

**ARNG JTC- FORT BARFOOT REGULATION 210-11**

**HUNTING AND FISHING PROGRAM**

**2023-2024**





**Unexploded ordnance (UXOs) are present on Fort Barfoot. If you suspect you may have encountered one:**

**Recognize – when you may have come across ammunition, and that munitions are dangerous.**

**Retreat – do not approach, touch, move, or disturb a suspect munition, but carefully leave the area.**

**Report – immediately what you saw and where you saw it to Range Operations (434) 292-2227 or the Ft. Barfoot Game Check Station (434) 292-2618**

### What's New of 2023-2024

- Our website has changed: Please use- <https://barfoot.isportsman.net>
- Checking of harvested animals must be done by electronic methods consistent with the Virginia Department of Wildlife Resources regulations. Animals will no longer be checked by paper check card methods at the Ft. Barfoot Game Check Station. Hunters must report all harvest data in the Ft. Barfoot iSportsman system. It is no longer mandatory to bring your harvested animal to the game check station. Staff may be able to help patrons with the checking of harvested animals via electronic methods if available. All animals are to be checked in using Nottoway County; Federal Land, regardless of where the animal was harvested on Ft. Barfoot.
- All Ft. Barfoot treestands within the archery only areas have been removed. The historic Handicap/Youth hunting area is now accessible to all archery hunters. This area is now part of the permanent archery hunting only program and can be accessed when MA-40 Archery is open.
- Antlerless deer hunting days have been altered to accommodate holiday schedules and deer population management goals during the end of the general firearms season: Antlerless harvest will be permitted on December 30 and January 2-6.
- The game check station will be closed and no hunting will be observed on November 23rd and 24<sup>th</sup> and December 26<sup>th</sup>
- Please be advised that limited ingress/egress points are accessible for accessing areas south of SR40. Please see Appendix E for specific guidance.
- Several managed fishing ponds will likely remain closed due to fish restocking efforts.
- If you are a sportsman that would benefit from increased access to the internal Ft. Barfoot road/trail network; please call the game check station to discuss your wishes.
- Fishing activities are now allowed from 4:00 AM to 10:00 PM each day.
- It is anticipated that we will continue to randomly sample deer for Chronic Wasting Disease (CWD) testing. You may be asked if you would be willing to allow game check staff to take lymph node samples from your harvested deer. Older age class bucks are the main subject for sampling efforts.

**Managers Note:** Please take time to thank Mr. Bobby Wells, Mr. James Reeves, Mr. Donnie McDaniel, Mr. Matt Lynch and Mrs. Beth Nelson. Thanks to their support and work ethic; the wildlife and fish populations of Ft. Barfoot and their habitats are enhanced for everyone's enjoyment. I wish you safe and successful hunting and angling opportunities during the 2023-2024 seasons. Thank you for your support and patronage of the Ft. Barfoot Fish and Wildlife management programs- Brandon Martin, DPW Natural Resource Mgr.

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## HUNTING

### 1. General Information and Policy.

a. This regulation sets forth policies, restrictions and procedures for all hunting activities on ARNG JTC Ft. Barfoot (Ft. Barfoot). It applies to all individuals that hunt on the Installation. Ft. Barfoot operates a hunting program in the areas used for military training on the Installation. This program is intended to offer public recreational hunting and opportunities to assist in wildlife management. Hunting on Ft. Barfoot is a privilege, not a right.

b. All recreational activities on Ft. Barfoot are authorized and controlled by the Garrison Commander in accordance with the applicable Federal, State, Nottoway County Laws and Department of the Army Regulations. Minimum restrictions on all recreational activities are established to ensure safety, security, protection of property, and efficient accomplishment of Ft. Barfoot missions. Federal, State, and Nottoway County governments have concurrent legislative jurisdiction over most of Ft. Barfoot. In case of conflict, the most restrictive applicable rule or statute governs.

c. There are no guarantees of a place to hunt on Ft. Barfoot. Areas are open or closed to hunting based upon scheduled military training, safety, or biological management objectives. Hunting is permitted on Ft. Barfoot **Tuesday-Saturday** during open hunting seasons. All state recognized holidays will be observed and hunting may not be permitted during periods of inclement weather/base closure.

d. By entering the Installation, every individual consents to the search and inspection of their person and vehicles. Failure to fully cooperate during the course of an investigation, documents check, vehicle inspection, law enforcement check point, could result in revocation of recreational privileges or being barred from post. Lying or concealing information during these law enforcement activities could also lead to revocation of recreational privileges or being barred from post.

e. All observed violations of Federal, State, Nottoway County, or Ft. Barfoot regulations or laws must be reported to the Ft. Barfoot Fish and Wildlife Game Check Station (434) 292-2618, Range Operations (434) 292-2227 or the Ft. Barfoot Dispatch Office (434) 292-8444. Conservation enforcement staff will enforce all applicable laws and regulations for the protection of Ft. Barfoot's natural resources in accordance with the Sikes Act as Amended (2013) and Department of Defense Instruction (DODI) #5525.17 (2013).

f. In case of emergency call (434) 292-2227 (Range Operations) or (434) 292-8444 (Ft. Barfoot Dispatch). Accidents and lost persons must be immediately reported to the Ft. Barfoot Game Check Station (434) 292-2618, Range Operations (434) 292-2227, or Ft. Barfoot Dispatch (434) 292-8444.

g. Unless otherwise addressed in this regulation, hunting on Ft. Barfoot will be in accordance with Virginia State laws, applicable federal laws and supplemental orders issued by the Garrison Commander. Any supplemental order will be posted at Bldg. DGIF1 (Game Check Station) and on the iSportsman website.

h. Any person found to have knowingly or deliberately entered false information into the iSportsman program or any person found to have used another person's information, PIN, or account number to fraudulently sign in or out of an area may be barred from post or have their recreational privileges revoked..

## 2. What is needed to Hunt at Ft. Barfoot?

a. **To** be eligible to participate in hunting on Ft. Barfoot you must possess, or have accomplished, the following:

(1) Step 1 – Must possess a valid Hunter Safety Education Certificate. See 2.b. below.

(2) Step 2 – Must possess all required state and federal hunting licenses, stamps, etc. for the species that will be hunted.

(3) Step 3 – Create a user profile in the iSportsman system and acknowledge the General Release Statement

(4) Step 4 - Purchase a respective Ft. Barfoot Hunting Permit.

(5) Step 5- Must be able use and interact with the Ft. Barfoot iSportsman system and effectively checkin/checkout of hunting areas/activities.

b. **Hunter Safety Certificate Requirement.** Hunters must have a Virginia State Hunter Safety Education Certificate or a state Hunter Safety Education Certificate from another state or proof of a NRA equivalent hunter safety course. Hunters must acknowledge having such in iSportsman in order to purchase a Ft. Barfoot Hunting Permit. Ft. Barfoot will **not** honor Virginia Apprentice licenses for new hunters. A Virginia Apprentice license temporarily negates the requirement of the Hunter Education Safety Certificate. Other hunter education courses approved in writing by the Virginia Department of Wildlife Resources (VADWR) may be acceptable. Adults must maintain the following when supervising youth hunters: maintain close visual and verbal contact, provide adequate direction to and must be able to immediately assume control of the firearm. Individuals possessing or purchasing a Ft. Barfoot senior citizen or disabled permit are also required to have a Hunter Safety Education Certificate.

c. **Ft. Barfoot Hunting Permit.** Prior to purchasing a Ft. Barfoot Hunting Permit, a hunter must possess a Hunter Safety Education Certificate (See 2.b.), possess a current Virginia State license (resident or nonresident as applicable), and complete the



Ft. Barfoot iSportsman application and General Release Statement through the iSportsman system. A qualified guardian is required to acknowledge the General Release Statement for children 17 years of age or under.

d. **Permits and Fees:** All permits are good for one year from the date of purchase.

Military Personnel: E-1-E4 active duty military; free hunting and fishing. All other military or retired military service members \$10.00 discount off of a single license or \$20.00 discount off of a combination license. An annual permit validation must be received for the E1-E4 free permit to be activated.

Disabled Hunters and Anglers: To qualify for a Fort Barfoot disabled permit, individuals must have a Virginia Disabled Hunting and Fishing License.

Temporary Hunting & Fishing Permits: Anglers and hunters who possess a valid state fishing or hunting license may purchase a temporary Fort Barfoot permit to fish or hunt. This permit shall be valid only for three consecutive days for hunting and five consecutive days for fishing.

Youth Anglers and Hunters: Individuals, 15 years of age and younger, must have a Fort Barfoot youth permit to hunt or fish. Youth hunters must be accompanied and properly supervised by a licensed adult in possession of a Fort Barfoot permit.

Boating Permits: Boating requires a special Fort Barfoot boating permit. No boating permit is required if in possession of a current Fort Barfoot fishing permit or for hunting during waterfowl seasons.

Fort Barfoot Permit Year: The Fort Barfoot hunting & fishing permit year will run from one year from date of purchase.

Combination Permit: The combined permit fee allows you to obtain a fishing and hunting permit each at the rate of \$25.00 each and are valid for one year from date of purchase.

Access Permit: Access permit system is designed to have flexibility with adjoining landowners that may need access to the Ft. Barfoot boundary, neighboring hunt club personnel for frequent dog retrieval, and the like. Permits are \$5.00 annually.

Accompanying Recreationist Permit: Accompanying recreationists may accompany active hunters or fishermen but are not allowed to actively hunt or fish. (Exception for adult hunters accompanying youth hunters in the Twin Lakes Dove Field or the handicap/youth hunting stands; adult hunters may hunt with active youth in these areas)

### FORT BARFOOT PERMIT FEES

General Hunting	\$30.00
Disabled Hunting	\$20.00
Senior Citizen Hunting	\$20.00
Temporary Hunting (3 days)	\$15.00
Youth Hunting (15 and under)	<b>FREE</b>
Combination Hunting & Fishing	\$50.00
General Fishing	\$30.00
Disabled Fishing	\$20.00
Senior Citizen Fishing	\$20.00
Temporary Fishing (5 days)	\$15.00
Youth Fishing (15 and under)	<b>FREE</b>
Boating	\$10.00
Military (E1-E4) Hunting and Fishing	<b>FREE</b>
Retired/ Other Military	\$10/discount
Access Permit	\$5.00
Accompanying Recreationist	<b>FREE</b>

### 3. Telephone Numbers and Hours of Operation

BUILDING	SERVICES AND PHONE NUMBERS
Fish and Wildlife Branch Building DGIF 1 752 Dearing Ave. Blackstone, VA 23824	<b>Game Check Station Office:</b> (434) 292-2618  (Call for open hours of operation during the year; hours and staff schedules vary) Generally, staff are more readily available Oct.-Dec.
Ft. Barfoot Post HQ's and Dispatch Office Building 1484 Armistead Ave. Blackstone, VA 23824	<b>Ft. Barfoot Dispatch:</b> (434) 292-8444 <b>For suspected game violations:</b> (434) 292-2618 Conservation Officer (434) 292-2292 Garrison Fish and Wildlife Office (434) 292-8444 Ft. Barfoot Dispatch Office
Call-In Number and website for open area status, Hunting Area Reservations_and check in/out.	<b>1-866-471-0225</b> (iSportsman line) Allows you to reserve a hunting spot starting a 5:00 PM the evening before the following hunt day  Ft. Barfoot iSportsman Website: <a href="https://barfoot.isportsman.net">https://barfoot.isportsman.net</a>



**4. Ft. Barfoot 2023-2024 hunting seasons and bag limits.** Ft. Barfoot hunting seasons and bag limits are listed in Appendix A.

**5. Check-In/Check-Out Procedures.**

Hunters must check-into the Ft. Barfoot iSportsman system prior to entering the hunting areas on Ft. Barfoot. Upon leaving the hunting areas; hunters must check out of the Ft. Barfoot iSportsman system and record any required game harvest data as well as hours spent hunting.

