#14B



# STATE OF NEVADA DEPARTMENT OF WILDLIFE Game Division

6980 Sierra Center Parkway, Ste. 120 · Reno, Nevada 89511 (775) 688-1500 Fax (775) 688-1987

#### MEMORANDUM

### FEBRUARY 14, 2023

- **To:** Nevada Board of Wildlife Commissioners, County Advisory Boards to Manage Wildlife and Interested Publics
- From: Shawn Espinosa, Acting Administrator, Game Division
- Title: Commission Regulation 23-04 Amendment #1, 2023-24 and 2024-25 Emergency Big Game Seasons
- **Purpose:** The Commission will review, revise, and adopt the 2023-24 and 2024-25 Emergency Big Game Hunt structure.

#### Summary

The emergency big game seasons and harvest quotas were inadvertently left out of CR 23-04. The purpose of this amendment is to add the emergency big game seasons to CR 23-04.

### **Recommendation**

The Department recommends that the Commission review and adopt the proposed regulation as presented.

## 2023 and 2024 EMERGENCY BIG GAME HUNTS

Species	MULE DEER	PRONGHORN	ELK	BIGHORN
		ANTELOPE		
Legal Weapon	To be determined by hunt.			
Hunt Number	Hunt number #1104 for antlerless mule deer, hunt number #1105 for antlered mule deer, and hunt number #1106 for either class of mule deer.	Hunt number #2104 for pronghorn antelope with horns shorter than ears, hunt number #2105 for pronghorn antelope with horns longer than ears, and hunt number #2106 for either class of pronghorn antelope.	number #4106 for either class of elk, and hunt number #4108	ewe, hunt number #3105 for bighorn ram, hunt number
Class of Animal	To be determined by the Department for each designated emergency hunt.			
Open Season	Emergency hunts may occur between July 1 and June 30 of the following year.			
Tag Quota	Not to exceed 2,000 tags statewide for the species listed.			
Awarding Emergency Big Game Hunt Tags	Emergency hunt tags will be awarded by draw order sequence of unsuccessful applicants who applied in the current year's main big game draw with applications that meet similar criteria to season date, location, and weapon class of the emergency hunt.			