>	<b>9</b>	<b>35</b>	<b>80</b>	<b>16</b>	<b>6</b>	<b>146</b>	<b>70%</b>

## 2008 FINAL MULE DEER HARVEST BY HUNT AND UNIT GROUP

UNIT GROUP	Tags		% Draw Odds*	% Return**	# Succ. Hunters	% Hunter Success***	Point Class of Harvest						Total	% 4+pts
	Apps	Sold					1	2	3	4	5	6+		
<b>RESIDENT ANTLERED MULE DEER ANY LEGAL WEAPON HUNT 1331</b>														
011- 013 Early	676	124	6 to 1	96%	39	32%	4	12	22	1		39	59%	
011- 013 Late	470	31	16 to 1	97%	17	55%	2	5	9	1		17	59%	
014 Early	251	36	7 to 1	100%	27	75%	4	9	10	1	3	27	52%	
014 Late	289	9	33 to 1	100%	5	56%		4	1			5	20%	
015	135	20	7 to 1	85%	2	10%		2				2	0%	
021	324	33	10 to 1	85%	14	45%	4	2	2	6		14	43%	
022	209	38	6 to 1	95%	15	39%	4	5	5		1	15	40%	
031	595	132	5 to 1	99%	83	63%	11	38	32	1	1	83	41%	
032	201	71	3 to 1	99%	31	44%	11	12	6	2		31	26%	
033 Early	214	68	4 to 1	97%	20	29%	3	10	7			20	35%	
033 Late	384	46	9 to 1	96%	22	50%	4	9	8		1	22	41%	
034	59	15	4 to 1	100%	8	53%	2	3	2		1	8	38%	
035	153	43	4 to 1	95%	16	37%	1	5	8	1	1	16	63%	
041, 042	168	32	6 to 1	100%	11	34%	1	2	7	1		11	73%	
043 - 046 Early	458	198	3 to 1	97%	100	51%	3	19	36	40	2	100	42%	
043 - 046 Late	210	50	5 to 1	92%	32	66%	8	9	14	1		32	47%	
051 Early	474	324	2 to 1	97%	96	30%	3	31	33	23	5	96	30%	
051 Late	219	80	3 to 1	98%	25	31%	1	7	5	11	1	25	48%	
061, 062, 064, 066 - 068 E	1,287	560	3 to 1	99%	226	41%	2	63	71	78	11	225	40%	
061, 062, 064, 066 - 068 L	703	63	12 to 1	98%	40	63%	4	9	24	2		39	67%	
065	354	36	10 to 1	97%	29	81%	2	9	16		2	29	62%	
071 - 079, 091 Early	1,433	834	2 to 1	96%	325	40%	14	116	81	105	8	326	35%	
071 - 079, 091 Late	868	144	7 to 1	96%	71	51%		18	22	28	2	70	43%	
081	187	50	4 to 1	98%	33	66%	2	1	7	20	1	33	70%	
101 - 108, Early	2,710	2,138	2 to 1	96%	621	30%	55	256	164	133	12	621	24%	
101 - 108, Late	1,248	382	4 to 1	97%	149	40%	2	38	56	52	1	149	36%	
111 - 113 Early	1,268	572	3 to 1	96%	200	36%	14	83	67	33	3	200	18%	
111 - 113 Late	436	30	15 to 1	97%	12	40%	3	1	8			12	67%	
114, 115 Early	252	168	2 to 1	93%	52	32%	1	22	12	17		52	33%	

