

## 2003 FINAL MULE DEER HARVEST BY HUNT AND UNIT GROUP

UNIT GROUP	1st Choice	Tags	Draw Odds*	%	# Succ.	% Hunter	Point Class of Harvest						Total	% 4+pts
	Apps.	Sold		Return**	Hunters	Success***	1	2	3	4	5	6+		
<b>RESIDENT PIW ANTLERED MULE DEER ANY LEGAL WEAPON HUNT 1000</b>														
STATEWIDE	2,756	22	126 to 1	95%	13	59%		3	2	7	1		13	62%
<b>HERITAGE MULE DEER ANY LEGAL WEAPON HUNT 1100 AND 1201</b>														
STATEWIDE		2		50%	1	50%				1			1	100%
<b>RESIDENT ANTLERLESS MULE DEER DEPREDATION HUNT 1101</b>														
032	102	100	2 to 1	95%	35	35%								
114, 115 Early	40	30	2 to 1	93%	20	67%								
114, 115 Late	23	20	2 to 1	95%	11	55%								
<b>TOTALS</b>	<b>165</b>	<b>150</b>	<b>2 to 1</b>	<b>95%</b>	<b>66</b>	<b>44%</b>								
<b>LANDOWNER DAMAGE COMPENSATION HUNT 1115 AND 1215</b>														
011 - 013		5		100%	4	80%			1	3			4	75%
015		1		0%	0	0%							0	--
021, 022		3		100%	3	100%			1	2			3	67%
031		8		100%	7	88%			2	5			7	71%
032		6		100%	6	100%				4	1	1	6	100%
034		11		82%	8	73%		1	3	4			8	50%
035		3		100%	2	67%			2				2	0%
041, 042		1		100%	0	0%							0	--
046		2		100%	2	100%			2				2	0%
051		6		100%	5	83%			2	3			5	60%
065		2		100%	2	100%				2			2	100%
102, 103		24		92%	20	83%		3	10	7			20	35%
111 - 113		3		100%	0	0%							0	--
114, 115		12		100%	7	58%				3	4		7	100%
131, 132		3		67%	1	33%				1			1	100%
141, 144		1		100%	1	100%				1			1	100%
152		3		100%	2	67%					2		2	100%
203		2		100%	1	50%				1			1	100%
223		1		100%	0	0%							0	--
231		23		96%	10	43%			1	8		1	10	90%

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UNIT GROUP	1st Choice	Tags	Draw Odds*	%	# Succ.	% Hunter	Point Class of Harvest								
	Apps.	Sold		Return**	Hunters	Success***	1	2	3	4	5	6+	Total	% 4+pts	
241, 242		6		100%	3	50%						2	1	3	100%
291		3		100%	1	33%				1				1	100%
<b>TOTALS</b>		<b>129</b>		<b>95%</b>	<b>85</b>	<b>66%</b>		4	24	45	9	3		85	67%