**Schedule of Check In/Out Times:**

Legal hours for hunting on Ft. Barfoot are consistent with Virginia State Law; however all sportsmen recreating on Ft. Barfoot must abide by the checkin/checkout rules as listed below:

	<b><u>Check In Begin</u></b>	<b><u>Check Out End</u></b>
<b>General Hunting</b> To include: Waterfowl, Rabbit, Squirrel, etc.	4:00 A.M.	1.5 hrs. after sunset
Spring Turkey Hunting	4:00 A.M.	1:00 P.M.
Dove Hunting	4:00 A.M.	Sunset
Fishing	4:00 A.M.	10:00 P.M.
Scouting	4:00 A.M.	1 hr. after sunset
Dog Training	4:00 A.M.	1 hr. after sunset

a. **Hunting Permit.** To be assigned an area to hunt, hunters must check in to a hunting area using the Ft. Barfoot iSportsman system either by phone, computer, or smartphone. A yearly parking permit is issued at the same time when a hunter purchases their hunting permit. The hunting permit must be printed off and carried on the hunters' person.

b. **Parking Permit.** The parking permit must be displayed face up on the left side of the dashboard of the hunters' vehicle **so that it is clearly visible to the roadway.** The parking permit must be clearly displayed for each hunter in a vehicle. Vehicles not displaying parking permits may be towed at the owner's expense and their hunting privileges may be suspended. When finished hunting, **every** hunter must check out from their hunting area using the iSportsman system.

c. **Hunting Areas.** Hunting areas are designated daily according to military needs. Hunters are restricted to hunting only in their assigned area, but will be permitted to

change areas when space is available by checking out using the iSportsman system by phone, internet or smartphone. During the fall/winter hunting seasons, the maximum approximate hunter density will be 1 daily hunting permit per 100 acres of land available for hunting on a given day. During the spring gobbler season, approximately 1 daily permit per 500 acres of available hunting land will be issued. Hunters may only check in to one area at a time, no exceptions. Hunters may change areas as many times as they wish.

d. **Open Area Information**. Open hunting and fishing areas are posted on the Ft. Barfoot iSportsman website under the “**Areas->Area Status List**” menu. The website option is the easiest for gaining open/closed area information. The telephone option (1-866-471-0225) will also allow for area status to be obtained. The telephone option is not as streamlined as the website for obtaining open/closed area status information.

e. **Reservations**. Hunters may reserve an open hunting area by telephone 1-866-471-0225, or on the Ft. Barfoot iSportsman website, beginning at 1700 (5pm) and ending at 2200 (10pm) the day prior to the hunting day. While there is no hunting on Sundays or Mondays; Tuesday reservations can be made Monday evening at 1700 (5pm). Reservations will be held only until 0800 (8am) the day of the hunt.

f. **Checking Game**. All game animals taken on Ft. Barfoot, to include small game, waterfowl, and furbearers, must be reported in the iSportsman system. All appropriate game species must be validated and checked consistent with the Virginia Department of Wildlife Resources rules and regulations. Please refer to page 26 of the 2023-2024 Virginia Hunting and Trapping regulations for clarity on checking game via electronic checking methods. **All game animals harvested on Ft. Barfoot should be recorded in the VADWR system as being harvested on Federal Land in Nottoway Co.; regardless of where the animal was harvested on Ft. Barfoot.** Specific Ft. Barfoot area harvest information will be recorded in the Ft. Barfoot iSportsman system. The removal of unreported game from the Installation may result in revocation of recreational privileges or being barred from post. Hunters must make every effort to trail and recover wounded game. If wounded game goes off of Ft. Barfoot, it is the responsibility of the hunter to obtain permission from the private landowner to enter the privately owned land. If a hunter fails to check out in the iSportsman system before the assigned time, the hunter’s account will be placed on automatic checkin hold. The user will be unable to hunt on Ft. Barfoot until the matter is resolved.

g. **Observers**. A non-hunting observer- (accompanying recreationist) may accompany a licensed hunter. To be allowed access to the areas, an accompanying recreationist must obey all blaze orange or blaze pink requirements, cannot carry any weapons, and must stay within close proximity (50 yards) of the licensed hunter. Persons wishing to participate as an accompanying recreationist must add the accompanying recreationist permit to their iSportsman account. Accompanying recreationists must check in and out of the Accompanying Recreationist activity using the iSportsman system.

h. **Youth Hunters**. Any youth under the age of 16 is prohibited from the use of firearms, unless accompanied and supervised by a parent or legal guardian. An authorized adult, 18 years of age or older, can escort no more than two youth hunters (under the age of 16) or non-hunting observers. Adults must maintain the following when supervising youth hunters: maintain close visual and verbal contact, provide adequate direction to and must be able to immediately assume control of the firearm.

**6. Prohibited Activities and Restrictions.** The following list is not all inclusive, but is offered for convenience. It includes Ft. Barfoot-specific restrictions that may differ from state and county laws or ordinances. The list also includes some violations that are state laws but are included for emphasis.

a. **Weapons in Vehicles**. Weapons must be unloaded and preferably cased while in a vehicle. Weapons and ammunition must be separated during transport.

b. **Drive Hunting**. Drive hunting is strictly prohibited. Drive hunting is defined as an organized sweep by one or more moving people designed to push or drive deer to one or more hunters. **If you observe or hear hunters conducting drives, immediately call 434-292-2618 and report the violation.**

c. **Shooting From Vehicle**. Shooting from a vehicle is prohibited.

d. **Deer Weapons**. Deer will be hunted only with archery tackle, shotguns loaded with slugs or buckshot, and muzzle loading rifles .45 caliber or larger.

e. **Failure to Check-Out of Area By Assigned Time**. Hunters must check out of the iSportsman system prior to the daily checkout time. Hunters who fail to check out of hunting areas in iSportsman by the assigned time will automatically have their accounts placed on administrative hold. **The first offense in a license year will result in the administrative hold remaining for a mandatory three (3) hunting days. A second offense of not checking out of an area will result in a mandatory minimum administrative hold of fourteen (14) hunting days. Hunters who fail to check out of iSportsman at the end of the deer General Gun Season will have their administrative action applied into the next year's opening of General Gun Season.**

f. **Shooting Across Roads or Trails**. Firing from or across an **asphalt or gravel** road or trail is prohibited.

g. **Spotlighting**. Casting a light or headlight off the roadway to observe is prohibited.

h. **Discharging a Firearm**. Discharging a firearm for purposes other than hunting is prohibited.

i. **Dogs and Deer**. It is unlawful to hunt deer with dogs on Ft Barfoot. Any hunter or member of a party of hunters who kills a deer while hunting with dogs will be subject to the loss of Ft. Barfoot hunting privileges. Shooting dogs is prohibited.

j. **Trespassing**. Anyone found in a Permanent Restricted Area or in any other area without approval may have their Ft. Barfoot hunting privileges revoked. Signing out for one area and hunting or entering a different area is prohibited and may result in loss of hunting privileges. Additionally, personnel found poaching/trespassing will be subject to prosecution and/or administrative action. Personnel reporting violations should contact the Ft. Barfoot Game Check Station (434) 292-2618.

k. **Road Hunting**. Hunters are to proceed directly to and from their assigned hunting area by the most direct route. Driving Ft. Barfoot roads and trails to observe wildlife or for any other purpose other than to reach or leave the assigned hunting area is prohibited. If persons are observed driving in a manner that appears they are searching for wildlife, it will be assumed that they are hunting from that vehicle and they may be stopped and searched.

l. **Accessing Hunting Areas, Legal Hunt Hours**. Hunters will not be permitted to enter Ft. Barfoot prior to 4:00 A.M. Hunting will not commence prior to one-half hour before sunrise and will end not later than one-half hour after sunset. **WEAPONS WILL NOT BE LOADED OUTSIDE OF HUNTING HOURS.** Some migratory bird and turkey seasons have shorter hunt day lengths.

m. **Baiting, Plantings and Non-Game Species**. Feeding or baiting of any wildlife or taking of any species not addressed in these regulations is prohibited. **Hunters are prohibited from planting food plots, seeding, fertilizing, or the placement of salt and minerals on Ft. Barfoot property.**

n. **Alcohol and Drugs**. Any hunter that uses or possesses alcohol or illegal drugs in a hunting area is subject to loss of hunting privileges and prosecution under Federal and/or state law. This prohibition extends to carrying alcohol or illegal drugs in a vehicle while checked out to hunt. NOTE: If alcohol or the odor of alcohol is detected by members of law enforcement personnel, the hunter will be denied hunting privileges, and may be issued applicable citations

o. **Government Property**. Picking up, touching or taking Government equipment, ordnance, munitions or any item is prohibited. Defacing, climbing on, or disturbing any part of a building, range structure, sign, equipment or property found on Ft. Barfoot is also prohibited.

p. **Harassment and Hunter Conduct**. Harassment of government employees or contractors involved in natural resources management or check station duties is prohibited and may result in loss of hunting privileges. The use of inappropriate, crude, offensive or threatening language by hunters around the Game Check Station or

directed at others at any location on Ft. Barfoot, is prohibited and may result in revocation of recreational privileges.

q. **Interfering with Hunters.** Interfering with the lawful pursuit of taking of wildlife or disturbing any wildlife for the purpose of disrupting a hunt is prohibited.

r. **Party Hunting.** “Party Hunting” is prohibited. Party hunting is defined as one person killing a deer, bear or turkey and having another member notch their Big Game License and check in the animal for them. This also applies to small game and migratory birds.

s. **Artifacts.** Excavation or digging is prohibited. The collection of any artifact (such as Civil War artifacts, old bottles, coins, etc.), disturbance of any feature related to past human activity, and the collection of paleontological specimens on Ft. Barfoot is prohibited. The use of metal detectors on Ft. Barfoot is strictly prohibited. Violators will be prosecuted under both the civil and criminal provisions of the Archeological Resources Protection Act, 16 USC Sections 470ee-470ff or other applicable law or regulation.

t. **Littering.** Littering or disposing of refuse except in receptacles provided for that purpose is prohibited.

u. **Checking In and Not Hunting.** Hunters who falsely check in to hunt an area and do not go hunting, or allow others to check them into areas, **or using another hunters iSportsman account** for the purpose of “locking up” openings to keep others out will be flagged as doing so in the iSportsman system and have their privileges immediately placed on administrative hold until the incident is resolved. Such violations may result in permanent loss of hunting privileges and/or permanent debarment from Ft. Barfoot. Hunters must be in the hunting area that they have checked in to, or be in the process of driving directly to the area when checked into the Ft. Barfoot iSportsman system.

v. **Photography.** Do not photograph installation facilities, training equipment, or troops while on Ft. Barfoot. **Trail camera use is prohibited.**

w. **Ft. Barfoot Access Under False Pretenses.** If a person falsely uses a hunting permit to gain access to Ft. Barfoot and is not on the Garrison to hunt, that person may be subject to the loss of all Ft. Barfoot privileges, other adverse action, and criminal prosecution.

x. **Hunting Guides.** The use of paid or bartered hunting guides is prohibited.

y. **Handguns.** The use and possession of pistols is prohibited on Ft. Barfoot. The possession of a pistol is only allowed under the guidelines of the Personal Firearms Smart Card document located under the Activity Info. and Regulations tab on the Ft. Barfoot iSportsman homepage.

## 7. Safety.

a. **Blaze Orange & Blaze Pink.** Hunters and individuals accompanying hunters must comply with existing state requirements governing the wearing of blaze orange/pink. Hunters utilizing the permanent archery hunting only area are not required to wear blaze orange/pink during general firearms deer season. Reminder: Muzzleloader hunters must wear blaze orange/pink when not in a stationary position.

b. **No Hunting Safety Zones.** Hunting is not permitted within 50 yards of any road or structure within the permanent archery hunting only area or within 200 yards of the Ammo Supply Point (ASP). Hunting is prohibited within 10 ft. of any road ditch line or post maintained road surface within the general hunting areas.

c. **Keeping a Safe Distance.** Hunters need to be mindful of each other's presence in the woods. Ethical hunters, when realizing the presence of another hunter, will not enter, and will depart the area immediately to avoid interference with the hunter who is already in position to hunt. This separation distance should be at least 200 meters (219 yards). During the spring gobbler season, early archery and squirrel seasons, camouflaged hunters can be in close proximity and not realize it. Squirrel season presents the unique potential hazard of having a hunter shoot into a tree where a motionless archery hunter might be sitting. Extra care must be exercised to be sure of your target and what is beyond. All conflicts between hunters will be processed by law enforcement.

d. **Evacuate Hunting Areas.** Hunters must immediately leave their assigned hunting area and return to their vehicle if:

(1) If there is contact with military personnel engaged in military training within a designated open hunting area. This means that either military personnel or the hunters are in the wrong area. Contact Fish and Wildlife Game Check Station at (434-292-2618) to notify staff of the problem. The hunter will either be allowed back into the area once it is clear, or they will be assigned to another area if available

(2) Directed by Range Operations or Natural Resource Staff.

(3) Notified by the Ft. Barfoot iSportsman system by automated call, text message, or email to evacuate the area.

e. **Safety Equipment.** Cell phone, flashlight, whistle, GPS, and compass are strongly encouraged to be carried at all times. It is advised that all hunters carry cell phones to call for assistance and download important telephone numbers as listed on page 7 of this publication.

f. **Treestand Safety.** Ft. Barfoot hunters may use personal treestands at their own risk. The government is neither responsible for accidents and injuries that may occur nor liable for any loss or damage that occurs to stands left unattended. Use only

professionally manufactured stands such as those that are certified by Treestand Manufacturers Association (TMA). Follow the manufacturer's instructions for their assembly and safe use. Inspect treestands prior to each use to ensure that there are no damaged or loose parts. Do not climb with anything in hand. Use an equipment haul line to raise and lower your unloaded gun, archery tackle, or other equipment. Always wear and properly use a Fall Arrest System/Full Body Harness that meets TMA type standards. Always use a harness that distributes weight through shoulders, chest, waist, and legs and is equipped with a safety release mechanism.

g. **Unexploded Ordnance**. All hunting areas are utilized for military training and dangers inherent to such training are present. It is possible to find unexploded ordnance (UXO) anywhere. Do not touch or disturb the UXO. If a UXO is found, mark the area and report it immediately to the Ft. Barfoot Game Check Station (434-292-2618) or the Ft. Barfoot Range Operations Firing Desk (434-292-2227).

h. **Closed and Off Limits Areas**. Never, for any reason, enter a hunting area that is closed by permanent gate or other barricade. It is imperative that hunters know their location at all times. Never cross a boundary road, cross a wire fence, or walk, drive, or bypass around a closed gate. It is the individual's sole responsibility to insure and verify they are in their assigned hunting area. Closed hunting areas that are not barricaded/gated can be traversed in order to get to open hunting areas; but you should only transit thru these areas and should not stop or get out of the vehicle.