## 2008 FINAL MULE DEER HARVEST BY HUNT AND UNIT GROUP

UNIT GROUP	Tags			% Return**	# Succ. Hunters	% Hunter Success***	Point Class of Harvest							Total	% 4+pts
	Apps	Sold	Draw Odds*				1	2	3	4	5	6+			
114, 115 Late	116	9	13 to 1	89%	6	67%		2	1	3				6	50%
121 Early	370	193	2 to 1	99%	95	49%	9	34	26	25	1			95	27%
121 Late	147	10	15 to 1	100%	6	60%		3	1	2				6	33%
131 - 134 Early	588	177	4 to 1	92%	98	58%	2	35	30	29	1	1		98	32%
131 - 134 Late	273	10	28 to 1	100%	10	100%			3	6	1			10	70%
141 - 145 Early	570	318	2 to 1	98%	139	44%	9	45	40	40	4	1		139	32%
141 - 145 Late	179	36	5 to 1	97%	16	44%		4	6	6				16	38%
151, 152, 154, 155 Early	356	122	3 to 1	98%	54	44%	1	13	15	23	2			54	46%
151, 152, 154, 155 Late	173	14	13 to 1	100%	8	57%		1	3	4				8	50%
161 - 164 Early	574	208	3 to 1	97%	95	46%	5	26	32	31	1			95	34%
161 - 164 Late	272	23	12 to 1	100%	18	78%		1	1	14	1	1		18	89%
171 - 173 Early	610	308	2 to 1	96%	80	26%	2	24	28	25	1			80	33%
171 - 173 Late	312	79	4 to 1	96%	37	48%	1	1	12	19	4			37	62%
181 - 184 Early	205	101	3 to 1	97%	21	21%		4	8	8		1		21	43%
181 - 184 Late	147	67	3 to 1	99%	24	36%		2	11	8	3			24	46%
192 Early	82	12	7 to 1	100%	8	67%	1	2	2	2	1			8	38%
192 Late	102	18	6 to 1	100%	8	44%			6	2				8	25%
194, 196 Early	399	30	14 to 1	100%	22	73%	1	3	8	9	1			22	45%
194, 196 Late	666	31	22 to 1	100%	24	77%		1	7	14	2			24	67%
195	204	27	8 to 1	96%	16	59%		2	8	5	1			16	38%
201, 204	345	55	7 to 1	100%	36	65%	1	12	15	8				36	22%
202, 205, 206	196	44	5 to 1	100%	26	59%	1	4	12	9				26	35%
203	153	66	3 to 1	97%	31	47%	1	5	15	10				31	32%
211, 212	84	34	3 to 1	97%	14	41%		4	5	5				14	36%
221 - 223 Early	1,079	420	3 to 1	96%	164	40%	3	46	45	57	9	4		164	43%
221 - 223 Late	442	22	21 to 1	100%	18	82%			2	12	2	2		18	89%
231	1,179	118	10 to 1	98%	92	79%	1	11	28	45	6	1		92	57%
241 - 245 Early	243	45	6 to 1	98%	31	69%		6	9	12	3	1		31	52%
241 - 245 Late	369	5	74 to 1	100%	5	100%		2		2	1			5	60%
251 - 253	56	37	2 to 1	97%	19	51%		2	5	10	2			19	63%
261 - 268	241	47	6 to 1	100%	26	55%		10	11	5				26	19%

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UNIT GROUP	Tags		Draw Odds*	% Return**	# Succ. Hunters	% Hunter Success***	Point Class of Harvest							Total	% 4+pts
	Apps	Sold					1	2	3	4	5	6+			
271, 272	73	22	4 to 1	100%	10	45%	1	5	3			1	10	40%	
291	291	47	7 to 1	100%	29	62%	5	11	13				29	45%	
<b>TOTALS</b>	<b>27,331</b>	<b>9,082</b>	<b>4 to 1</b>	<b>97%</b>	<b>3607</b>	<b>40%</b>	139	1031	1111	1191	104	29	3605	37%	

### RESIDENT ANTLERED MULE DEER MUZZLELOADER HUNT 1371

011 - 013	68	8	9 to 1	100%	4	50%		1	2	1			4	75%
014	41	3	14 to 1	100%	1	33%		1					1	0%
015	12	2	6 to 1	100%	1	50%				1			1	100%
021	28	3	10 to 1	100%	0	0%							0	--
022	9	2	5 to 1	100%	1	50%				1			1	100%
031	24	8	3 to 1	88%	4	50%			1	2		1	4	75%
032	8	6	2 to 1	100%	2	33%	1	1					2	0%
033	39	13	3 to 1	100%		0%							0	--
034	9	4	3 to 1	100%	1	25%			1				1	0%
035	16	9	2 to 1	100%	4	44%	1	2	1				4	25%
041, 042	7	3	3 to 1	100%	0	0%							0	--
043 - 046	75	23	4 to 1	96%	7	30%	1	3	3				7	43%
051	50	30	2 to 1	97%	9	30%	3	1	5				9	56%
061, 062, 064, 066 - 068	116	43	3 to 1	100%	16	37%	1	6	2	5	1	1	16	44%
065	19	4	5 to 1	100%	3	75%				3			3	100%
071 - 079, 091	184	118	2 to 1	100%	31	26%	3	9	6	10	2	1	31	42%
081	7	3	3 to 1	100%	1	33%		1					1	0%
101 - 108	289	240	2 to 1	97%	67	28%	5	20	21	18	3		67	31%
111 - 113	143	55	3 to 1	95%	24	45%	1	11	8	4			24	17%
114, 115	263	55	5 to 1	100%	21	38%		4	2	14	1		21	71%
121	40	18	3 to 1	94%	10	56%		4	2	2	1	1	10	40%
131 - 134	133	25	6 to 1	100%	16	64%		1	3	9	3		16	75%
141 - 145	46	15	4 to 1	100%	3	20%				3			3	100%
151, 152, 154, 155	40	14	3 to 1	100%	8	57%			2	5		1	8	75%
161 - 164	74	29	3 to 1	97%	11	38%		2	4	5			11	45%
171 - 173	105	61	2 to 1	92%	8	13%		3	1	4			8	50%