### RESIDENT ANTLERED MULE DEER ANY LEGAL WEAPON HUNT 1131

011- 013	1,101	112	10 to 1	97%	54	48%	1	8	16	23	5	1	54	54%
014	556	28	20 to 1	93%	19	68%		3	8	7	1		19	42%
015	283	25	12 to 1	100%	9	36%		2	2	4	1		9	56%
021	266	20	14 to 1	95%	11	55%	1	1	2	7			11	64%
022	297	36	9 to 1	97%	9	25%			4	5			9	56%
031	558	94	6 to 1	100%	54	57%	2	16	16	16	3	1	54	37%
032	156	83	2 to 1	99%	30	36%	2	7	12	5	4		30	30%
033 Early	402	41	10 to 1	98%	24	59%		2	15	5	1	1	24	29%
033 Late	530	41	13 to 1	100%	26	63%		2	8	13	3		26	62%
034	174	83	3 to 1	96%	21	25%	1	6	6	6	1	1	21	38%
035	223	56	4 to 1	95%	29	52%	1	5	11	8	4		29	41%
041, 042	237	63	4 to 1	97%	24	38%	1	4	12	5	2		24	29%
043 - 046	567	150	4 to 1	96%	68	45%	3	19	25	19		2	68	31%
051	722	372	2 to 1	97%	154	41%	6	43	54	44	7		154	33%
061, 062, 064, 066 - 068	1,861	420	5 to 1	96%	182	43%	5	59	50	57	11		182	37%
065	196	28	7 to 1	89%	23	82%		4	14	5			23	22%
071 - 079	1,876	544	4 to 1	97%	241	44%	17	107	63	50	4		241	22%
081	187	21	9 to 1	100%	10	48%		1	4	4	1		10	50%
101 - 108, Early	2,309	1,710	2 to 1	95%	456	27%	45	208	107	72	19	5	456	21%
101 - 108, Late	1,330	429	4 to 1	97%	240	56%	8	60	80	80	7	5	240	38%
111 - 113 Early	1,739	766	3 to 1	95%	192	25%	24	90	39	34	2	2	191	20%
111 - 113 Late	739	40	19 to 1	95%	23	58%		2	6	11		3	22	64%
114, 115	394	141	3 to 1	96%	65	46%	2	23	20	18	1	1	65	31%
121	364	77	5 to 1	97%	52	68%	4	21	16	8	3		52	21%
131 - 134	744	152	5 to 1	97%	78	51%		24	25	28	1		78	37%
141 - 145	1,263	560	3 to 1	98%	253	45%	15	86	74	69	5	4	253	31%
151, 152, 154, 155	608	196	4 to 1	97%	104	53%	2	30	34	32	5	1	104	37%
161 - 164	880	285	4 to 1	96%	96	34%	4	26	25	32	6	2	95	42%
171 - 173	1,405	489	3 to 1	97%	185	38%	7	48	50	74	6		185	43%
181 - 184	343	143	3 to 1	96%	49	34%	1	19	15	13	1		49	29%

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UNIT GROUP	1st Choice	Tags	Draw Odds*	%	# Succ.	% Hunter	Point Class of Harvest							Total	% 4+pts
	Apps.	Sold		Return**	Hunters	Success***	1	2	3	4	5	6+			
192	203	45	5 to 1	100%	23	51%	1	3	7	12			23	52%	
194, 196	1,021	59	18 to 1	100%	49	83%	2	3	15	24	4	1	49	59%	
195	260	32	9 to 1	100%	21	66%		4	2	11	3	1	21	71%	
201, 204	394	79	5 to 1	97%	40	51%	3	12	14	11			40	28%	
202, 205, 206	218	59	4 to 1	97%	25	42%	2	5	12	6			25	24%	
203	118	46	3 to 1	100%	21	46%		4	6	10	1		21	52%	
211, 212	76	46	2 to 1	100%	11	24%	1	3	5	2			11	18%	
221 - 223	1,034	242	5 to 1	95%	90	37%	2	34	25	24	5		90	32%	
231	899	122	8 to 1	98%	67	55%	7	27	12	18	3		67	31%	
241 - 245	1,009	91	12 to 1	96%	37	41%	3	8	5	13	7	1	37	57%	
251 - 253	66	42	2 to 1	93%	14	33%		5		5	3	1	14	64%	
261 - 268 Early	297	67	5 to 1	96%	16	24%		5	6	4		1	16	31%	
261 - 268 Late	93	8	12 to 1	88%	2	25%		1		1			2	50%	
271, 272 Early	36	21	2 to 1	90%	8	38%		1	3	3	1		8	50%	
271, 272 Late	51	2	26 to 1	100%	0	0%							0	--	
291	318	37	9 to 1	97%	18	49%	2	4	6	4	2		18	33%	
<b>TOTALS</b>	<b>28,403</b>	<b>8,203</b>	<b>4 to 1</b>	<b>96%</b>	<b>3223</b>	<b>39%</b>	175	1045	931	902	133	34	3220	33%	

