**Turkey** with general season license

**Fall Season** - bearded or unbearded turkeys may be taken - 1 bird limit

- WMU 2B (Shotgun and bow and arrow only)
  - Oct. 29 - Nov. 18
  - Nov. 23 - Nov. 25
- WMUs 1A, 1B, 4A, 4B, 4D and 4E
  - Oct. 29 - Nov. 5
- WMUs 2A, 2B, 2F, 2G, 2H, 3A, 3B, 3C, 3D and 4C
  - Oct. 29 - Nov. 12
- WMU 2C, 2D and 2E
  - Oct. 29 - Nov. 12 and
  - Nov. 23 - Nov. 25
- WMU 5B (Shotgun and bow and arrow only)
  - Nov. 1 - Nov. 3
- WMUs 5A, 5C and SD

Closed to fall turkey hunting

Two bird Spring Season limit (1 daily with second spring gobbler license)

**Spring Season** - bearded turkeys only, hunting hours vary, check Digest Jr. and Mentored Hunters under 16

- Apr. 22 - May 30
- Statewide

**Furtaking with appropriate license**

- Coyote

**Small Game** with general season license

- Squirrel - Jr. Hunters
  - (Combined species)
    - Sept. 10 - Sept. 24
    - Sept. 10 - Nov. 25, including 6
    - Sundays Nov. 13 and Nov. 20
    - Dec. 12 - Dec. 26
    - Dec. 26 - Feb. 27, 2023
  - Ruffed Grouse
    - Oct. 5 - Nov. 25, including 2
    - Sundays Nov. 13 and Nov. 20
    - Dec. 12 - Dec. 26
    - Dec. 26 - Feb. 27, 2023
  - Rabbit
    - (Jr. Hunters)
    - Oct. 1 - Oct. 15
    - Oct. 15 - Nov. 25, including 4
    - Sundays Nov. 13 and Nov. 20
    - Dec. 12 - Dec. 26
    - Dec. 26 - Feb. 27, 2023
  - Rabbit (Jr. Contestant)
    - Oct. 1 - Oct. 15
    - Oct. 15 - Nov. 25, including 4
    - Sundays Nov. 13 and Nov. 20
    - Dec. 12 - Dec. 26
    - Dec. 26 - Feb. 27, 2023

**Wild Pheasant Recovery Area with an executive order

- Phasant - Jr. Hunters*
  - (with required permit)
    - Oct. 8 - Oct. 15
    - Oct. 22 - Nov. 25, including 2
    - Sundays Nov. 13 and Nov. 20
    - Dec. 12 - Dec. 26
    - Dec. 26 - Feb. 27, 2023

**Bobwhite Quail**

- Oct. 22 - Nov. 25, including 8
- Sundays Nov. 13 and Nov. 20
- Dec. 12 - Dec. 23 and
- Dec. 26 - Feb. 27, 2023

**Snowshoe or Varying Hare

- Dec. 26 - Dec. 31

**Woodchuck - July 1-29, except during regular firearms seasons

No hunting on Sundays, except Nov. 13 and Nov. 20. No limit.

**Deer with required license/permits**

**One antlered deer with each required antlerless license.**

**Archery (Antlered and Antlerless)** with required archery license

- WMUs 2B, 2C and SC
  - Sept. 17 - Nov. 25, including 4
  - WMUs 2A, 2C and SC
  - Oct. 1 - Sun. Nov. 13 and Nov. 20
  - Nov. 14 - Nov. 18
  - Dec. 26 - Jan. 16, 2023
- Muzzleloader (Antlerless only)
  - Oct. 15 - Oct. 22
- Statewide with required muzzleloading license

**Special Firearms (Antlerless only)**

- Oct. 20 - Oct. 22
- Statewide: participation is restricted, check Digest for eligibility

**Regular Firearms (Antlered & Antlerless)**

- Nov. 26 - Sun. Nov. 27 and
- Nov. 28 - Dec. 5
- Flintlock (Antlered and Antlerless)
  - Dec. 26 - Jan. 16, 2023
  - WMUs 2B, 2C and SD
  - Dec. 26 - Jan. 28, 2023

**Antlerless Deer Application Schedule**

- July 11
  - Residents
  - July 18
  - Nonresidents
  - Aug. 1
  - Unsold, 1st round
  - Aug. 15
  - Unsold, 2nd round
  - Sept. 12
  - Over-the-counter in WMUs where licenses remain. Sold through county treasurer offices.
  - Licenses may be obtained in person or by mail.

**Bear**

- License required
- Only one bear may be taken during the license year.
- Must be checked within 24 hours.