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UNIT GROUP	Tags			% Return**	# Succ. Hunters	% Hunter Success***	Point Class of Harvest							
	Apps	Sold	Draw Odds*				1	2	3	4	5	6+	Total	% 4+pts
181 - 184	15	5	3 to 1	100%	3	60%	1	2				3	67%	
192 Early	7	2	4 to 1	100%	1	50%			1			1	100%	
192 Late	10	3	4 to 1	100%	0	0%						0	--	
194, 196 Early	35	4	9 to 1	100%	2	50%			1	1		2	50%	
194, 196 Late	26	2	13 to 1	100%	0	0%						0	--	
195	17	5	4 to 1	100%	2	40%	1	1				2	0%	
201, 204	10	3	4 to 1	100%	1	33%			1			1	0%	
202, 205, 206	5	2	3 to 1	100%	0	0%						0	--	
211, 212	10	9	2 to 1	100%	1	11%				1		1	100%	
221 - 223	107	30	4 to 1	100%	17	57%	1	3	10	1	2	17	76%	
231	99	16	7 to 1	100%	8	50%			1	6	1	8	88%	
241 - 245	23	4	6 to 1	100%	4	100%			1	3		4	75%	
251 - 253	7	6	2 to 1	100%	3	50%			1	1		1	3	67%
261 - 268	16	4	4 to 1	100%	3	75%			1	2		3	67%	
271, 272	4	2	2 to 1	100%	1	50%				1		1	--	
291	22	2	11 to 1	100%	1	50%				1		1	100%	
<b>TOTALS</b>	<b>2,258</b>	<b>893</b>	<b>3 to 1</b>	<b>98%</b>	<b>300</b>	<b>34%</b>	10	70	72	126	14	8	300	49%

## RESIDENT ANTLERED MULE DEER ARCHERY HUNT 1341

011 - 013	74	23	4 to 1	100%	7	30%			2	4	1	7	71%
014	36	8	5 to 1	100%	2	25%				2		2	100%
015	10	2	5 to 1	100%	0	0%						0	--
021	22	13	2 to 1	100%	3	23%	2			1		3	33%
022	16	7	3 to 1	100%	0	0%						0	--
031	34	31	2 to 1	100%	3	10%			2	1		3	33%
032	28	21	2 to 1	100%	1	5%				1		1	100%
033	40	10	4 to 1	80%	1	10%	1					1	0%
034	7	5	2 to 1	100%	0	0%						0	--
035	10	10	1 to 1	90%	3	30%				2	1	3	100%
041, 042	14	13	2 to 1	92%	1	8%		1				1	0%
043 - 046	77	70	2 to 1	97%	20	29%		2	4	12	2	20	70%

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UNIT GROUP	Tags			% Return**	# Succ. Hunters	% Hunter Success***	Point Class of Harvest							Total	% 4+pts
	Apps	Sold	Draw Odds*				1	2	3	4	5	6+			
051	107	106	2 to 1	97%	19	18%		4	6	9				19	47%
061, 062, 064, 066 - 068	181	163	2 to 1	98%	30	18%		9	8	11	1	1		30	43%
065	8	2	4 to 1	100%	1	50%			1					1	0%
071 - 079, 091 Early	176	171	2 to 1	97%	27	16%	1	7	6	12	1			27	48%
071 - 079, 091 Late	56	43	2 to 1	95%	12	28%		2	6	4				12	33%
081	6	5	2 to 1	100%	2	40%			1	1				2	50%
101 - 108 Early	319	405	1 to 1	98%	53	13%	5	22	8	16	1	1		53	34%
101 - 108 Late	181	146	2 to 1	95%	28	20%	1	6	8	12	1			28	46%
111 - 113	125	70	2 to 1	97%	19	27%	1	10	5	3				19	16%
114, 115	110	108	2 to 1	98%	13	12%		8	3	2				13	15%
121	43	33	2 to 1	100%	11	33%		5	4	2				11	18%
131 - 134	82	25	4 to 1	92%	11	44%	2	1	5	3				11	27%
141 - 145	93	86	2 to 1	97%	12	14%		2	6	4				12	33%
151, 152, 154, 155	56	54	2 to 1	98%	14	26%		3	3	6	1	1		14	57%
161 - 164	146	127	2 to 1	98%	24	19%	3	8	5	8				24	33%
171 - 173	182	166	2 to 1	96%	16	10%	1	4	8	3				16	19%
181 - 184	48	47	2 to 1	102%	4	9%		2		2				4	50%
192 Early	11	7	2 to 1	100%	3	43%		2		1				3	33%
192 Late	20	8	3 to 1	100%	3	38%		1	1	1				3	33%
194, 196 Early	47	8	6 to 1	100%	1	13%				1				1	100%
194, 196 Late	41	4	11 to 1	100%	3	75%			1	2				3	67%
195	16	5	4 to 1	60%	2	60%			1	1				2	50%
201, 204	31	15	3 to 1	53%	1	7%				1				1	100%
202, 205, 206	21	17	2 to 1	88%	4	24%			1	3				4	75%
203	51	43	2 to 1	95%	5	12%		1	2	1	1			5	40%
211, 212	21	19	2 to 1	95%	1	5%		1						1	0%
221 - 223	112	65	2 to 1	98%	22	34%	1	9	5	5	1	1		22	32%
231	90	29	4 to 1	97%	9	31%		2	1	5	1			9	67%
241 - 245	20	4	5 to 1	75%	1	25%				1				1	100%
251 - 253	5	7	1 to 1	100%	2	29%				2				2	100%
261 - 268	25	9	3 to 1	100%	4	44%		3	1					4	0%