### RESIDENT ANTLERED MULE DEER ARCHERY HUNT 1141

011 - 013	73	27	3 to 1	100%	5	19%		1	3	1			5	20%
014	32	14	3 to 1	100%	1	7%				1			1	100%
015	6	4	2 to 1	100%	1	25%	1						1	0%
021	11	3	4 to 1	67%	0	0%							0	--
022	23	8	3 to 1	100%	1	13%		1					1	0%
031	27	20	2 to 1	100%	2	10%			2				2	0%
032	6	5	2 to 1	80%	0	0%							0	--
033	51	18	3 to 1	100%	3	17%		1	1		1		3	33%
034	30	29	2 to 1	97%	3	10%		1	1	1			3	33%
035	27	25	2 to 1	92%	5	20%	1	1	1	2			5	40%
041, 042	28	19	2 to 1	95%	2	11%	1		1				2	0%
043 - 046	37	33	2 to 1	97%	2	6%		1	1				2	0%
051	65	57	2 to 1	100%	10	18%		3	3	3	1		10	40%
061, 062, 064, 066 - 068	80	59	2 to 1	100%	7	12%	1	2		4			7	57%
065	20	17	2 to 1	94%	1	6%				1			1	100%
071 - 079	51	41	2 to 1	95%	1	2%		1					1	0%
081	3	2	2 to 1	50%	0	0%							0	--

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UNIT GROUP	1st Choice	Tags	Draw Odds*	%	# Succ.	% Hunter	Point Class of Harvest						Total	% 4+pts
	Apps.	Sold		Return**	Hunters	Success***	1	2	3	4	5	6+		
101 - 108 Early	342	341	2 to 1	97%	34	10%	4	13	8	9			34	26%
101 - 108 Late	68	51	2 to 1	96%	7	14%			2	5			7	71%
111 - 113	144	87	2 to 1	97%	24	28%	4	11	4	5			24	21%
114, 115	48	42	2 to 1	90%	3	7%	1	1		1			3	33%
121	18	16	2 to 1	94%	6	38%		5		1			6	17%
131 - 134	72	18	4 to 1	100%	4	22%			1	3			4	75%
141 - 145	92	83	2 to 1	98%	12	14%	2	5	4	1			12	8%
151, 152, 154, 155	78	73	2 to 1	95%	8	11%	1	1	5	1			8	13%
161 - 164	81	60	2 to 1	95%	12	20%		4	6	2			12	17%
171 - 173	163	137	2 to 1	96%	11	8%		5	3	2		1	11	27%
181 - 184	31	25	2 to 1	88%	2	8%		1	1				2	0%
192	32	27	2 to 1	100%	6	22%	1	2	2	1			6	17%
194, 196	79	25	4 to 1	96%	7	28%	2	1	2	1		1	7	29%
195	32	11	3 to 1	73%	1	9%				1			1	100%
201, 204	44	28	2 to 1	96%	5	18%		2	1	1	1		5	40%
202, 205, 206	8	8	1 to 1	88%	0	0%							0	--
203	53	41	2 to 1	93%	3	7%			2	1			3	33%
211, 212	3	2	2 to 1	100%	0	0%							0	--
221 - 223	71	20	4 to 1	100%	4	20%	1	2	1				4	0%
231	78	28	3 to 1	96%	5	18%	1	2	1	1			5	20%
241 - 245	28	17	2 to 1	94%	1	6%				1			1	100%
251 - 253	7	7	1 to 1	100%	0	0%							0	--
261 - 268	28	12	3 to 1	83%	0	0%							0	--
271, 272	5	4	2 to 1	100%	0	0%							0	--
291	21	9	3 to 1	100%	2	22%		1				1	2	50%
<b>TOTALS</b>	<b>2,196</b>	<b>1,553</b>	<b>2 to 1</b>	<b>96%</b>	<b>201</b>	<b>13%</b>	<b>21</b>	<b>68</b>	<b>56</b>	<b>50</b>	<b>4</b>	<b>2</b>	<b>201</b>	<b>28%</b>

### RESIDENT ANTLERED MULE DEER MUZZLELOADER HUNT 1171

011 - 013	62	11	6 to 1	100%	4	36%		1	2	1			4	75%
014	24	4	6 to 1	100%	3	75%		1	1		1		3	67%
015	12	2	6 to 1	100%	0	0%							0	--
021	8	2	4 to 1	100%	1	50%				1			1	100%
022	11	2	6 to 1	100%	0	0%							0	--
031	25	7	4 to 1	100%	3	43%			2			1	3	33%
032	5	3	2 to 1	100%	2	67%			1	1			2	50%