## **8. Conservation Law Enforcement Procedures.**

a. **Information**. All federal and state laws concerning the harvest of fish and wildlife apply to all persons on Ft. Barfoot regardless of the purpose of entry onto the Garrison. In addition, the Ft. Barfoot Garrison Commander has prescribed special regulations for persons using Ft. Barfoot lands and facilities.

b. **Authority**. Ft. Barfoot conservation enforcement personnel may detain and issue tickets to persons suspected of violating federal or state game laws. They are also authorized to suspend hunting privileges of anyone who violates the regulations prescribed in Ft. Barfoot Reg. 210-11. Accounts will be placed on administrative hold until incidents are resolved. Personnel operating the game checking station are authorized to take temporary custody of illegal wildlife brought to the game check station until state law enforcement personnel arrive.

c. **Administrative Actions**. Persons who violate state, Federal or Ft. Barfoot Fish and Wildlife laws and regulations on Ft. Barfoot property are subject to both administrative actions up to and including permanent barring from Ft. Barfoot and/or having their recreational privileges at Ft. Barfoot permanently revoked. The following table 8-1 will be used as a general guide in determining the number of hunting days for which a violator's hunting privileges will be on hold. Suspensions may vary due to circumstances and may take effect either at the time the notice of violation is served or at a time specified at the discretion of the Conservation Enforcement staff.



Table 8-1

<b><u>Violations</u></b>	<b><u>Administrative Action</u></b>	
	<b><u>1st Offense</u></b>	<b><u>2<sup>nd</sup> Offense</u></b>
<b>Failure to display parking permit.</b>	<b>3 hunting days</b>	<b>14 hunting days</b>
<b>Failure to hunt in assigned area.</b>	<b>Permanent Revocation</b>	<b>N/A</b>
<b>Hunting in a closed area, restricted area, or “No Hunting” zone.</b>	<b>Permanent Revocation</b>	<b>N/A</b>
<b>Failure to checkout on time.</b>	<b>3 hunting days</b>	<b>14 hunting days</b>
<b>Operating motorized vehicle on unauthorized road, unless retrieving game.</b>	<b>30 hunting days</b>	<b>1 year from violation</b>
<b>Transporting a loaded weapon in a vehicle.</b>	<b>1 year from violation</b>	<b>N/A</b>
<b>Failure to wear blaze orange during deer firearms season.</b>	<b>1 year from violation</b>	<b>N/A</b>
<b>Conducting deer drives.</b>	<b>1 year from violation</b>	<b>N/A</b>
<b>Discharging a firearm for purposes other than hunting or shooting across a road or trail.</b>	<b>Permanent Revocation</b>	<b>N/A</b>

Table 8-1 - Recommended Penalties for Administrative Restriction of Hunting Privileges

**9. Weapons Regulation.** This regulation describes procedures and restrictions on the use of firearms for recreational hunting only. Ft. Barfoot Regulation 350-1 determines the proper protocol regarding the transport and storage of firearms. Unless specifically authorized by the Garrison Commander, the possession and/or use of firearms on the installation is prohibited. This policy will be strictly enforced.

a. **Authorized Weapons.** Shotguns, muzzleloaders, rim-fire rifles, air rifles, archery tackle, and crossbows are weapons authorized for hunting on Ft. Barfoot. .22 and .17 rim-fire rifles are only legal for small game hunting. Handguns are not permitted for hunting on Ft. Barfoot. Authorization to have a handgun in your possession must be consistent with the Personal Weapon Smart Card; located under the Activity Info. and Regulations tab on the Ft. Barfoot iSportsman Homepage. For more questions regarding registering a weapon on Ft. Barfoot please contact the Ft. Barfoot Dispatch Office Bldg. 1484, Armistead Ave. (434) 292-8444.

b. **Transporting Weapons.** All weapons will be unloaded while transported within the boundaries of Ft. Barfoot. Firearms are considered unloaded when there are no shells in the chamber or magazine. Muzzleloaders are considered unloaded when the percussion cap or primer has been removed from the nipple or breach plug or when all powder has been removed from the flash pan.

c. **Registering Weapons.** Hunters will register any weapons that will be transported within the cantonment area of Ft. Barfoot; unless exempted as stated within the Personal Weapons Smart Card Document; located under the Activity Info. and Regulations Tab on the Ft. Barfoot iSportsman Homepage. A permit to carry a firearm in the cantonment area must be obtained from the Ft. Barfoot Dispatch Office, Building #1484, Armistead Ave. or the Ft. Barfoot Game Check Station. Permits must be requested in advance for persons wishing to bring firearms within the confines of the cantonment area. Hunters will need to present a Personal Weapons Registration Form to the Ft. Barfoot dispatch office to include: serial numbers, make, and model of their weapons. Hunters are not to take weapons into the Ft. Barfoot Dispatch Office. Record the weapon information on the Personal Weapons Registration Form and present it to the dispatch representative. Registration clearances and weapons permits are generally issued within 48 hrs. after initial submission. This service is free.

## **10. Special Area Regulations.**

a. **Controlled Access Areas.** The Controlled Access Area (CAA) Vested Hunting and Fishing Program allows hunters and fishermen the privilege to access areas designated as CAA (Areas include: 20, 22, 23E, 23W, 24, 25, 27, 28, 32, and 33). These areas are **only** open to individuals that are classified as **CAA Vested Hunters/Anglers.** Individuals wishing to become vested, must send a letter acknowledging interest in participating in the CAA Vested Hunting/Fishing Program, postmarked between August 1-15 of every even year. Letters are to be submitted to: Natural Resource Office, Bldg. 234 Rives Rd., Blackstone, VA 23824. Ten letters will be randomly drawn to be enrolled in a September class.

Future classes include 2022, 2024, 2026. Contact the Fort Barfoot Natural Resource Office (434) 292-2292 or the Fish and Wildlife Game Check Station (434) 292-2618 to obtain a copy of the CAA Memorandum of Instruction or for further inquiries.

b. **Archery Hunting Only Areas**. Due to safety considerations in a vicinity which has a high concentration of human activity and structures, archery hunting ONLY areas have been established to maximize hunting opportunities at Fort Barfoot in areas that cannot otherwise be hunted. Within the permanent archery only area; hunters may hunt anywhere within the designated boundaries; except within 50 yards of a road or structure or designated otherwise.

- Within the permanent archery hunting area, hunters will be allowed to check into one of seven distinct areas that allow archery hunting **only**; these include: Cantonment Archery, MA-40, MA-21, and OHA's A-D.
- Archery Only Area Boundary: This area is established on a map that will be available at the Fish & Wildlife Game Check Station and annotated on the iSportsman interactive map.
- Deer Harvest: NOTE: In the archery only areas, either-sex deer may be harvested throughout the license year. Special DCAP/DPOP tags are available to archers for checking antlerless deer within the archery only area if desired.
- It is mandatory that all hunters hunting from an elevated stand wear a safety harness at all times!

b. **Youth Stands/Disabled Hunting Stands**

The historically dedicated youth/disabled hunting stand area is now open to all archery hunters when checked in under MA40 Archery Hunting. The dedicated youth/disabled stand locations are accessible by all archery hunters and will be used on a first come/first serve basis. We ask that you use respect in this area if wishing to hunt from one of the permanent blind/stand locations. This area is now exclusively archery only for all patrons.

d. **Disabled Hunting Program**

The Disabled Hunting Program is designed to provide hunter access opportunities for persons with physical disabilities. Individuals desiring to take advantage of these provisions must possess a valid Virginia Disabled Resident Lifetime Hunting License as provided in Virginia Code 29.1—302.1, a Virginia Disabled Resident Veteran's Lifetime License to hunt and fish as provided in Virginia Code 29.1—302, or display a severe handicap, such as an amputation. Persons who are non-residents of Virginia may also

qualify if they can show proof that they meet the standards required of Virginia residents for the above licenses. Hunters who are permanently unable to walk due to impaired mobility and who possess a special permit from the Virginia Department of Wildlife Resources to shoot from a stationary vehicle as specified in Code of Virginia 29.1—521.3; may, at the sole discretion of the JTC Commander or his designee, be allowed to use that permit in specified areas on Fort Barfoot, provided that those hunters follow all guidelines pursuant to the DWR permit. Disabled hunters may be accompanied by an attendant who may, on behalf of the disabled hunter, do the following:

1. Register and otherwise conduct Fort Barfoot business for the disabled hunter while the disabled hunter remains in his/her vehicle
2. Aid in retrieving any game harvested by the disabled hunter
3. Check in/out of the Fort Barfoot iSportsman system during the posted check in/out times
4. Hunt if in possession of proper licenses and permits, but is not required to be a hunter for the purpose of assisting the disabled hunter. All disabled hunter attendants that wish to actively hunt should checkin/checkout of the iSportsman system under the Accompanying recreationist activity option after adding the Accompanying recreationist permit to their iSportsman account.

**11. Motor Vehicle Operation.** The following regulations apply to operation of motor vehicles. Hunters violating these provisions are subject to prosecution and loss of hunting privilege. The speed limit on all Ft. Barfoot tank trails is 25 M.P.H.

a. **Off-road Vehicle Travel.** Off-road vehicle travel is prohibited. Hunters may only drive on roads that are marked as main tank trail roads labeled on a 1:50,000 scale Ft. Barfoot Map. If a hunter kills a deer/bear that is close to a drivable road or trail that is not marked as legally drivable and needs to drive to the deer/bear to keep from having a long drag, the hunter may drive to the deer/bear at the operator's own risk. This is the only exception to traveling on roads or trails not marked as main tank trails/travel way roads. The hunter must be able to show a Conservation Officer a validated big game license and the deer/bear that has been harvested and that travel was needed to reduce an unnecessary drag to be granted this option of access. A hunter may not drive on an unapproved road to drop off another hunter or hunting gear. At no time are hunters permitted to drive around closed gates. Violators are subject to prosecution. If hunters observe others driving on roads not approved for recreational travel and they are not retrieving a deer/bear, they should immediately report the matter to 434-292-2618 and provide a detailed description of the violation.

b. **Authorized Travel.** Hunters are authorized to travel to the Game Check Station and to their authorized hunting area by the most direct route possible. Hunters are allowed to transit thru closed hunting areas for the purpose of reaching an open hunting area; only when their travel will not interfere with active military training or maintenance

activities that are being performed in the closed hunting area. No other vehicle travel is permitted. Travel around closed gates or barriers is strictly forbidden.

c. **Vehicle Towing**. Owners operate vehicles at their own risk and are solely responsible for any towage or fees they may incur. Owners are also responsible for contacting and scheduling private towing companies to have the vehicle moved immediately. If a vehicle becomes stuck or breaks down, the hunter must notify the Fish and Wildlife Branch immediately at 434-292-2618. Government vehicles will not assist in any towing.

d. **Prohibited Vehicles**. The use of motorcycles (off road), mopeds, and all types of ATV - UTV's is strictly prohibited on Ft Barfoot.

e. **Parking**. Vehicles must be parked on the road shoulder adjacent to the approved drivable road **no further than 20 yards from the road shoulder** in such a manner that it does not prohibit through traffic, block gates or any trails. Vehicles must not be hidden from view from the road. The parking permit must be displayed in such a manner it can be clearly read from outside of the vehicle. Improperly parked vehicles may be removed at the hunter's expense. Hunters must park their vehicle adjacent (on the same side of the road) to their assigned open hunting area in the vicinity of the area in which the hunter intends to hunt.

f. **Encountering Military Personnel**. If military personnel are encountered in the road or on the road shoulders, the speed limit to pass is 10 mph. The soldiers have the right of way.

**12. Scouting and Trail or Game Cameras.** Scouting is permissible only during posted times within the Ft. Barfoot iSportsman system. Fall scouting is typically allowed from the 1<sup>st</sup> Saturday in September up to the opening day of Archery deer season. Scouting for spring turkey season is allowed 1 day prior to the youth only hunting day and 1 day prior to the opening of the regular spring turkey hunting season. **The use of trail cameras on Ft. Barfoot is prohibited.** Possession of a current Ft. Barfoot Hunting Permit is required and weapon possession is prohibited. Scouting activities must check in and out through the Ft. Barfoot iSportsman system. During other hunting seasons scouting is only allowed while an individual is checked in to hunt.