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UNIT GROUP	Tags		Draw Odds*	% Return**	# Succ. Hunters	% Hunter Success***	Point Class of Harvest							Total	% 4+pts
	Apps	Sold					1	2	3	4	5	6+			
271, 272	9	7	2 to 1	100%	1	14%			1					1	0%
291	23	15	2 to 1	100%	6	40%		4	2					6	0%
<b>TOTALS</b>	<b>2,830</b>	<b>2,232</b>	<b>2 to 1</b>	<b>97%</b>	<b>405</b>	<b>18%</b>	18	119	107	145	12	4	405	40%	

### RESIDENT ANTLERLESS MULE DEER DEPREDATION HUNT 1101

114, 115 Early	25	25	1 to 1	96%	10	40%									
114, 115 Late	14	30	1 to 1	93%	13	43%									
<b>TOTALS</b>	<b>39</b>	<b>55</b>	<b>1 to 1</b>	<b>95%</b>	<b>23</b>	<b>42%</b>									

### RESIDENT EMERGENCY ANTLERLESS MULE DEER HUNT 1104

132 Early		25		100%	20	80%									
132 Late		30		97%	13	43%									
<b>TOTALS</b>	<b>0</b>	<b>55</b>	<b>1 to 1</b>	<b>98%</b>	<b>33</b>	<b>60%</b>									

### RESIDENT ANTLERLESS MULE DEER ANY LEGAL WEAPON HUNT 1181

062, 064, 066 - 068	130	146	1 to 1	96%	84	59%									
101, 102, 104	86	271	1 to 1	97%	164	61%									
114, 115	40	29	2 to 1	100%	13	45%									
144	15	10	2 to 1	100%	7	70%									
<b>TOTALS</b>	<b>271</b>	<b>456</b>	<b>1 to 1</b>	<b>97%</b>	<b>268</b>	<b>60%</b>									

### NONRESIDENT PIW ANTLERED MULE DEER ANY LEGAL WEAPON HUNT 1200

STATEWIDE	2,395	3	799 to 1	100%	2	67%				2			2	100%
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### NONRESIDENT GUIDED ANTLERED MULE DEER ANY LEGAL WEAPON HUNT 1235

011- 013	25	7	4 to 1	100%	5	71%			1	2	2		5	80%
014	30	3	10 to 1	100%	2	67%				2			2	100%
015	43	1	43 to 1	100%		0%							0	--
021	7	1	7 to 1	100%	1	100%				1			1	100%
022	1	1	1 to 1	100%	1	100%			1				1	0%
031	11	4	3 to 1	100%	3	75%			1	2			3	67%