## 2003 FINAL MULE DEER HARVEST BY HUNT AND UNIT GROUP

UNIT GROUP	1st Choice	Tags	Draw Odds*	%	# Succ.	% Hunter	Point Class of Harvest							Total	% 4+pts
	Apps.	Sold		Return**	Hunters	Success***	1	2	3	4	5	6+			
033	99	19	6 to 1	100%	6	32%		1	3	1	1		6	33%	
034	11	9	2 to 1	89%	2	22%		1		1			2	50%	
035	15	5	3 to 1	100%	2	40%			1	1			2	50%	
041, 042	9	5	2 to 1	100%	1	20%			1				1	0%	
043 - 046	47	19	3 to 1	100%	3	16%			1	2			3	67%	
051	58	41	2 to 1	98%	15	37%		6	6	2		1	15	20%	
061, 062, 064, 066 - 068	92	30	4 to 1	97%	8	27%	1	5	1	1			8	13%	
065	32	5	7 to 1	100%	2	40%			1	1			2	50%	
071 - 079	100	41	3 to 1	98%	8	20%	1	1	2	4			8	50%	
081	2	2	1 to 1	100%	1	50%			1				1	0%	
101 - 108	218	144	2 to 1	97%	39	27%	3	20	7	5	2	2	39	23%	
111 - 113	133	50	3 to 1	92%	19	38%	5	7	3	3	1		19	21%	
114, 115	279	54	6 to 1	96%	30	56%		3	9	14	4		30	60%	
121	20	8	3 to 1	100%	3	38%		1	1	1			3	33%	
131 - 134	88	13	7 to 1	100%	5	38%		3		2			5	40%	
141 - 145	53	19	3 to 1	100%	10	53%		4	2	4			10	40%	
151, 152, 154, 155	69	36	2 to 1	100%	17	47%	2	4	5	4		1	16	31%	
161 - 164	78	29	3 to 1	100%	14	48%	1	7	2	4			14	29%	
171 - 173	162	71	3 to 1	100%	17	24%	3	4	6	4			17	24%	
181 - 184	21	8	3 to 1	100%	2	25%	1		1				2	0%	
192	7	3	3 to 1	100%	1	33%			1				1	0%	
194, 196	40	7	6 to 1	100%	4	57%		1	1	1	1		4	50%	
195	12	2	6 to 1	100%	0	0%							0	--	
201, 204	7	3	3 to 1	100%	1	33%		1					1	0%	
202, 205, 206	4	2	2 to 1	100%	0	0%							0	--	
211, 212	3	2	2 to 1	100%	1	50%				1			1	100%	
221 - 223	40	10	4 to 1	100%	4	40%		2	1	1			4	25%	
231	87	16	6 to 1	94%	7	44%			2	5			7	71%	
241 - 245	27	5	6 to 1	100%	3	60%			1	1	1		3	67%	
251 - 253	7	5	2 to 1	100%	1	20%				1			1	100%	
261 - 268	16	5	4 to 1	100%	1	20%		1					1	0%	
271, 272	4	4	1 to 1	75%	1	25%			1				1	0%	
291	7	2	4 to 1	100%	2	100%				2			2	100%	
<b>TOTALS</b>	<b>1,994</b>	<b>705</b>	<b>3 to 1</b>	<b>98%</b>	<b>243</b>	<b>34%</b>	<b>17</b>	<b>72</b>	<b>65</b>	<b>71</b>	<b>12</b>	<b>5</b>	<b>242</b>	<b>36%</b>	