**13. Tree stands.** Only portable tree stands may be used on Ft. Barfoot. Occupying a permanent tree stand is prohibited. Nails, spikes and screw in type tree steps are prohibited. Portable tree stands may be left overnight, but the stands must be permanently marked with the name and phone number of the owner. Placing a tree stand in an area does not guarantee or reserve that site for the hunter. Tree stands are left overnight at the owner's risk. Ft. Barfoot is not responsible for any lost, stolen or damaged stands. Portable tree stands must be removed after the hunting season. Any stands left between 1 February and 31 August will be considered permanent and removed.

## 14. Dogs.

a. **Collar and Tags.** Owners or custodians of all dogs brought onto Ft. Barfoot that are to be used for hunting purposes must have in their possession proof that the dogs have current vaccinations administered by a licensed veterinarian, and must be able to produce this documentation on demand. Dogs must have collars or tags bearing their owner's name, address, and phone number. The owner shall comply with all Nottoway County dog licensing laws while hunting with a dog. Ft. Barfoot is not responsible for the loss, death or injury of any dogs that are hunting.

b. **Lost Dogs.** If a hunter picks up a "lost" dog, the hunter accepts responsibility of the dog and getting the dog to its rightful owner. There are no facilities available to drop off dogs on Ft. Barfoot. Dog owners retrieving dogs that have run onto Ft. Barfoot must check in/out of the Ft. Barfoot iSportsman system as an Access Permit patron within the time thresholds of the general hunting schedule.

c. **Shooting Dogs.** It is illegal to shoot or harm dogs on Ft. Barfoot.

d. **Hunting with Dogs.** Dogs may be used only for hunting squirrel, rabbit, waterfowl, quail or fall turkey. Deer hunting with dogs is prohibited. Deer cannot be killed while hunting other game with a dog. Any member of a hunting party who kills a deer while checked in to hunt with a dog may have his or her hunting privileges revoked.

e. **Training Hunting Dogs.** The training of hunting dogs is prohibited on Ft. Barfoot with the following exceptions. Retrievers may be trained in managed fishing ponds outside of all deer and waterfowl seasons. **Rabbit and quail dogs may be trained from the first Saturday in October thru the last Saturday in October.** A Ft. Barfoot hunting permit is required and the trainer must check in/out through the iSportsman system to the pond or Training Area. **No organized associations, groups, field trails, competitions, or training is permitted at Ft Barfoot.**

## 15. Miscellaneous.

a. **Waterfowl.** A boat or retrieving dog is required when hunting over lakes and ponds too deep to wade, and recommended for jump shooting along streams or creeks. Construction of permanent blinds is prohibited. Temporary blinds (camouflage netting, sticks, etc.) may be created if removed the same day as construction. NOTE: Waterfowl hunters may hunt Grayson Winterling Pond in MA-40 with a shotgun when open during Waterfowl hunting seasons. Waterfowl hunters that are not CAA Vested Hunters are allowed to hunt Tommeheton and Birchin Lakes when hunting by way of boat only. Waterfowl hunters hunting Tommeheton Lake should checkin/out of 23E

Waterfowl Hunting CAA and hunters hunting Birch Lake should checkin/out of 20 Waterfowl Hunting CAA.

b. **Spring Gobbler Season Callers.** During the spring gobbler season, hunters who have reached their season bag limit or who simply wish to accompany an active hunter are authorized to call turkeys for other hunters as long as they do not have a weapon in their possession. These individuals must use the accompanying recreationist activity checkin/checkout in order to accompany active hunters. **NOTE:** Accompanying recreationist permits must be added to individuals who wish to checkin/checkout as accompanying recreationist.

c. **Late Season Antlerless Deer.** It is not uncommon for some bucks to begin shedding their antlers in mid-December in years when the oak acorn crop is poor. During the late either-sex deer seasons it is asked that hunters take the time to use binoculars or scope to scan the head for signs of scabbing to help ensure that the deer you believe to be a doe is so and not a mature buck that has already shed its antlers.

d. **Information Point of Contact.** The Fish and Wildlife Branch is always eager to receive feedback and constructive suggestions from our hunters. If you have questions or input that you would like to share please feel free to contact Brandon Martin- DPW Natural Resource Mgr. 434-292-2292 or e-mail to [brandon.t.martin26.nfg@army.mil](mailto:brandon.t.martin26.nfg@army.mil)



## TRAPPING

**1. General Information and Policy.** Recreational activities at Ft. Barfoot are authorized and controlled by the Garrison Commander in accordance with the applicable Federal, State, and County laws and Department of the Army Regulations. Minimum restrictions on all recreational activities are established to ensure safety, security, protection of property, and efficient accomplishment of Ft. Barfoot missions. Federal and State Governments have concurrent legislative jurisdiction on most parts of Ft Barfoot. This regulation sets the policies, laws, restrictions and procedures for all trapping activities on Ft Barfoot.

a. **Penalties.** Each trapper is responsible for knowing and adhering to Federal, State, County and Ft. Barfoot Hunting and Trapping Laws/Regulations. Anyone failing to comply with any hunting or trapping laws or regulations and/or any conduct hazardous to life and safety may be excluded from the Installation, have their recreational privileges revoked, be fined, be confined, be issued applicable citations and/or any combination of the penalties listed as allowed by law. If a trapper violates a Ft. Barfoot or State regulation, they will forfeit their privilege to trap.

b. **Procedures.** Trapping is open to the general public via lottery style drawing for each season. Potential trappers are not required to be present, but must submit their name and preferred trapping zones to the Fish and Wildlife Branch prior to the drawing on 1 October. The post is divided into 5 trapping zones. Trappers choose their zone when chosen in the lottery. Extra zones will be cycled through until all zones have a trapper assigned to it. **Trapping on Ft. Barfoot is a privilege, not a right.**

## 2. What is needed to Trap on Fort Barfoot.

a. **Licenses.** Both a Virginia trapping license and Ft. Barfoot hunting permit are required to trap any animal. Each authorized trapper will be provided a recreation map at the lottery drawing, demarcating each trapping zone.

**3. Steps to Trapping on Fort Barfoot.** Trappers must adhere to the following to be eligible to participate in trapping on Ft. Barfoot. Trappers are chosen by lottery drawing held annually the first week in October. Call (434-292-2292) for information on drawing date.

a. **Step 1** – Create a user profile in the iSportsman system and digitally sign the General Release Statement.

b. **Step 2** – Trappers must possess required Virginia state trapping license in addition to the Installation hunting permit.

c. Step 3 – Trap specifications must adhere to those outlined in the current Virginia Hunting and Trapping Regulations with the exception that snares will not be legal for use on Ft. Barfoot except for water sets targeting beaver and otter. The name of the trapper must be attached to every trap or trappers may use the VA permanent identification number on their traps instead of their name. All assigned numbers for use to mark traps must be provided to the Fish and Wildlife Branch, DGIF 1, 752 Dearing Ave, Blackstone, VA 23824.

e. Step 4 – All Traps must be checked/visited in accordance with legal time thresholds established by the most current VADWR Hunting and Trapping regulations. **All animals must be dispatched in a quick and humane manner.** Disposal of animal carcasses from the trapping season is prohibited on Ft. Barfoot lands.

f. Step 5 – Each trapper will note general trap locations on the provided map of their assigned trapping zone. The trapper must keep track of the number of traps deployed and ensure that all traps are accounted for when the traps are pulled.

g. Step 6 – Each trapper will be given a harvest sheet to be used to track all game harvested. All animals trapped – both target and by catch – must be reported on the harvest sheet and turned into the Fish and Wildlife Branch by **March 1st**. Failure to turn in the harvest data will make the trapper ineligible for entry into the lottery for the following season. **If a trapper is drawn for a trapping zone and does not participate, they may not be eligible for trapping on Ft. Barfoot the following season.**

**4. Check-In/Check-Out Procedures.** All trappers and alternates must check in and out through the Ft. Barfoot Game Check Station. In certain situations a trapper may also have to check in and out with Range Operations.

**5. Trapping Seasons.** Trapping season on Ft. Barfoot will be consistent with season dates listed in the most current VADWR Hunting and Trapping Regulations.

**6. Motor Vehicle Operation.** Off-road vehicle travel is prohibited. Vehicles may only be operated on paved and gravel roads open to normal vehicle travel as shown on the Ft. Barfoot Hunting/Fishing Map. At no time are trappers to drive around closed gates. Violators are subject to prosecution. Vehicles must be parked on the road shoulder adjacent to the approved drivable road in such a manner that it does not prohibit through traffic, block gates or any trails. Vehicles must not be hidden from view from the road. The parking permit must be displayed so it can be clearly read from outside the vehicle. Improperly parked vehicles may be removed at the trapper's expense.

**7. Questions.** Any questions concerning trapping should be directed to the Fish and Wildlife Branch at (434) 292-2618.

## FISHING

### 1. General Information and Policy.

a. All fishing activities on Fort Barfoot are managed through the iSportsman system (see Appendix B). Ft. Barfoot operates a fishing program in the areas used for military training on the Installation. This program is intended to offer public recreational fishing opportunities and to assist in fisheries management. **Fishing on Ft. Barfoot is a privilege, not a right.**

b. There are NO guarantees of access to fish on Ft. Barfoot. Recreational activities are opened or closed based upon military training/security, weather conditions and/or biological management objectives. Anglers are reminded that other recreation activities, such as hunting, may be taking place in the area. During hunting seasons it is advised to wear blaze orange or other highly visible clothing to alert hunters to your presence.

c. By entering the Installation, every individual consents to the inspection of their person and/or vehicles by conservation enforcement personnel and the confiscation of all contraband or evidence of unauthorized activities.

d. Violations of rules, regulations, and/or laws may result in loss of fishing and hunting privileges, criminal prosecution, and/or permanent exclusion from Ft. Barfoot. All observed violations of Federal, State, Nottoway County, or Ft. Barfoot regulations or laws must be reported to the Ft. Barfoot Dispatch Office (434) 292-8444, or for non-urgent calls call the Ft. Barfoot Game Check Station (434) 292-2618.

e. In case of emergency call the Ft. Barfoot Dispatch Office at (434) 292-8444 or the Range Operations Firing Desk at (434) 292-2227. Accidents and lost persons must be immediately reported to Ft. Barfoot Dispatch Office (434) 292-8444, Range Operations (434) 292-2227 and the Fish and Wildlife Branch (434) 292-2618.

f. The dangers inherent as a result of military training exist in all areas. It is possible to find unexploded ordnance (UXO) anywhere. If a UXO is found, mark the area, not the UXO, and report it to Range Operations (434) 292-2227 and the Ft. Barfoot Game Check Station (434) 292-2618.

g. Swimming in Ft. Barfoot waters is prohibited.

h. Open fires are not permitted at any time. Anyone locating a fire should report it to the Ft. Barfoot Dispatch Office (434) 292-8444 or the Ft. Barfoot Fire Department (434) 292-2217.

i. Unless otherwise addressed in this regulation, Fishing on Ft. Barfoot will be in accordance with Virginia State laws, applicable federal laws and supplemental orders issued by the Garrison Commander. Any supplemental order will be posted on the

iSportsman website & the Fish & Wildlife Branch Game Check Station Bldg. DGIF 1  
(752 Dearing Ave. Blackstone, VA 23824)

## 2. What is needed to Fish at Ft. Barfoot?

a. To be eligible to fish on Ft. Barfoot an angler must possess, or have accomplished, the following:

(1) Step 1 – Must possess a valid Virginia fishing license (unless exempt).

(2) Step 2 – Create a user profile in the iSportsman system, digitally sign the General Release Statement, and purchase the desired Ft. Barfoot permits.

(3) Step 3 – Read, understand, and follow by the current Ft. Barfoot fishing regulations and recreation map.

b. Fort Barfoot Fishing Permit. Prior to purchasing a Ft. Barfoot Fishing Permit an angler must possess a current Virginia State Fishing License (resident or nonresident as applicable), and complete the Ft. Barfoot fishing application and General Release Statement (as part of the iSportsman registration and permit sale process). A qualified guardian is required to sign a General Release Statement for children 17 years of age or under.

e. Permit Fees. Ft. Barfoot honors Virginia’s Free Fishing Days. No Ft. Barfoot permit is required during the free fishing days; however purchase of a Ft. Barfoot Fishing permit is preferred. Reference the current Virginia Fishing Regulations for applicable dates.