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UNIT GROUP	Tags			% Return**	# Succ. Hunters	% Hunter Success***	Point Class of Harvest								
	Apps	Sold	Draw Odds*				1	2	3	4	5	6+	Total	% 4+pts	
032	7	3	3 to 1	100%	2	67%			2					2	0%
033	127	6	22 to 1	100%	2	33%	1				1			2	50%
034	1	1	1 to 1	100%		0%								0	--
035	4	2	2 to 1	100%	1	50%					1			1	100%
041, 042	1	1	1 to 1	100%	1	100%								1	100%
043 - 046 Early	9	6	2 to 1	100%	6	100%					6			6	100%
043 - 046 Late	1	1	1 to 1	100%	1	100%					1			1	100%
051 Early	13	7	2 to 1	86%	5	71%			1	3	1			5	80%
051 Late	5	5	1 to 1	100%	2	40%					1		1	2	100%
061, 062, 064, 066 - 068 E	31	26	2 to 1	100%	13	50%			2	8	2	1		13	85%
061, 062, 064, 066 - 068 L	83	4	21 to 1	100%	3	75%				2			1	3	100%
065	4	1	4 to 1	100%	1	100%					1			1	100%
071 - 079, 091 Early	52	39	2 to 1	97%	22	56%	3	6	13					22	59%
071 - 079, 091 Late	25	9	3 to 1	100%	8	89%	1	4	3					8	38%
081	17	2	9 to 1	100%	2	100%			1			1		2	50%
101 - 108, Early	87	82	2 to 1	90%	37	48%	6	15	12	4				37	43%
101 - 108, Late	54	20	3 to 1	100%	15	75%			4	9	2			15	73%
111 - 113 Early	36	27	2 to 1	89%	14	56%	2	1	10	1				14	79%
111 - 113 Late	27	4	7 to 1	125%	1	25%				1				1	100%
114, 115	26	7	4 to 1	86%	5	71%				5				5	100%
121	14	7	2 to 1	100%	1	14%					1			1	100%
131 - 134 Early	12	4	3 to 1	100%	3	75%					3			3	100%
131 - 134 Late	3	1	3 to 1	100%		0%								0	--
141 - 145 Early	15	15	1 to 1	93%	7	47%			3	4				7	57%
141 - 145 Late	3	2	2 to 1	100%	2	100%			1	1				2	50%
151, 152, 154, 155	14	6	3 to 1	100%	5	83%	1	3	1					5	20%
161 - 164 Early	11	11	1 to 1	100%	10	91%	1	3	5				1	10	60%
161 - 164 Late	1	1	1 to 1	100%		0%								0	--
171 - 173 Early	18	8	3 to 1	100%	4	50%			2	2				4	50%
171 - 173 Late	4	4	1 to 1	100%	2	50%				2				2	100%
181 - 184 Early	6	6	1 to 1	100%	6	100%			2	2			2	6	67%

**2008 FINAL MULE DEER HARVEST BY HUNT AND UNIT GROUP**

UNIT GROUP	Tags		Draw Odds*	% Return**	# Succ. Hunters	% Hunter Success***	Point Class of Harvest							Total	% 4+pts
	Apps	Sold					1	2	3	4	5	6+			
181 - 184 Late	3	3	1 to 1	67%	2	100%				2			2	100%	
194, 196	26	1	26 to 1	100%	1	100%						1	1	100%	
195	1	1	1 to 1	100%	1	100%				1			1	100%	
201, 204	5	3	2 to 1	100%	2	67%				2			2	100%	
202, 205, 206	1	1	1 to 1	100%	1	100%				1			1	100%	
203	3	1	3 to 1	100%		0%							0	--	
221 - 223 Early	21	18	2 to 1	100%	8	44%			1	4	2	1	8	88%	
221 - 223 Late	55	1	55 to 1	100%		0%							0	--	
231	91	6	16 to 1	100%	3	50%				3			3	100%	
241 - 245	30	1	30 to 1	100%	1	100%							1	100%	
271, 272	1	1	1 to 1	100%	1	100%							1	100%	
291	1	1	1 to 1	100%		0%							0	--	
<b>TOTALS</b>	<b>1,066</b>	<b>373</b>	<b>3 to 1</b>	<b>96%</b>	<b>213</b>	<b>58%</b>	0	15	54	118	16	10	213	68%	

**NONRESIDENT ANTLERED MULE DEER ANY LEGAL WEAPON HUNT 1331**

011- 013 Early	208	8	26 to 1	100%	4	50%			3	1			4	25%
011- 013 Late	249	2	125 to 1	100%	1	50%				1			1	100%
014 Early	48	2	24 to 1	100%	1	50%				1			1	100%
014 Late	103	2	52 to 1	50%	1	100%			1				1	0%
015	212	2	106 to 1	100%		0%							0	--
021	72	3	24 to 1	100%	1	33%				1			1	100%
022	32	3	11 to 1	100%	3	100%				3			3	100%
031	144	11	14 to 1	100%	7	64%		1	2	4			7	57%
032	48	5	10 to 1	100%	4	80%			2	1	1		4	50%
033 Early	59	4	15 to 1	100%	3	75%			2	1			3	33%
033 Late	297	3	99 to 1	100%	2	67%				2			2	100%
034	30	2	15 to 1	100%	2	100%				2			2	100%
035	23	3	8 to 1	100%	2	67%				1	1		2	100%
041, 042	9	3	3 to 1	100%	2	67%			1	1			2	50%
043 - 046 Early	55	16	4 to 1	100%	11	69%	1	1	2	7			11	64%
043 - 046 Late	44	4	11 to 1	100%	1	25%			1				1	0%