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	Apps.	Sold		Return**	Hunters	Success***	1	2	3	4	5	6+		
<b>RESIDENT ANTLERLESS MULE DEER ANY LEGAL WEAPON HUNT 1181</b>														
101, 102, 104	103	88	2 to 1	100%	34	39%								
114, 115	51	18	3 to 1	100%	10	56%								
144	92	54	2 to 1	94%	37	69%								
192	29	10	3 to 1	100%	7	70%								
194, 196	49	16	4 to 1	94%	12	75%								
203	31	20	2 to 1	90%	6	30%								
291	21	5	5 to 1	100%	3	60%								
<b>TOTALS</b>	<b>376</b>	<b>211</b>	<b>2 to 1</b>	<b>97%</b>	<b>109</b>	<b>52%</b>								
<b>NONRESIDENT PIW ANTLERED MULE DEER ANY LEGAL WEAPON HUNT 1200</b>														
STATEWIDE	1,469	3	490 to 1	100%	3	100%			1	1	1		3	67%
<b>NONRESIDENT ANTLERED MULE DEER ANY LEGAL WEAPON HUNT 1231</b>														
011- 013	700	9	78 to 1	100%	6	67%				5	1		6	100%
014	280	2	140 to 1	100%	1	50%			1				1	0%
015	584	2	292 to 1	50%	1	50%				1			1	100%
021	85	2	43 to 1	100%	1	50%			1				1	0%
022	57	3	19 to 1	100%	3	100%				2	1		3	100%
031	196	5	40 to 1	100%	3	60%			3				3	0%
032	129	3	43 to 1	100%	3	100%			1	2			3	67%
033 Early	200	5	40 to 1	100%	3	60%				3			3	100%
033 Late	1,449	5	290 to 1	100%	4	80%				2	2		4	100%
034	45	4	12 to 1	100%	1	25%				1			1	0%
035	64	2	32 to 1	100%	2	100%		1	1				2	0%
041, 042	52	4	13 to 1	100%	1	25%				1			1	100%
043 - 046	88	3	30 to 1	100%	2	67%		1	1				2	0%
051	197	36	6 to 1	92%	18	50%			6	10	1	1	18	67%
061, 062, 064, 066 - 068	283	22	13 to 1	100%	14	64%			7	6	1		14	50%
065	19	2	10 to 1	100%	2	100%			1	1			2	50%
071 - 079	304	33	10 to 1	97%	18	55%		4	8	5	1		18	33%
081	177	2	89 to 1	100%		0%							0	--
101 - 108, Early	731	117	7 to 1	97%	63	54%	1	18	23	18	3		63	33%
101 - 108, Late	595	28	22 to 1	93%	18	64%		1	4	11	1	1	18	72%
111 - 113 Early	319	49	7 to 1	98%	25	51%		4	6	14	1		25	60%

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UNIT GROUP	1st Choice	Tags	Draw Odds*	%	# Succ.	% Hunter	Point Class of Harvest							Total	% 4+pts
	Apps.	Sold		Return**	Hunters	Success***	1	2	3	4	5	6+			
111 - 113 Late	353	3	118 to 1	100%	0	0%								0	--
114, 115	129	4	33 to 1	100%	2	50%				2				2	100%
121	21	5	5 to 1	60%	0	0%								0	--
131 - 134	84	10	9 to 1	100%	9	90%		3	2	4				9	44%
141 - 145	328	37	9 to 1	97%	20	54%	1	11	3	4	1			20	25%
151, 152, 154, 155	179	10	18 to 1	100%	8	80%		4	2	2				8	25%
161 - 164	212	19	12 to 1	89%	7	37%		1	4		2			7	29%
171 - 173	340	29	12 to 1	97%	17	59%		1	6	10				17	59%
181 - 184	42	13	4 to 1	92%	3	23%		1	2					3	0%
192	28	3	10 to 1	100%	3	100%	1		1	1				3	33%
194, 196	135	3	45 to 1	100%	3	100%		2		1				3	33%
195	15	3	5 to 1	100%	3	100%		1		2				3	67%
201, 204	60	4	15 to 1	75%	1	25%			1					1	0%
202, 205, 206	38	5	8 to 1	100%	2	40%			2					2	0%
203	11	4	3 to 1	75%	1	25%		1						1	0%
211, 212	36	5	8 to 1	100%	3	60%			2	1				3	33%
221 - 223	146	12	13 to 1	100%	8	67%			3	4		1		8	63%
231	296	8	37 to 1	100%	5	63%				4		1		5	100%
241 - 245	756	7	108 to 1	86%	1	14%					1			1	100%
251 - 253	15	5	3 to 1	80%	2	40%			1	1				2	50%
261 - 268 Early	18	9	2 to 1	100%	1	11%			1					1	0%
261 - 268 Late	16	2	8 to 1	50%	1	50%			1					1	0%
271, 272	21	2	11 to 1	100%	1	50%				1				1	100%
291	22	3	8 to 1	67%	2	67%			1	1				2	50%
<b>TOTALS</b>	<b>9,855</b>	<b>543</b>	<b>19 to 1</b>	<b>95%</b>	<b>292</b>	<b>54%</b>	<b>3</b>	<b>54</b>	<b>96</b>	<b>119</b>	<b>16</b>	<b>4</b>	<b>292</b>	<b>48%</b>	