PERMIT TYPES	PERMIT COST/EXPIRATION
<b>General Fishing</b> - 16 – 64 years old	<b>\$30.00/season</b> (expires 1 year from date of purchase)
<b>Active Duty Fishing</b> – (E1 – E4) (validation required to activate)	<b>FREE</b> (expires 1 year from date of activation)
<b>Military/Retired Military Fishing</b> (Past or present military service)	<b>\$20.00/season</b> (expires 1 year from date of activation)
<b>General Fishing &amp; Hunting Combo</b> – 16 – 64 years old	<b>\$50.00/season</b> (expires 1 year from date of purchase)
<b>Senior Citizen Fishing</b> - 65+ years old	<b>\$20.00</b> (expires 1 year from date of purchase)
<b>Disabled Fishing</b> Must possess a Virginia Resident Disabled fishing license or a Virginia Nonresident Disabled License	<b>\$20.00</b> (expires 1 year from activation)
<b>Five Day Fishing</b> – 16+ yrs. old	<b>15.00</b> (valid for 5 consecutive days)

<b>Youth Fishing</b> - under 16 years old	<b>FREE</b> (expires 1 year from activation)
<b>Virginia Free Fishing Days</b>	<b>FREE</b>
<b>Accompanying Recreationist</b>	<b>FREE</b> (expires 1 year from activation)

### 3. Telephone Numbers

<b>BUILDING</b>	<b>SERVICES AND PHONE NUMBERS</b>
Fish and Wildlife Branch Building DGIF 1 752 Dearing Ave. Blackstone, VA 23824	<b>iSportsman</b>  <a href="https://barfoot.isportsman.net">https://barfoot.isportsman.net</a>  iSportsman Telephone Checkin/out: <b>(1-866-471-0225)</b>  <b>Fish and Wildlife Game Check Station:</b> (434) 292-2618
Ft. Barfoot Post HQ's and Dispatch Office Building 1484 Armistead Ave. Blackstone, VA 23824	<b>Ft. Barfoot Dispatch:</b> (434) 292-8444 <b>For suspected game violations:</b> (434) 292-2618 Conservation Officer (434) 292-2292 Garrison Fish and Wildlife Office

### 4. General Fishing Regulations.

a. Every permitted angler is now required to check in to the fishing areas they wish to fish through the iSportsman system. If the angler would like to switch areas and fish another location they must Check out of their current fishing area through iSportsman, and then Check in to another open fishing area.

b. Legal hours for fishing on Ft. Barfoot are 4:00 AM to 10:00 PM daily, 7 days a week. Anglers must checkout from fishing no later than 10:00 PM on the day in which they checked in to fish.

c. The use of trot lines is **not** permitted on Ft. Barfoot.

d. Fishing in Sheepslog Lake and Lake Rd. Swamp are permitted **only** to Controlled Access Area Vested Anglers. Tommeheton and Birchin Lakes within the Controlled Access Area, may be fished by general anglers when the barriers to the lakes are open and the lakes are shown as open within the iSportsman system.

e. Fishing contests/tournaments are prohibited without the prior written approval of the DPW Natural Resource Manager. To request permission, send a written request to: Natural Resource Manager, Bldg. 234 Rives Road, Blackstone, VA 23824.

f. Adults must maintain the following when supervising youth anglers (15 and younger): **maintain close visual and verbal contact, provide adequate direction to and must be able to immediately assume control of the youth.**

**5. Game/Sport Fish Regulations.**

a. All fish exceeding the daily creel limits must be released back into Ft. Barfoot waters unharmed.

b. All waters that lie within the boundary of Ft. Barfoot have the following individual creel and length limits. The daily creel limit represents daily totals from all waters combined. All harvested fish counting towards the daily creel limit must be recorded in iSportsman when the angler checks out from fishing:

**Creel and Length Limits**

<b>TYPE OF FISH</b>	<b>DAILY CREEL LIMIT</b>	<b>LENGTH LIMIT</b>
<b>Largemouth Bass</b>	<b>5</b>	<b>14” minimum length</b>
<b>Special Largemouth Bass Creel Waters:</b> Special Creel Regulations Listed below for specific ponds/lakes for Largemouth bass		
<b>Perry Floyd Pond</b>	<b>1</b>	<b>22” minimum length</b>
<b>Lewis Pond</b>	<b>1</b>	<b>22” minimum length</b>
<b>Ft. Barfoot Reservoir</b>	<b>1</b>	<b>16”- 22” protected slot limit</b>
<b>Twin Lakes</b>	<b>1</b>	<b>22” minimum length</b>
<b>Tommeheton Lake</b>	<b>1</b>	<b>22” minimum length</b>
<b>Crappie</b>	NONE	NONE
<b>Bluegill (bream) and other sunfish excluding crappie</b>	NONE	NONE
<b>Channel Catfish</b>	<b>20</b> (unless otherwise posted)	NONE (unless otherwise posted)
<b>Chain Pickerel</b>	<b>5</b>	NONE
<b>Grass Carp</b>	<b>ALL MUST BE RELEASED</b>	N/A
Please reference the current Virginia Fishing Regulations for species not specifically mentioned in this table. Daily Creel Limits represent the maximum number of fish from all Ft. Barfoot waters combined.		

## 6. Nongame Fish, Reptile, Amphibian, and Aquatic Invertebrate Regulations.

a. No turtles may be harvested from Ft. Barfoot unless specific permission has been granted.

b. Anglers should reference the current Virginia Fishing Regulations for details on the harvest of all other nongame species.

## 7. Boating Regulations.

a. Operation will be so as to not cause any unsafe acts or conditions to others utilizing Ft. Barfoot's waterways. The maximum speed limit for boats is 25 miles per hour. All personal watercraft/jet skis are prohibited, except by authorized personnel. Boats may not be docked, parked, or housed on Fort Barfoot's waters or banks.

b. Anglers should be reminded that all children under 13 years of age are required by federal law to wear an appropriate coast guard approved Personal Flotation Device (PFD) at all times while onboard any boat on Ft. Barfoot waters.

c. All applicable local, state, and federal boating laws and regulations will be strictly observed and enforced while fishing on Ft. Barfoot waters. Anglers should reference the "Virginia Watercraft Owner's Guide" which can be found at [www.HuntFishVA.com](http://www.HuntFishVA.com) for current boating regulations and boating safety education requirements.

## 8. Check-In/Check-Out Procedures.

<b>Checking IN to Fish</b>	<b>Checking OUT from Fishing</b>
Legal hours for fishing on Ft. Barfoot are 4:00 AM to 10:00 PM daily, 7 days a week. Anglers must check in to their desired fishing location in the iSportsman system and proceed by the most direct route, to their fishing destination.	The end of legal fishing time is 10:00 PM on any individual day. All anglers must check out of the iSportsman system by 10:00 P.M. and record any required harvest and time spent afield. Failure to do so will result in their account being placed on administrative hold.

a. **Procedures:** To check in to a fishing area, anglers must check in using the Ft. Barfoot iSportsman system either by phone, smartphone, or computer. The fishing permit must be printed and carried on the anglers' person, and the vehicle pass must be displayed face up on the left side of the dashboard of the anglers' vehicle so it is clearly visible. The vehicle pass for each permitted angler traveling in a vehicle must be clearly displayed. Vehicles not displaying an iSportsman vehicle pass will be towed at the owner's expense and their fishing privileges will be suspended. When finished fishing, every angler must check out of their fishing area using the iSportsman system. All fish harvested, total caught, and time spent afield must be reported in the system upon



check out in iSportsman. Failure to leave and check out of the fishing area by the designated checkout time will result in an automatic hold placed on all fishing privileges

b. **Fishing Areas:** Ponds and Training Areas open to fishing are designated daily according to military needs. Anglers are restricted to fishing only in their assigned area, but will be permitted to change areas when space is available by checking out of their current area and into another area using the iSportsman system by phone, smartphone or computer. Anglers may only check in to one area at a time, no exceptions.

c. **Observers:** A non-fishing observer/(accompanying recreationist) may accompany a licensed angler as long as they do not participate in fishing. In order to do this each individual wishing to accompany an angler must create a free account in the iSportsman system, purchase the accompanying recreationist permit (free permit), and check in as an accompanying recreationist through iSportsman.

d. **Evacuate Fishing Areas:** Anglers must immediately leave their assigned fishing area and return to their vehicle if:

(1) There is direct contact with military personnel engaged in military training within the assigned fishing area. This means that either military personnel or the anglers are in the wrong area. Contact Fish and Wildlife Branch personnel (434-292-2618) or Range Operations (434-292-2227) to correct the problem. The angler will either be allowed back into the area once it is clear, or they will be assigned to another area.

(2) There is a notice broadcast from a loudspeaker system at the designated fishing area. This situation may signal an emergency or unsafe condition and may instruct all personnel to leave the areas and return to their vehicle or safe area.

(3) Directed by Range Operations.

(4) Notified by the Ft. Barfoot iSportsman system by auto-call, text message, or email to evacuate the area.

**9. Prohibited Activities and Restrictions.** The following actions are prohibited on Ft. Barfoot and may differ from state and county laws or ordinances. The list also includes violations that are state laws but are included for emphasis.

a. **Trespassing:** Anyone found in a Permanent Restricted Area or in any other area (Training Area, Controlled Access area) without approval will have their Ft. Barfoot recreation privileges revoked. Signing in to one area and fishing or entering a different area is prohibited and will result in loss of recreation privileges. Additionally, personnel found poaching/trespassing will be subject to prosecution and/or administrative action. Personnel reporting violations should contact the Ft. Barfoot Dispatch Office at (434-292-8444) or the Ft. Barfoot Game Check Station (434) 292-2618 or the Ft. Barfoot Natural Resource Office (434) 292-2292.

b. **Driving Roads:** Anglers are to proceed directly to and from their assigned fishing area by the most direct route on approved recreation roads. Driving Ft. Barfoot roads and trails to observe wildlife or for any other purpose other than to reach or leave the assigned fishing area is prohibited. Speed limit on Ft. Barfoot tank trails is 25 M.P.H.

c. **Government Property:** Picking up, touching or taking Government equipment, ordnance, munitions or parts of the same is prohibited. Defacing, climbing on, or disturbing any part of a building, range structure, sign, equipment or property found on Ft. Barfoot is also prohibited.

d. **Interfering with Anglers:** Intentionally interfering with the lawful pursuit of taking of wildlife or disturbing any wildlife for the purpose of disrupting an angler is prohibited.

e. **Artifacts:** Unauthorized excavation or digging is prohibited. The collection of any artifact (such as Civil War artifacts, old bottles, coins, etc.), disturbance of any feature related to past human activity, and the collection of paleontological specimens on Ft. Barfoot is prohibited. The use of metal detectors on Ft. Barfoot is strictly prohibited. Violators will be both prosecuted under and criminal provisions of the Archeological Resources Protection Act (ARPA), 16 USC Sec. 470ee and assessed civil (monetary) penalties under ARPA Sec. 470ff.

f. **Littering:** Littering or disposing of refuse except in receptacles provided for that purpose is prohibited.

g. **Photography:** Do not photograph installation facilities, training equipment, or troops while on Ft. Barfoot.

h. **Ft. Barfoot Access Under False Pretenses:** If a person falsely uses a fishing permit to gain access to Ft. Barfoot and is not on the Installation to fish, that person may be subject to the loss of all Ft. Barfoot privileges.

i. **Transporting Aquatic Vegetation. All anglers must remove aquatic vegetation from gear, boats, and boat trailers before moving to a different body of water to prevent the transportation of undesirable aquatic vegetation while on Ft. Barfoot.**

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James C. Shaver  
COL, VAARNG  
Commanding

**APPENDIX A**  
**2023-24 FORT BARFOOT HUNTING SEASONS AND BAG LIMITS**

**DEER**

**Deer Management Policies**

1. The daily deer bag limit is two.
2. **Antler Point Restrictions** - The total of all season's limit of antlered bucks is three per hunter.
  - a) Controlled Access Areas (CAA) – Antlered bucks harvested within the CAA must meet a minimum of **6 points or greater**.
3. Bonus deer tags, sold by the VADWR, will be accepted for antlerless deer on Ft. Barfoot.
4. Deer must be checked by electronic methods thru the VADWR. Deer may be checked by telephone 1-866-468-4263; by internet at [www.dwr.virginia.gov](http://www.dwr.virginia.gov) or e-notched by the DWR's Go Outdoors VA mobile phone application. All deer checked on Ft. Barfoot should be checked with the following rules despite the actual county location of harvest:

**Type of Land: Federal Land**

**County of Harvest: Nottoway County**

5. Antlered deer have visible polished bone above the hairline.
6. Handguns and centerfire rifles may not be used to hunt deer and may not be in the hunter's possession or vehicle without proper approval.
7. It is not uncommon for some bucks to begin shedding their antlers in mid-December in years when the oak acorn crop is poor. During the late either-sex deer seasons it is asked that hunters take the time to use binoculars or scopes to scan the head for signs of scabbing to help ensure that the deer you believe to be a doe is so and not a mature buck that has already shed its antlers.
8. During the firearms deer season either sex hunting days for the general hunting areas and the Controlled Access Areas differ.

## **YOUTH AND APPRENTICE DEER HUNTING DAY**

**30 September**

### **Bag Limit:**

- Two deer limit. Either-sex. These deer count against season limit of **six**.
- Deer hunters, 15 years of age and under, when in compliance with all applicable laws and license requirements, may hunt deer when directly supervised by an adult who has a valid Virginia hunting license on his person or is exempt from purchasing a hunting license.
- Antlerless deer taken on youth deer hunting day are in addition to an antlerless deer taken under the special youth antlerless deer regulation. For example if a youth hunter kills an antlerless deer on the youth deer hunting day, he or she may still take an antlerless deer under the special youth antlerless deer regulation.
- Adult hunters accompanying youth hunters may not carry or discharge firearms. Accompanying adults should checkin to the accompanying recreationist activity (must add the accompanying recreationist permit to your profile); the active youth hunter should check-in to the General Hunting Activity as the active participant.
- Youth hunters and adults accompanying the youth must wear the same amount of blaze orange or blaze pink as required during the general deer gun season.