## 2008 FINAL MULE DEER HARVEST BY HUNT AND UNIT GROUP

UNIT GROUP	Tags			% Return**	# Succ. Hunters	% Hunter Success***	Point Class of Harvest							
	Apps	Sold	Draw Odds*				1	2	3	4	5	6+	Total	% 4+pts
051 Early	66	26	3 to 1	100%	7	27%			3	4			7	57%
051 Late	107	7	16 to 1	100%	4	57%			1	3			4	75%
061, 062, 064, 066 - 068 E	353	28	13 to 1	96%	18	64%		2	4	11	1		18	67%
061, 062, 064, 066 - 068 L	487	3	163 to 1	100%	1	33%				1			1	100%
065	134	2	67 to 1	100%	1	50%					1		1	100%
071 - 079, 091 Early	300	51	6 to 1	98%	32	63%		7	9	15		1	32	50%
071 - 079, 091 Late	375	8	47 to 1	100%	6	75%			3	3			6	50%
081	97	4	25 to 1	100%	4	100%			1	3			4	75%
101 - 108, Early	459	144	4 to 1	99%	61	42%	2	9	14	33	2	1	61	59%
101 - 108, Late	496	25	20 to 1	96%	18	72%		2	7	6	2	1	18	50%
111 - 113 Early	184	34	6 to 1	100%	15	44%	1	3	3	8			15	53%
111 - 113 Late	147	2	74 to 1	100%		0%							0	--
114, 115 Early	53	8	7 to 1	100%	4	50%				4			4	100%
114, 115 Late	46	2	23 to 1	100%	1	50%						1	1	100%
121 Early	45	13	4 to 1	100%	10	77%		2	3	5			10	50%
121 Late	20	2	10 to 1	100%	1	50%				1			1	100%
131 - 134 Early	97	15	7 to 1	100%	12	80%		1	5	6			12	50%
131 - 134 Late	31	2	16 to 1	100%		0%							0	--
141 - 145 Early	86	20	5 to 1	100%	12	60%		4	2	6			12	50%
141 - 145 Late	69	2	35 to 1	100%	2	100%		1	1				2	0%
151, 152, 154, 155 Early	61	7	9 to 1	86%	3	43%		2	1				3	0%
151, 152, 154, 155 Late	35	2	18 to 1	100%	2	100%			2				2	0%
161 - 164 Early	107	12	9 to 1	100%	7	58%		1	1	3	2		7	71%
161 - 164 Late	57	2	29 to 1	100%	2	100%				2			2	100%
171 - 173 Early	93	17	6 to 1	88%	9	59%		2	3	4			9	44%
171 - 173 Late	79	4	20 to 1	100%	2	50%				2			2	100%
181 - 184 Early	15	6	3 to 1	100%	5	83%		1	3			1	5	20%
181 - 184 Late	17	4	5 to 1	100%		0%							0	--
192 Early	7	2	4 to 1	100%	1	50%		1					1	0%
192 Late	10	2	5 to 1	100%	2	100%			1	1			2	50%
194, 196 Early	26	3	9 to 1	100%	1	33%				1			1	100%

## 2008 FINAL MULE DEER HARVEST BY HUNT AND UNIT GROUP

UNIT GROUP	Tags			% Return**	# Succ. Hunters	% Hunter Success***	Point Class of Harvest								
	Apps	Sold	Draw Odds*				1	2	3	4	5	6+	Total	% 4+pts	
194, 196 Late	507	3	169 to 1	100%	3	100%				2		1	3	100%	
195	8	2	4 to 1	100%	1	50%	1						1	0%	
201, 204	54	3	18 to 1	100%	2	67%				2			2	100%	
202, 205, 206	23	4	6 to 1	100%	2	50%			1	1			2	50%	
203	14	6	3 to 1	100%	3	50%			2	1			3	33%	
211, 212	22	4	6 to 1	100%	2	50%			2				2	0%	
221 - 223 Early	185	28	7 to 1	96%	19	68%	1	4	11	2	1		19	74%	
221 - 223 Late	1,565	2	783 to 1	100%	1	50%			1				1	100%	
231	323	7	47 to 1	100%	4	57%			1	1	2		4	75%	
241 - 245 Early	22	3	8 to 1	100%	2	67%			2				2	100%	
241 - 245 Late	212	2	106 to 1	100%	2	100%						1	1	2	100%
251 - 253	24	4	6 to 1	100%	1	25%						1	1	100%	
261 - 268	10	5	2 to 1	100%		0%							0	--	
271, 272	34	2	17 to 1	100%	2	100%			2				2	100%	
291	16	4	4 to 1	100%	0	0%							0	--	
<b>TOTALS</b>	<b>8,811</b>	<b>611</b>	<b>15 to 1</b>	<b>98%</b>	<b>332</b>	<b>55%</b>	<b>4</b>	<b>42</b>	<b>91</b>	<b>171</b>	<b>16</b>	<b>8</b>	<b>332</b>	<b>59%</b>	