## NONRESIDENT GUIDED ANTLERED MULE DEER ANY LEGAL WEAPON HUNT 1235

011- 013	14	3	5 to 1	100%	0	0%								0	--
014	29	1	29 to 1	100%	1	100%					1			1	100%
015	163	2	82 to 1	100%	1	50%				1				1	100%
021	4	1	4 to 1	100%	0	0%								0	--
022	3	1	3 to 1	100%	1	100%				1				1	100%
031	8	5	2 to 1	60%	2	40%				2				2	100%
032	15	6	3 to 1	83%	5	83%			1	4				5	80%
033 Early	9	3	3 to 1	100%	2	67%				1	1			2	100%

## 2003 FINAL MULE DEER HARVEST BY HUNT AND UNIT GROUP

UNIT GROUP	1st Choice	Tags	Draw Odds*	%	# Succ.	% Hunter	Point Class of Harvest							Total	% 4+pts
	Apps.	Sold		Return**	Hunters	Success***	1	2	3	4	5	6+			
033 Late	412	3	138 to 1	100%	2	67%			1	1				2	50%
034	5	5	1 to 1	100%	3	60%				3				3	100%
035	4	4	1 to 1	100%	1	25%			1					1	0%
041, 042	3	3	1 to 1	100%	1	33%		1						1	0%
043 - 046	13	13	1 to 1	92%	10	77%			4	5	1			10	60%
051	5	5	1 to 1	100%	1	20%			1					1	0%
061,062,064,066-068	62	24	3 to 1	92%	17	71%		1	2	10	2	2		17	82%
065, 142	2	1	2 to 1	100%	1	100%				1				1	100%
071 - 079	99	27	4 to 1	93%	20	74%	1	2	10	7				20	35%
081	7	1	7 to 1	100%	1	100%				1				1	100%
101 - 108, Early	98	72	2 to 1	96%	34	47%		5	6	19	3	1		34	68%
101 - 108, Late	97	25	4 to 1	100%	19	76%			4	14	1			19	79%
111 - 113 Early	36	35	2 to 1	91%	14	40%			5	7		2		14	64%
111 - 113 Late	52	3	18 to 1	100%	2	67%				1	1			2	100%
114, 115	26	12	3 to 1	92%	5	42%			2	3				5	60%
121	4	4	1 to 1	100%	2	50%			1	1				2	50%
131-134	7	7	1 to 1	86%	3	43%				2	1			3	100%
141 - 145	38	25	2 to 1	100%	10	40%		1	4	5				10	50%
151, 152, 154, 155	25	12	3 to 1	100%	8	67%			3	5				8	63%
161 - 164	18	15	2 to 1	107%	4	27%				2	2			4	100%
171 - 173	38	25	2 to 1	96%	15	60%		1	6	8				15	53%
181 - 184	3	3	1 to 1	100%	1	33%				1				1	100%
192	2	2	1 to 1	100%	2	100%				2				2	100%
194, 196	24	3	8 to 1	100%	3	100%				2	1			3	100%
195	2	1	2 to 1	100%	1	100%				1				1	100%
201, 204	6	5	2 to 1	40%	0	0%								0	--
202, 205, 206	2	2	1 to 1	100%	2	100%				2				2	0%
203	1	1	1 to 1	100%	0	0%								0	--
221 - 223	28	15	2 to 1	87%	8	53%				3	4	1		8	100%
231	74	6	13 to 1	100%	4	67%				2	1	1		4	100%
241 - 245	121	3	41 to 1	100%	3	100%				1	1	1		3	100%
271, 272	2	2	1 to 1	100%	1	50%				1				1	100%
291	2	1	2 to 1	100%	1	100%				1				1	100%
<b>TOTALS</b>	<b>1,563</b>	<b>387</b>	<b>5 to 1</b>	<b>95%</b>	<b>211</b>	<b>55%</b>	<b>1</b>	<b>11</b>	<b>53</b>	<b>118</b>	<b>20</b>	<b>8</b>	<b>211</b>	<b>69%</b>	

