

STATE OF NEVADA

BOARD OF WILDLIFE COMMISSIONERS

The Board of Wildlife Commissioners under the authority of Section 501.181, 503.090, 503.140 and 503.245 of the Nevada Revised Statutes, does hereby adopt the following regulations for the management of game birds, small game, and furbearing mammals.

CR 18-12 Amendment #1

2018-2019

SEASONS, BAG LIMITS, AND SPECIAL REGULATIONS FOR UPLAND GAME BIRDS, RABBITS, WILD TURKEY, FURBEARERS, AMERICAN CROW, MOURNING AND WHITE-WINGED DOVE, AND FALCONRY SEASONS FOR UPLAND GAME BIRDS AND RABBITS.

THIS AMENDMENT MODIFIES GREATER SAGE-GROUSE OPEN AND CLOSED HUNT UNITS AND HUNT AREAS

EXPLANATION – Matter in *blue italics* is new; matter in red brackets ~~[omitted material]~~ is material to be omitted.

UPLAND GAME

(Units referenced are Game Management Units)

SAGE-GROUSE	
OPEN AREAS:	<p>Hunt Units, or those portions of hunt units, 061, 062, 064-067, <i>064, 065, 067</i>, 071-077, 081, 101-104, 109, and 121 in Elko County</p> <p>Hunt Units, or those portions of hunt units, 143, 155, 162 and 163 in Eureka County</p> <p>Hunt Units, or those portions of hunt units, 154, 155, 161, 162, 172 and 173 in Lander County</p> <p>Hunt Units, or those portions of hunt units, 161-163, 172, and 173 in Nye County</p> <p>Hunt Units, or those portions of hunt units, 104, 108, 111-113, 121, 131, 144, 221 and 222 in White Pine County</p>
SEASON DATES:	September 29 – October 14, 2018 September 28 – October 13, 2019
LIMITS:	Daily bag limit 2. Possession limit 4.
SHOOTING HOURS:	Sunrise to sunset daily.
SPECIAL REGULATIONS:	Closed to nonresidents.

SAGE-GROUSE

OPEN AREAS:	Hunt Units, or those portions of hunt units, 012 [and 054] in Humboldt County Hunt Units, or those portions of hunt units, 141, 144 and 145 in Eureka County Hunt Units, or those portions of hunt units, 011-015 in Washoe County
SEASON DATES:	September 29 – October 7, 2018 September 28 – October 6, 2019
LIMITS:	Daily bag limit 2. Possession limit 4.
SHOOTING HOURS:	Sunrise to sunset daily.
SPECIAL REGULATIONS:	Closed to nonresidents.