## **SPECIAL YOUTH ANTLERLESS DEER REGULATION**

- Deer hunters 15 years of age and under, resident or non-resident, may take one antlerless deer per license year on days that are designated as antlered deer only.

## **EARLY ARCHERY DEER SEASON**

**7 October – 17 November**

### **Bag Limits:**

- Either-sex all areas thru 17 November. CAA antler point restrictions apply
- Two deer per day.
- The Cantonment Archery Area, MA-21, MA-40, and OHA's A-D are permanent archery only hunting areas. Archery hunters may take antlerless deer anytime during the general firearms deer season within these areas. DCAP tags are available to archers who wish to use the free tags for antlerless deer harvest within these areas. Tags are available by request at the Ft. Barfoot Game Check Station.

- Archery hunters may hunt in other areas that are not listed above during firearms seasons, but must follow firearm season limits and regulations.

### **MUZZLELOADER DEER SEASON**

**4 November – 17 November**

#### **Bag Limits:**

##### **Either-sex full season**

- Two deer per day. Antler point restrictions apply within the CAA.

### **FIREARMS DEER SEASON**

**18 November – 6 January**

- **Either-sex hunting days: 25 November, December 2, 30 and January 2-6.**
- **Either-sex hunting days within the Controlled Access Area: Full Season**

#### **Bag Limits:**

- Two deer per day. Antler point restrictions apply within the CAA.

### **TURKEY**

#### **FALL TURKEY**

#### **ARCHERY TURKEY SEASON**

**7 October – 17 November**

#### **FALL FIREARMS TURKEY SEASON**

**21 October – 3 November; 22-23 November, 4 December – 16 December, and 13 January – 27 January**

#### **Season Limit:**

- 1 per day. Maximum of 2 turkeys in the fall/ 3 per year. Either-sex.

## YOUTH FALL TURKEY DAY

14 October

### **Bag Limit:**

- 1 Turkey, Either-sex.
- Youth must be 15 years old or younger and have appropriate hunting licenses.
- All youth hunters must be accompanied and directly supervised by an adult which must maintain close visual and verbal contact and provide adequate direction to the youth and can immediately assume control of the firearm. Adult hunters may assist with calling and shall not carry or discharge a firearm.

## SPRING TURKEY

13 April – 18 May

- One-half hour before sunrise until 12 noon each day
- **One per day, bearded turkeys only.** Hunters may take one, two, or three bearded turkeys depending on how many turkeys were taken in the fall season.

## YOUTH SPRING TURKEY DAY

6 April

- One-half hour before sunrise until 12 noon.
- Youth must be 15 years old or younger and have appropriate hunting license.
- Bag limit is one per day, bearded birds only.
- All youth hunters must be accompanied and directly supervised by an adult which must maintain close visual and verbal contact and provide adequate direction to the youth and can immediately assume control of the firearm. Adult hunters may assist with calling and shall not carry or discharge a firearm.

## **BEAR**

### **ARCHERY BEAR SEASON**

## **(NO ARCHERY BEAR SEASON ON FT. BARFOOT)**

### **MUZZLELOADER BEAR SEASON**

**11 – 17 November**

### **FIREARMS BEAR SEASON**

**4 December – 6 January**

**Bag Limit:** One per license year.

- Bear must be at least 100LBS live weight or 75LBS dressed. No females with cubs may be harvested. **NO bears that are observed to have a GPS tracking collar are to be harvested. All bears must be checked at the Ft. Barfoot Game Check Station.**

- Bear harvest on Ft. Barfoot will be limited to **4** individuals during the 2023-2024 hunting season. Please observe all iSportsman acknowledgements regarding the closing of the bear hunting season if the harvest quota is met before the conclusion of the hunting season.

## **SMALL GAME HUNTING**

### **QUAIL**

**11 November – 31 January**

**Bag Limit:**

- Six per day.
- Must report harvest in iSportsman.
- **Tuesday, Thursday, and Saturday Upland Bird Hunting Only**

**RABBIT**

**November 4 – 29 February**

**Bag Limit:**

- Six per day.
- Must report harvest in iSportsman.

**SQUIRREL**

**2 September – 29 February**

**Bag Limit:**

- Six per day.
- Must report harvest in iSportsman.

**CROW**

**2 September – 29 February on Wednesday, Friday and Saturdays only.**

- Must report harvest in iSportsman.

**RUFFED GROUSE** - Closed.

**GROUNDHOG** – Hunters may take at any time while checked out to hunt.

**COYOTE and FERAL HOGS**– Hunters may take at any time while checked out to hunt. **Coyotes and feral hogs may only be hunted when there is an open season recognized by Ft. Barfoot and only during normal hunting hours.** Report harvest to Game Check Station and in iSportsman.

**Electronic Calls** – Electronic calls are permitted for crow, bobcat, coyote, and fox.

**RED FOX**

**1 November – 29 February**

Dogs may not be used.



**GRAY FOX**

**2 January – 29 February**

Dogs may not be used.

**BOBCAT**

**ARCHERY BOBCAT SEASON**

**7 October – 31 October**

Dogs may not be used.

**FIREARMS BOBCAT SEASON**

**1 November - 29 February**

Dogs may not be used.

**Bag Limit:** Two per hunting party per day.

**RACCOON**

**FIREARMS RACCOON SEASON**

**15 October – 29 February**

Dogs may not be used.

**DOVE**

**1<sup>st</sup> Segment: 2 September – 22 October**

**2<sup>nd</sup> Segment: 18 November – 26 November**

**3<sup>rd</sup> Segment: 22 December – 20 January**

Dove may be hunted in accordance with Virginia seasons, times and bag limits with the following exceptions:

**Wednesday and Saturday Dove hunting only in the managed dove field locations (Dove Field 1, Dove Field 2, Dove Field 6, Dove Field 6A, and Twin Lakes Dove Field) during the month of September. After September, the managed Dove**

**Fields can be hunted Tuesday-Saturday by checking into the general hunting area in which the Dove Field lies.** Doves can also be hunted within the general hunting areas when general hunting activities are permitted (Tuesday-Saturday). Managed dove field hunters must checkin/checkout to the specific dove fields in order to hunt within that field. Hunters dove hunting within the general hunting areas must checkin/checkout to the specific general hunting area. Twin Lakes Dove Field is reserved for youth hunters (15 and younger) with accompanying adults during the month of September. Adult hunters can actively dove hunt **with the youth** while checking in as an accompanying recreationist (add accompanying recreationist permit to your account).

**Sept. 2 : 12:00 Noon until sunset.**

**All other days/segments: ½ hour before sunrise; until sunset**

**Bag Limit: 15 per day**

Hunters may not enter the managed dove fields earlier than 11:00 AM on opening day Sept. 2nd. **NOTE: In order to fulfill dove hunting reservations, hunters must check into the iSportsman system prior to 8:00 AM on the hunt day in order to honor the reservation schedule.**

**WOODCOCK** - Woodcock may be hunted in accordance with Virginia season and bag limits.

**November 10 – November 27**

**December 26 - January 21**

**Bag Limit: 3 per day**

- Must report harvest in iSportsman.
- Tuesday, Thursday, and Saturday Upland Bird Hunting Only

**WATERFOWL** – Ducks/Geese may be hunted in accordance with Virginia season and bag limits.

**DUCKS**

**September Teal: September 21-30**

**Bag Limit: 6 per day**

**DUCKS**

**October 6-7 (Black Duck Closed)**

**November 15 - 26**

**December 19 – January 31**

**October 21 and February 3: Youth and Veterans Waterfowl Hunting Days**

- Must report harvest in iSportsman.

**SEPTEMBER CANADA GOOSE**

September 1- September 25

Bag Limit: 10 per day

**CANADA GOOSE (Resident Population Zone)**

November 15 – 26

Bag Limit: 5 per day

December 19 - February 24

Bag Limit: 5 per day

- Must report harvest in iSportsman.

## **APPENDIX B iSportsman Instruction**

Please remember, it is your responsibility to read and understand these regulations in their entirety. To receive clarification or interpretation of these regulations, users should contact the Fish and Wildlife Branch (434) 292-2618 or come by the game check station located at 752 Dearing Ave. Blackstone, VA 23824.

a. Ft. Barfoot iSportsman System:

(1) iSportsman is a web and phone based system. User transactions will be run through this system.

(2) Users must first create a user profile and purchase all required permits before they will be able to function in the Ft. Barfoot iSportsman Service.

Checking into and out of areas can be performed by phone (1-866-471-0225) or on the Ft. Barfoot iSportsman website (<https://barfoot.isportsman.net>).

(3) Permits are no longer sold at Bevell's Hardware in Blackstone.

(4) No daily cards to pick up and drop off.

(5) May change areas by phone or web page.

b. How iSportsman works:

**(1) All people wishing to hunt, fish, cut firewood, scout, or any other type of dispersed recreation will be required to create a user profile, obtain appropriate permits and check in and out of areas using the iSportsman system.**

**(2) The iSportsman website contains all the information you need to enjoy the outdoor opportunities at Ft. Barfoot. <https://barfoot.isportsman.net>**

**(3) Regulations, Maps, Permit Sales, Open and Closed Areas, Reservations for Tomorrow's Hunting, Checking In and Out of Areas, Harvest Totals, and Pictures are just some of the features that are offered in this iSportsman website.**

**(4) All permit sales will be purchased by credit card/debit card through the iSportsman website.**

**(5) Checking into and out of areas can be done by calling into iSportsman by phone (1-866-471-0225) or through the Ft. Barfoot iSportsman website. <https://barfoot.isportsman.net>**

(6) When a permit is purchased, the user will also print off their Ft. Barfoot iSportsman parking pass to be displayed in the window of your parked vehicle. You will not receive a daily parking pass. Conservation wardens, police, Range Operations, and wildlife biologist staff will be able to tell what area everyone is checked into in real time thus removing the need for daily parking area identification cards.

(7) If an iSportsman user fails to check out of their assigned area by the published return time as stated in the regulation, the iSportsman system will automatically place that user on administrative hold. The user will be unable to access the iSportsman system until the matter is resolved. Please contact the game check station for assistance in resolving administrative holds.

(8) There will no longer be a need to pick up or drop off cards at the Game Check Station. Users are to check into desired areas by phone, smart phone, tablet, or computer and proceed directly to that area. Then users are to check out of the system before the mandatory check out time. All game harvested must be reported in the Ft. Barfoot iSportsman system. All game species that have reporting requirements through the VA Dept. of Wildlife Resources; shall be checked by electronic methods using **Nottoway County, Federal Land** as the place of harvest regardless of place of harvest on Ft. Barfoot.

### **Appendix C: Driving Directions to Ft. Barfoot Managed Fishing Ponds**

ALL DIRECTIONS TO THE PONDS AND LAKES BEGIN FROM THE FORT BARFOOT GAME CHECK STATION; 752 DEARING AVE. BLACKSTONE, VA 23824.

Twin Lakes: 20 acres. Turn right onto Route 40 and go approximately 3 miles. Turn left onto Twin Lakes Road. Remain on the hard surface until it ends at Twin Lakes.

Lewis Pond: 13.2 acres. Approximately one half mile east of Twin Lakes on Lewis Road.

Barfoot Reservoir: 384 acres. Turn left on Route 40 and proceed to the stop light located in the town of Blackstone. Take a left onto Main Street. Go through Blackstone and take a left onto Route 46. Continue on Route 46 until crossing Kennedy Bridge.

Beavertrail Pond: 2.4 acres. Turn right onto Route 40 and continue for approximately 3.5 miles to the county line. Turn left onto Beavertrail Road for approximately 1.5 miles. Turn right on Spring Rd. Pond is on the left.

Tommeheton Lake: 51 acres. Turn right onto Route 40 and proceed for approximately 6 miles. Take a right onto Gills Bridge Road. Proceed to Lake Road; take right. Stay on Lake Road for approximately 2.2 miles. The lake is on the right. This lake is only accessible to fishing when the entrance gate to the Lake is open and annotated in iSportsman.

Birchin Lake: 45 acres. Turn right onto Route 40 for approximately ½ mile. Turn right onto MRTC road; proceed ¼ mile. Make a left onto Butterwood Tank Trail then take an immediate right onto Trainfire Rd. Proceed ½ mile and make a right onto Forest Rd. Proceed ½ mile and take a left onto Trimble Rd. Proceed ¾ mile on Trimble Rd.; take a slight left onto Lake Rd. Stay on Lake Road for about 1.4 miles. The lake is on the left. This lake is only accessible to fishing when the entrance gate on Lake Road is open and annotated in iSportsman.

Wonju Pond: 2.5 acres. Turn right on Rt. 40 and go 3.5 miles. Turn left on Beavertrail Rd. and go 2.5 miles. Pond is on the right.