## 2003 FINAL MULE DEER HARVEST BY HUNT AND UNIT GROUP

UNIT GROUP	1st Choice	Tags	Draw Odds*	%	# Succ.	% Hunter	Point Class of Harvest						Total	% 4+pts
	Apps.	Sold		Return**	Hunters	Success***	1	2	3	4	5	6+		
<b>NONRESIDENT ANTLERED MULE DEER ARCHERY HUNT 1241</b>														
011 - 013	30	3	10 to 1	100%	0	0%							0	--
014	13	2	7 to 1	100%	1	50%	1						1	0%
015	9	2	5 to 1	100%	1	50%				1			1	100%
021	3	2	2 to 1	100%	0	0%							0	--
022	4	3	2 to 1	100%	1	33%				1			1	100%
031	13	2	7 to 1	100%	2	100%				2			2	100%
032	4	2	2 to 1	100%	0	0%							0	--
033	39	2	20 to 1	150%	0	0%							0	--
034	7	3	3 to 1	100%	0	0%							0	--
035	3	3	1 to 1	100%	0	0%							0	--
041, 042	2	2	1 to 1	100%	0	0%							0	--
043 - 046	7	4	2 to 1	100%	0	0%							0	--
051	19	6	4 to 1	100%	0	0%							0	--
061, 062, 064, 066 - 068	44	7	7 to 1	100%	1	14%				1			1	0%
065	2	2	1 to 1	100%	0	0%							0	--
071 - 079	20	5	4 to 1	100%	1	20%				1			1	100%
081	5	2	3 to 1	50%	1	50%						1	1	100%
101 - 108 Early	74	38	2 to 1	97%	7	18%		1	3	2	1		7	43%
101 - 108 Late	93	6	16 to 1	100%	3	50%				1	1	1	3	67%
111 - 113	41	10	5 to 1	90%	6	60%		1	3	1	1		6	33%
114, 115	13	5	3 to 1	100%	0	0%							0	--
121	2	2	1 to 1	100%	1	50%					1		1	100%
131 - 134	11	2	6 to 1	100%	2	100%					2		2	100%
141 - 145	18	9	2 to 1	89%	1	11%		1					1	0%
151, 152, 154, 155	12	8	2 to 1	100%	1	13%					1		1	100%
161 - 164	10	7	2 to 1	86%	1	14%				1			1	0%
171 - 173	30	15	2 to 1	93%	2	13%					2		2	100%
181 - 184	6	3	2 to 1	100%	0	0%							0	--
192	3	3	1 to 1	100%	1	33%		1					1	0%
194, 196	7	3	3 to 1	100%	0	0%							0	--
195	2	2	1 to 1	100%	1	50%		1					1	0%
201, 204	5	3	2 to 1	100%	0	0%							0	--
202, 205, 206	2	2	1 to 1	50%	1	50%					1		1	100%
203	5	5	1 to 1	100%	1	20%				1			1	0%
211, 212	2	2	1 to 1	100%	0	0%							0	--

## 2003 FINAL MULE DEER HARVEST BY HUNT AND UNIT GROUP

UNIT GROUP	1st Choice	Tags	Draw Odds*	%	# Succ.	% Hunter	Point Class of Harvest							Total	% 4+pts
	Apps.	Sold		Return**	Hunters	Success***	1	2	3	4	5	6+			
221 - 223	15	2	8 to 1	100%	1	50%			1					1	0%
231	37	3	13 to 1	100%	0	0%								0	--
241 - 245	4	2	2 to 1	100%	0	0%								0	--
251 - 253	1	1	1 to 1	100%	0	0%								0	--
261 - 268	2	2	1 to 1	100%	0	0%								0	--
271, 272	2	2	1 to 1	100%	0	0%								0	--
291	2	2	1 to 1	100%	0	0%								0	--
<b>TOTALS</b>	<b>623</b>	<b>191</b>	<b>4 to 1</b>	<b>97%</b>	<b>37</b>	<b>19%</b>	<b>1</b>	<b>5</b>	<b>11</b>	<b>16</b>	<b>4</b>	<b>0</b>	<b>37</b>	<b>54%</b>	