## NONRESIDENT ANTLERED MULE DEER MUZZLELOADER HUNT 1371

011 - 013	30	2	15 to 1	100%	2	100%			1		1		2	50%
014	9	2	5 to 1	100%	0	0%							0	--
015	30	2	15 to 1	100%	2	100%				2			2	100%
021	14	2	7 to 1	100%	1	50%				1			1	100%
022	6	2	3 to 1	100%	2	100%				2			2	100%
031	12	2	6 to 1	100%	2	100%			2				2	0%
032	5	2	3 to 1	100%	2	100%			1	1			2	50%
033	19	2	10 to 1	100%	0	0%							0	--
034	6	2	3 to 1	100%	1	50%			1				1	0%
035	5	2	3 to 1	100%	2	100%			1	1			2	50%
041, 042	6	2	3 to 1	100%	2	100%	1	1					2	0%
043 - 046	7	3	3 to 1	100%	2	67%			1	1			2	50%
051	12	3	4 to 1	100%	2	67%			1		1		2	50%
061, 062, 064, 066 - 068	36	5	8 to 1	100%	1	20%				1			1	100%

## 2008 FINAL MULE DEER HARVEST BY HUNT AND UNIT GROUP

UNIT GROUP	Tags		Draw Odds*	% Return**	# Succ. Hunters	% Hunter Success***	Point Class of Harvest						Total	% 4+pts
	Apps	Sold					1	2	3	4	5	6+		
065	18	2	9 to 1	100%	0	0%							0	--
071 - 079, 091	22	4	6 to 1	100%	2	50%			1	1			2	50%
081	7	2	4 to 1	100%	2	100%				1	1		2	100%
101 - 108	50	17	3 to 1	100%	6	35%		2	3	1			6	17%
111 - 113	18	6	3 to 1	100%	3	50%				3			3	100%
114, 115	246	6	41 to 1	100%	1	17%				1			1	100%
121	6	2	3 to 1	100%	0	0%							0	--
131 - 134	19	3	7 to 1	100%	2	67%				1	1		2	100%
141 - 145	8	2	4 to 1	100%	0	0%							0	--
151, 152, 154, 155	8	2	4 to 1	100%	0	0%							0	--
161 - 164	16	3	6 to 1	100%	1	33%				1			1	100%
171 - 173	11	3	4 to 1	67%	0	0%							0	--
181 - 184	2	2	1 to 1	100%	0	0%							0	--
192 Early	3	2	2 to 1	100%	1	50%				1			1	100%
192 Late	5	2	3 to 1	100%	0	0%							0	--
194, 196 Early	3	2	2 to 1	100%	0	0%							0	--
194, 196 Late	59	2	30 to 1	100%	2	100%				1	1		2	100%
195	3	2	2 to 1	50%	0	0%							0	--
201, 204	13	2	7 to 1	100%	1	50%				1			1	100%
202, 205, 206	8	2	4 to 1	100%	2	100%				1	1		2	100%
211, 212	3	2	2 to 1	100%	1	50%			1				1	0%
221 - 223	39	3	13 to 1	100%	0	0%							0	--
231	74	2	37 to 1	100%	1	50%			1				1	0%
241 - 245	8	2	4 to 1	50%	1	100%				1			1	100%
251 - 253	3	1	3 to 1	100%	1	100%				1			1	100%
261 - 268	2	2	1 to 1	100%	0	0%							0	--
271, 272	2	2	1 to 1	100%	0	0%							0	--
291	3	2	2 to 1	100%	1	50%				1			1	100%
<b>TOTALS</b>	<b>856</b>	<b>117</b>	<b>8 to 1</b>	<b>97%</b>	<b>49</b>	<b>43%</b>	<b>0</b>	<b>3</b>	<b>15</b>	<b>25</b>	<b>6</b>	<b>0</b>	<b>49</b>	<b>63%</b>