Butterwood Pond: 8 acres. From the Game Check Station proceed south on Dearing Ave. for ½ mile. Make the second left onto Butterwood Tank Trail; pond is 1/10<sup>th</sup> of a mile on left.

Perry Floyd Pond: 29 acres. Turn right onto Route 40, go 6.1 miles, and turn left onto Pender Road. Proceed one mile and take a right at the fork; go 1/2 mile. The pond is on the left.

Engineer Bridge Site: 12.8 acres. Turn right onto Route 40 for approximately ½ mile. Turn left onto MRTC for approximately 2 miles, then take a slight right onto Pryor Road for 1/2 mile. Turn left onto Turkey Road, the pond is on the right. This pond will be closed periodically for training.

Dearing Pond: 7.4 acres. Turn right onto Route 40 for approximately ½ mile. Turn right onto MRTC road; proceed ¼ mile. Make a left onto Butterwood Tank Trail then take an immediate right onto Trainfire Rd. Proceed ½ mile and make a right onto Forest Rd. Proceed ½ mile and take a right onto Trimble Rd. Proceed ½ mile on Trimble Rd.; the entrance to the pond will be on the left.

Reservation Pond: Turn right onto Route 40 and proceed for approximately 6 miles. Take a right onto Gills Bridge Road. Proceed to the intersection of Wilcox Rd. Approx. 5 miles. Pond is on the right.

Winterling Pond: 7.5 acres. Turn left onto Route 40 and proceed to the stop light located in the town of Blackstone. Take a left onto Main Street; proceed for approximately 1.5 miles. Take a left onto West Entrance Road. Take a right on Ridge Road; proceed about 4 miles. Take a left onto Utility Rd. Proceed 0.7 miles. The pond is on the left.

Appendix D:

<b>2022 Deer Harvest per Hunting Areas</b>				
<b>Area</b>	<b>&lt; 6 point</b>	<b>6 points &amp; &gt;/# of points</b>	<b>Doe</b>	<b>BB</b>
<b>10</b>		8, 8		
<b>11</b>	4	6,8,8,8,9,10,10,10	7	
<b>12</b>	1	7		
<b>13</b>	2	8	5	2
<b>14</b>	7	6,6,6,6,7,8,8,8,9,9	12	5
<b>41</b>				
<b>42</b>			2	
<b>43</b>		7	1	
<b>44</b>		10	2	1
<b>45</b>	3	6,7,7,11	5	
<b>46</b>	4	6,6,7,8,8,10	3	
<b>47</b>	1	6,6,7,7,8,8	6	2
<b>48</b>	3	6,7,7,7,8,9,9	5	
<b>50</b>		7	3	
<b>51</b>			4	
<b>52</b>	2	6,7,8	6	
<b>53</b>	3	6,7,7,8	6	1
<b>54</b>	2	9	4	2
<b>55</b>	1	6	2	
<b>60</b>	2	7		
<b>20</b>		6,8,8	6	2
<b>22</b>		8	1	
<b>23E</b>		6,6,6,7,7,7,8	4	1
<b>23W</b>			2	
<b>24</b>	1	6,8	5	
<b>25</b>		6	9	
<b>27</b>				
<b>28</b>		8,8		
<b>32</b>		7,8,8,8,8	3	2
<b>33</b>		7,8	3	
<b>Totals</b>	36	81	106	18

October 1, 2022 - January 7, 2023 (plus 9/24/22 youth day)



2023 Spring Turkey Harvest								
Area	# Hunters	Bd. Hen	Gobblers	Hours	Jakes	Beard (inches)	Weight (lbs)	
10	23		1	57		10	19	
11	41		1	110		10	20	
12	38		3	98		9,11,11	18,18,19	
13	36		1	92		11	20	
14	55		3	147		8,10,10	17.5,20,20	
41	11			29				
42	14		2	38		9, 11	17, 20	
43	22			69				
44	3			7				
45	33			72				
46	37		3	92		10,10,11	18, 20, 20	
47	37			138	1	4	16	
48	48		1	241		10	20	
50	25			51				
51	40			117				
52	33		1	84	1	9	20	
53	68		1	176		10	20	
54	75		2	212		5, 10	18, 20	
55	60		1	162		7	17	
60	54		2	193		10, 11.5	18, 19	
20								
22								
23E	8			20				
23W	11		2	33		10, 10.5	20, 22.5	
24	3			6				
25								
27								
28	2		1	9		10	20	
32	16		2	58		11, 12	20, 20	
33	3			10				
21 arch	8		1	31		11	18	
40 arch	29		1	74		10	19.5	
Cant. arch	16		2	52		10.5, 11.5	19, 20	
OH-A arch	9			23				
OH-B arch	1			1				
OH-C arch	10			19				
OH-D arch	2			2				
<b>Totals</b>	<b>906</b>		<b>31</b>	<b>2523</b>	<b>2</b>			
<i>April 1 &amp; April 8 - May 13, 2023</i>								

<b>2022 Quail Harvest</b>					
<b>Area</b>	<b># Hunters</b>	<b>Coveys Flushed</b>	<b>Female</b>	<b>Hours</b>	<b>Male</b>
10					
11	64	21	11	156	5
12	9	4	0	17	0
13	86	52	20	238	26
14	108	47	25	294	20
41	4	1	1	7	
42	10	0		15	
43	1	0		1	
44	6	0		11	
45	3	0		4	
46	22	9	1	47	4
47	26	8	6	49	6
48	50	9	5	79	4
50	5	0		5	
51	13	0		17	
52	3	0		2	
53	10	0		19	
54	7	1		24	
55	3	1	1	6	1
60	3	0		5	
20	7	9	5	21	7
22	1	0		2	
23E	33	21	11	86	12
23W	10	6	5	16	2
24	4	1	1	3	1
25	11	4	1	19	2
27	4	2	1	6	0
28	9	8	6	23	6
32	29	31	17	72	13
33	36	29	19	83	17
<b>Totals</b>	<b>577</b>	<b>264</b>	<b>136</b>	<b>1327</b>	<b>126</b>
<i>Total Quail Harvest 262 (Also, 31 Woodcock)</i>					

## 2022 Dove Harvest

AREA	Dove	# HUNTERS	# HOURS
<b>Youth/Twin Lakes DF</b>	<b>67</b>	<b>15</b>	<b>77</b>
<b>DF-1</b>	<b>64</b>	<b>51</b>	<b>158</b>
<b>DF-2</b>	<b>6</b>	<b>9</b>	<b>26</b>
<b>DF-6</b>	<b>12</b>	<b>17</b>	<b>55</b>
<b>DF-6A</b>	<b>7</b>	<b>33</b>	<b>110</b>
<b>Area 11</b>	<b>3</b>	<b>2</b>	<b>8</b>
<b>Area 12</b>	<b>4</b>	<b>3</b>	<b>10</b>
<b>Area 13</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>Area 14</b>	<b>8</b>	<b>3</b>	<b>11</b>
<b>Area 53</b>	<b>24</b>	<b>7</b>	<b>11</b>
<b>Totals</b>	<b>196</b>	<b>141</b>	<b>467</b>

<b>2022 Rabbit Harvest</b>			
November 2022 - February 2023			
<b>Area</b>	<b># Hunters</b>	<b># Hours</b>	<b># Rabbit</b>
10	3	11	0
11	54	167	30
12	23	60	4
13	39	135	14
14	95	335	40
41	7	15	0
42	39	153	26
43	2	2	0
44	2	10	4
45	15	21	0
46	3	8	0
47	16	54	6
48	19	86	32
50	7	9	2
51	3	11	1
52	1	5	1
53	20	88	15
54	14	36	8
55	10	21	2
60	21	47	5
20			
22			
23E			
23W			
24			
25			
27			
28			
32			
33			
<b>Totals</b>	<b>393</b>	<b>1,274</b>	<b>190</b>

<b>2022 Squirrel Harvest</b>			
<i>Sept. 2022 - Feb. 2023</i>			
<b>Area</b>	<b># Hunters</b>	<b>Success # Hours</b>	<b># Squirrels</b>
10	5	27	6
11	8	18	13
12	11	28	29
13	7	20	19
14	22	46	42
41	10	25	36
42	2	4	5
43	1	3	2
44			
45	17	50	29
46	2	4	7
47			
48	6	10	12
50	2	6	6
51	2	5	7
52	4	6	7
53	6	12	16
54	10	32	19
55	4	8	8
60	20	53	81
20			
22			
23E	4	21	11
23W			
24	2	6	2
25			
27			
28	1	4	5
32	3	7	7
33			
<b>Totals</b>	149	395	369

<b>2022 Goose Harvest</b>			
<i>Sept. 2022 - Feb. 2023</i>			
<b>Area</b>	<b># Hunters</b>	<b>Success # Hours</b>	<b># Goose</b>
10			
11			
12			
13	3	11	3
14			
40			
41	2	10	2
42			
43			
44	1	2	1
45			
46			
47			
48			
50			
51			
52			
53			
54			
55			
60	1	3	1
20			
22			
23E			
23W			
24			
25			
27			
28			
32	2	4	3
33			
<b>Totals</b>	<b>9</b>	<b>30</b>	<b>10</b>

<b>2022 Duck Harvest</b>			
<i>Sept. 2022 - Feb. 4th, 2023</i>			
<b>Area</b>	<b># Hunters</b>	<b>Success # Hours</b>	<b># Duck</b>
10			
11	8	21	11
12	0	0	0
13	10	19	15
14	12	28	15
40	5	12	3
41	3	10	5
42			
43			
44	14	54	18
45	8	23	11
46	3	7	3
47	9	23	16
48	6	15	11
50			
51			
52	2	4	2
53	7	17	12
54	14	44	24
55	6	21	13
60	8	27	9
20			
22			
23E	5	27	6
23W			
24			
25			
27	4	23	3
28			
32	6	14	10
33	4	15	6
<b>Totals</b>	<b>134</b>	<b>404</b>	<b>193</b>

<b>Fish Caught 2022</b>					
<b>Area</b>	<b>Bass</b>	<b>Catfish</b>	<b>Chain</b>	<b>Crappie</b>	<b>Sunfish</b>
<b>Pond</b>			<b>Pickerel</b>		<b>Bream</b>
<b>Beaver Trl.</b>	1	0	0	0	70
<b>Butterwood</b>	264	4	0	108	126
<b>Dearing</b>	0	0	0	0	0
<b>Eng.Bridge</b>	105	46	2	29	465
<b>Lewis</b>	8	144	0	136	333
<b>Perry Floyd</b>	370	1	2	109	100
<b>Resevation</b>	87	37	0	13	142
<b>Reservoir</b>	699	156	11	559	160
<b>Twin lakes</b>	17	5	2	79	160
<b>Winterling</b>	60	3	13	1	192
<b>Wonju</b>	15	41	0	0	97
<b>Birchin</b>	348	0	16	139	36
<b>Tomheton</b>	324	1	42	198	144
<b>Sheepslog</b>	135	0	3	54	7
<b>Tw.Lk.Swp</b>	4	0	0	2	29
<b>Bvtrl Swp</b>	50	0	1	212	131
<b>Butt. Swp</b>	17	0	0	0	0
<b>IBPC Swp</b>	82	0	0	2	3
<b>Lk.Rd. Swp</b>	7	0	0	0	0
<b>LongBr.Swp</b>	6	0	0	0	11
<b>LongSt.Swp</b>	0	0	0	0	0
<b>Low Hurrica</b>	55	1	1	7	68
<b>North Swp</b>	15	0	0	0	1
<b>Poplar Swp</b>	20	0	4	24	45
<b>RedOak Swp</b>	0	0	0	0	0
<b>Rocky Swp</b>	1	0	1	0	12
<b>Upper Hurr</b>	35	7	5	27	687
<b>45 north</b>	70	161	0	8	1
<b>47 north</b>	3	3	0	0	0
<b>50 south</b>	28	6	0	50	11
<b>55 south</b>	0	3	1	0	19