### NONRESIDENT ANTLERED MULE DEER MUZZLELOADER HUNT 1271

011 - 013	16	2	8 to 1	100%	0	0%								0	--
014	13	2	7 to 1	100%	1	50%				1				1	100%
015	4	2	2 to 1	100%	2	100%				1		1		2	100%
021	3	2	2 to 1	100%	2	100%				2				2	100%
022	3	2	2 to 1	100%	2	100%			2					2	0%
031	4	2	2 to 1	100%	1	50%				1				1	100%
032	4	2	2 to 1	100%	2	100%			1			1		2	50%
033	41	2	21 to 1	100%	2	100%				2				2	100%
034	7	2	4 to 1	50%	0	0%								0	--
035	3	2	2 to 1	100%	0	0%								0	--
041, 042	4	2	2 to 1	100%	0	0%								0	--
043 - 046	5	2	3 to 1	50%	0	0%								0	--
051	18	5	4 to 1	80%	1	20%				1				1	0%
061, 062, 064, 066 - 068	28	3	10 to 1	100%	1	33%				1				1	0%
065	3	2	2 to 1	100%	2	0%		1				1		2	--
071 - 079	25	5	5 to 1	100%	2	40%		1		1				2	50%
081	5	2	3 to 1	100%	0	0%								0	--
101 - 108	57	16	4 to 1	100%	7	44%				3	2	2		7	57%
111 - 113	18	6	3 to 1	100%	3	50%				1	2			3	67%
114, 115	279	6	47 to 1	100%	4	67%		1		2	1			4	75%
121	2	2	1 to 1	100%	2	100%				2				2	0%
131 - 134	5	2	3 to 1	100%	0	0%								0	--
141 - 145	12	2	6 to 1	100%	2	100%				2				2	100%
151, 152, 154, 155	22	4	6 to 1	100%	3	75%				2	1			3	33%
161 - 164	4	3	2 to 1	100%	2	67%					1	1		2	100%
171 - 173	29	8	4 to 1	100%	4	50%		1	2	1				4	25%

## 2003 FINAL MULE DEER HARVEST BY HUNT AND UNIT GROUP

UNIT GROUP	1st Choice	Tags	Draw Odds*	%	# Succ.	% Hunter	Point Class of Harvest						Total	% 4+pts	
	Apps.	Sold		Return**	Hunters	Success***	1	2	3	4	5	6+			
181 - 184	4	2	2 to 1	100%	1	50%			1					1	0%
192	2	2	1 to 1	100%	1	50%		1						1	0%
194, 196	3	2	2 to 1	100%	0	0%								0	--
195	2	2	1 to 1	50%	0	0%								0	--
201, 204	9	2	5 to 1	100%	1	50%				1				1	0%
202, 205, 206	2	2	1 to 1	100%	1	50%		1						1	0%
211, 212	2	2	1 to 1	100%	0	0%								0	--
221 - 223	4	2	2 to 1	100%	1	50%					1			1	100%
231	44	2	22 to 1	100%	1	50%					1			1	100%
241 - 245	25	2	13 to 1	100%	1	50%						1		1	100%
251 - 253	2	2	1 to 1	100%	0	0%								0	--
261 - 268	2	2	1 to 1	50%	0	0%								0	--
271, 272	2	2	1 to 1	100%	1	50%				1				1	0%
291	2	2	1 to 1	100%	2	100%				1	1			2	50%
<b>TOTALS</b>	<b>719</b>	<b>118</b>	<b>7 to 1</b>	<b>96%</b>	<b>55</b>	<b>47%</b>	<b>0</b>	<b>6</b>	<b>19</b>	<b>22</b>	<b>6</b>	<b>2</b>	<b>55</b>	<b>55%</b>	

\* 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; nonreturns are assumed to be unsuccessful)