## 2008 FINAL MULE DEER HARVEST BY HUNT AND UNIT GROUP

UNIT GROUP	Tags		Draw Odds*	% Return**	# Succ. Hunters	% Hunter Success***	Point Class of Harvest						Total	% 4+pts	
	Apps	Sold					1	2	3	4	5	6+			
<b>NONRESIDENT ANTLERED MULE DEER ARCHERY HUNT 1341</b>															
011 - 013	11	3	4 to 1	100%	1	33%							1	1	100%
014	5	2	3 to 1	100%	0	0%								0	--
015	3	2	2 to 1	100%	0	0%								0	--
021	8	2	4 to 1	100%	1	50%			1					1	0%
022	4	2	2 to 1	100%	0	0%								0	--
031	12	3	4 to 1	100%	3	100%	1	1	1					3	33%
032	4	2	2 to 1	100%	2	100%	1		1					2	50%
033	20	2	10 to 1	100%	1	50%			1					1	0%
034	5	2	3 to 1	100%	0	0%								0	--
035	5	2	3 to 1	100%	1	50%				1				1	100%
041, 042	2	2	1 to 1	100%	0	0%								0	--
043 - 046	12	8	2 to 1	100%	3	38%				2	1			3	100%
051	16	12	2 to 1	100%	1	8%	1							1	0%
061, 062, 064, 066 - 068	68	16	5 to 1	100%	4	25%				4				4	100%
065	6	2	3 to 1	100%	2	100%				1	1			2	100%
071 - 079, 091 Early	65	19	4 to 1	100%	6	32%	1	1	4					6	67%
071 - 079, 091 Late	12	4	3 to 1	100%	3	75%			1	2				3	67%
081	2	2	1 to 1	100%	0	0%								0	--
101 - 108 Early	155	70	3 to 1	99%	13	19%	2	5	6					13	46%
101 - 108 Late	62	14	5 to 1	100%	4	29%	1		1	1	1			4	75%
111 - 113	30	8	4 to 1	100%	5	63%	1	1	3					5	60%
114, 115	29	12	3 to 1	75%	1	8%	1							1	0%
121	8	4	2 to 1	50%	1	50%	1							1	0%
131 - 134	12	3	4 to 1	100%	0	0%								0	--
141 - 145	15	10	2 to 1	90%	1	10%				1				1	100%
151, 152, 154, 155	21	6	4 to 1	100%	0	0%								0	--
161 - 164	29	14	3 to 1	93%	1	7%				1				1	100%
171 - 173	38	16	3 to 1	94%	4	25%			2	2				4	50%
181 - 184	5	1	5 to 1	100%	0	0%								0	--
192 Early	3	2	2 to 1	100%	0	0%								0	--

## 2008 FINAL MULE DEER HARVEST BY HUNT AND UNIT GROUP

UNIT GROUP	Tags		Draw Odds*	% Return**	# Succ. Hunters	% Hunter Success***	Point Class of Harvest							Total	% 4+pts
	Apps	Sold					1	2	3	4	5	6+			
192 Late	4	2	2 to 1	100%	2	100%	1	1						2	0%
194, 196 Early	3	2	2 to 1	100%	1	50%							1	1	100%
194, 196 Late	29	2	15 to 1	100%	0	0%								0	--
195	2	2	1 to 1	100%	0	0%								0	--
201, 204	6	2	3 to 1	100%	0	0%								0	--
202, 205, 206	4	2	2 to 1	50%	1	100%				1				1	100%
203	8	3	3 to 1	100%	1	33%				1				1	100%
211, 212	3	4	1 to 1	75%	0	0%								0	--
221 - 223	49	7	7 to 1	100%	5	71%			2	3				5	60%
231	97	3	33 to 1	100%	1	33%				1				1	100%
241 - 245	4	2	2 to 1	100%	1	50%						1		1	100%
271, 272	2	2	1 to 1	100%	1	50%				1				1	100%
291	3	2	2 to 1	100%	1	50%		1						1	0%
<b>TOTALS</b>	<b>881</b>	<b>282</b>	<b>4 to 1</b>	<b>96%</b>	<b>72</b>	<b>26%</b>	0	12	16	37	4	3		72	61%

Apps - # of 1st choice applicants plus successful applicants as 2nd - 5th choice

\* Draw Odds - # of 1st choice applicants plus successful applicants for every one tag sold

\*\* % Return - Percent of hunter return cards received compared to total tags sold

\*\*\* % Hunter Success - based on # of successful hunters divided by total tags sold (includes did not hunts; a portion of nonreturns are assumed to be successful based on past trends of hunt records not yet returned)