# HUNTING & FISHING MAP

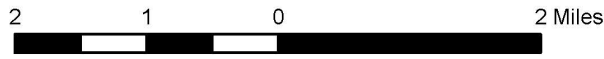
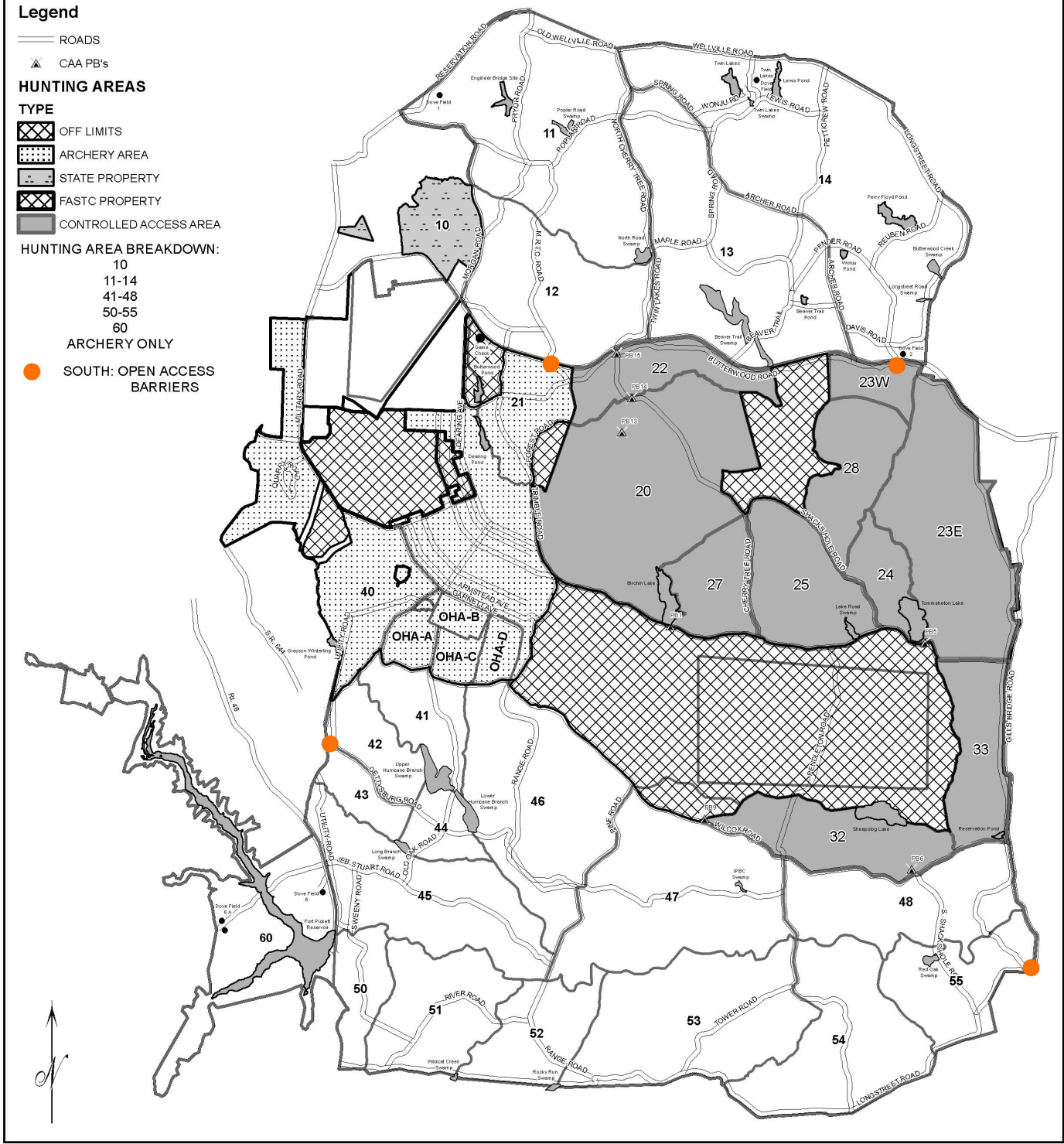
## FORT BARFOOT- MTC, BLACKSTONE,

CURRENTNESS: JULY 2023  
EDITION:23

**Legend**

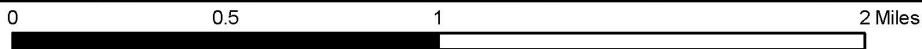
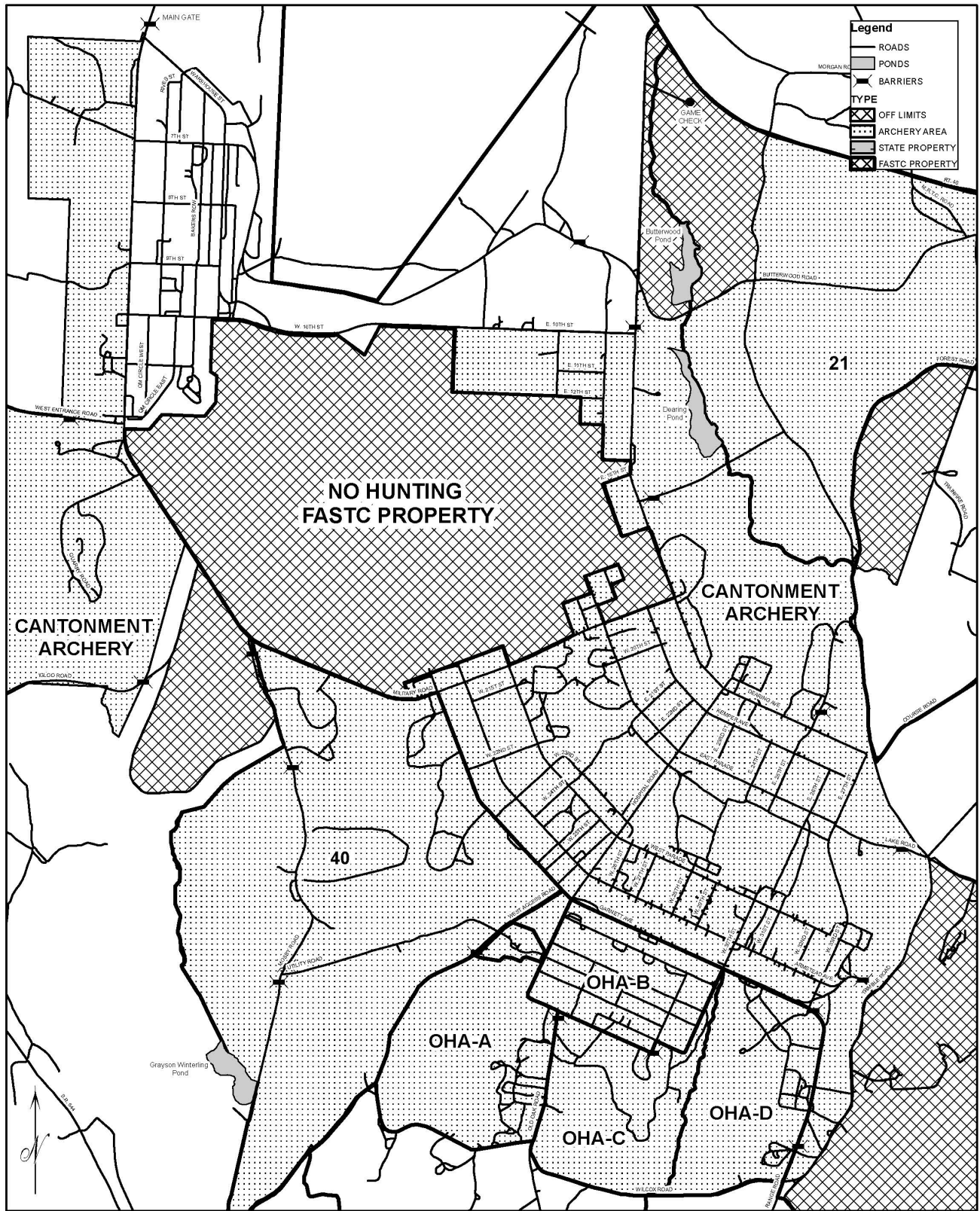
- ROADS
- ▲ CAA PB's
- HUNTING AREAS**
- TYPE**
- ▨ OFF LIMITS
- ▤ ARCHERY AREA
- ▧ STATE PROPERTY
- ▩ FASTC PROPERTY
- CONTROLLED ACCESS AREA

- HUNTING AREA BREAKDOWN:**
- 10
  - 11-14
  - 41-48
  - 50-55
  - 60
  - ARCHERY ONLY
  - SOUTH: OPEN ACCESS BARRIERS



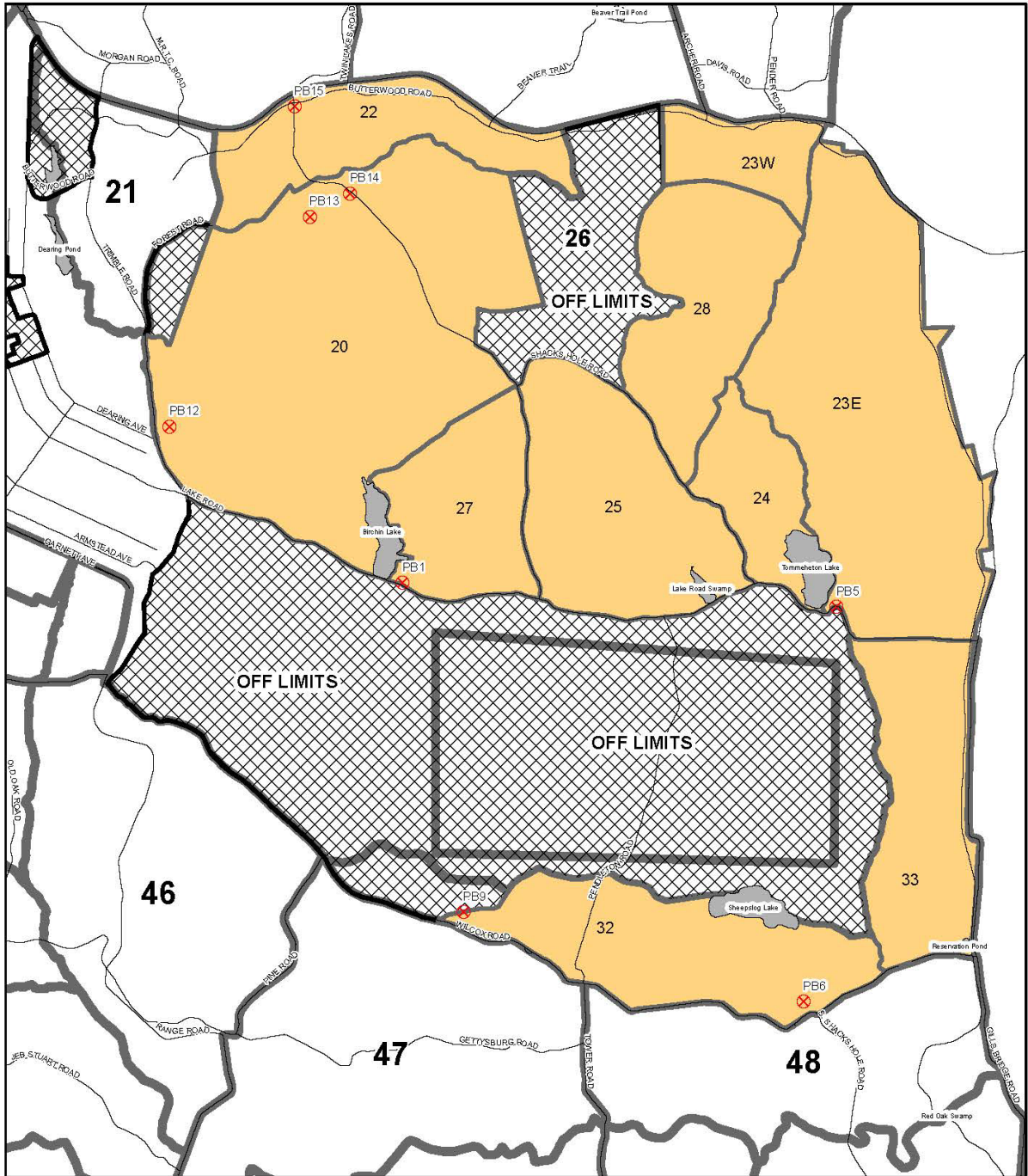
# Archery Area Fort Barfoot

CURRENTNESS: JUL 2023  
EDITION:23



# VESTED HUNTING AREA MAP FORT BARFOOT, BLACKSTONE, VIRGINIA

CURRENTNESS: JUL. 2023  
EDITION: 23



**Legend**

- ROADS
- ⊗ BARRIERS

**TYPE**

- ⊗ OFF LIMITS
- CONTROLLED ACCESS AREA- VESTED ONLY



## **ATTENTION HUNTERS, ANGLERS AND FIREWOOD CUTTERS:**

Access to recreational areas South of Rt. 40 and East of Rt. 46 will be limited until further notice. Four (4) open barriers are now available for ingress/egress.

Barrier 55C: <https://goo.gl/maps/JzkHKPv26mVXAuUg8>

Barrier 23 G: <https://goo.gl/maps/zyzQLYKhxHqwyN1QA>

Barrier 21 C: <https://goo.gl/maps/5GCDzBDvJrSZSfZUA>

Barrier 42 A: <https://goo.gl/maps/px8KfWXKH4WkH5Xo7>

Access to the Cantonment Area, Old Hospital Areas (OHA A-D), and Area 40 can be obtained through the main access control gate and the post 5 keypad barrier.

Main ACP: <https://goo.gl/maps/t1jQXEr8nhejhsp7>

Post 5 Barrier: <https://goo.gl/maps/Uc4KjgwF1gQLYSE46>

Code access for the post 5 barrier is: 2525

Please be vigilant during your trips afield to Ft. Barfoot and report any suspicious vehicles/activities immediately to the Ft. Barfoot Range Operations Desk at 434-292-2227 or the Ft. Barfoot Game check station 434-292-2618.

Please be safe during your recreational pursuits. Ft. Barfoot Nat. Res.