**Turkey** with general season license

**One antlered deer per hunting license year.**

**Archery (Antlered and Antlerless)** with required archery license

- WMUs 2B, 2C and SC
  - Sept. 17 - Nov. 25, including 4
  - WMUs 2A, 2C and SC
  - Oct. 1 - Sun. Nov. 13 and Nov. 20
  - Nov. 14 - Nov. 18
  - Dec. 26 - Jan. 16, 2023
- Muzzleloader (Antlerless only)
  - Oct. 15 - Oct. 22
- Statewide with required muzzleloading license

**Special Firearms (Antlerless only)**

- Oct. 20 - Oct. 22
- Statewide: participation is restricted, check Digest for eligibility

**Regular Firearms (Antlered & Antlerless)**

- Nov. 26 - Sun. Nov. 27 and
- Nov. 28 - Dec. 5
- Flintlock (Antlered and Antlerless)
  - Dec. 26 - Jan. 16, 2023
  - WMUs 2B, 2C and SD
  - Dec. 26 - Jan. 28, 2023

**Antlerless Deer Application Schedule**

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  - Residents
  - July 18
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  - Aug. 1
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  - Sept. 12
  - Over-the-counter in WMUs where licenses remain. Sold through county treasurer offices.
  - Licenses may be obtained in person or by mail.

**Turkey** with general season license

**One antlered deer with each required antlerless license.**

**Archery (Antlered and Antlerless)** with required archery license

- WMUs 2B, 2C and SC
  - Sept. 17 - Nov. 25, including 4
  - WMUs 2A, 2C and SC
  - Oct. 1 - Sun. Nov. 13 and Nov. 20
  - Nov. 14 - Nov. 18
  - Dec. 26 - Jan. 16, 2023
- Muzzleloader (Antlerless only)
  - Oct. 15 - Oct. 22
- Statewide with required muzzleloading license

**Special Firearms (Antlerless only)**

- Oct. 20 - Oct. 22
- Statewide: participation is restricted, check Digest for eligibility

**Regular Firearms (Antlered & Antlerless)**

- Nov. 26 - Sun. Nov. 27 and
- Nov. 28 - Dec. 5
- Flintlock (Antlered and Antlerless)
  - Dec. 26 - Jan. 16, 2023
  - WMUs 2B, 2C and SD
  - Dec. 26 - Jan. 28, 2023

**Antlerless Deer Application Schedule**

- July 11
  - Residents
  - July 18
  - Nonresidents
  - Aug. 1
  - Unsold, 1st round
  - Aug. 15
  - Unsold, 2nd round
  - Sept. 12
  - Over-the-counter in WMUs where licenses remain. Sold through county treasurer offices.
  - Licenses may be obtained in person or by mail.

**Bear**

- License required
- Only one bear may be taken during the license year.
- Must be checked within 24 hours.
Chronic Wasting Disease

If you plan to hunt in a Disease Management Area (DMA) or the CWD Established Area (EA) this season, there are specific rules to follow. Pennsylvania has six active DMAs and one EA. All are geographic regions where CWD has been found in deer. Special rules apply in each, including bans on feeding deer, the use and possession of cervid urine- or saliva-based attractants, and export of high-risk parts. Any person who kills any wildlife while hunting or trapping by accident or mistake shall immediately field-dress any edible game and deliver the carcass to a state game warden in the county where it was taken.

Road Hunting: It is unlawful to hunt from a vehicle; 2) aid or assist another while hunting from a vehicle; 3) shoot at wildlife on a public road or right-of-way open to public travel; 4) shoot across a road unless the line of fire is high enough to preclude any danger to road users; and 5) alight from a vehicle and shoot at any wildlife until the shooter is at least 21½ yards from the traveled portion of the road.

Safety Zones: It is unlawful to shoot at, chase or disturb wildlife within 150 yards of any occupied residence, camp, industrial or commercial building, farmhouse or farm building, or school or play- ground within the permission of the occupants. The safety zone for archery hunters statewide, including those using crossbows, is 50 yards.

Spotlighting Wildlife: It is unlawful to spotlight wildlife after 11 p.m., during regular firearms or late extended Special Regulations Area firearms deer seasons, or while in possession of a device capable of killing wildlife.

Tagging Big Game: Hunters harvesting big game must follow instructions printed on the harvest tags supplied with licenses. Big game must be tagged immediately after the animal is processed for consumption or prepared for mounting. Turkey tags must be attached to the bird’s leg.

Duck Carry: Carrying firearms generally is prohibited while bowhunting. However, archery deer hunters may carry muzzleloaders to hunt during the after-Christmas flintlock muzzleloader deer season.

Archery deer hunters can carry muzzleloaders when an archery deer season opens with a muzzleloader bear season and when archery bear season in overlaps with a muzzleloader deer or bear season.

General Regulations

Rating: It is unlawful to hunt in or around any area where artificial or natural bait has been used within the past 30 days. Regulated baiting of deer is allowed in the Southeast Special Regulations Area outside of any Disease Management Area (DMA) as per Digest for details.

Mistake Kill: Any person who kills any wildlife while hunting or trapping by accident or mistake shall immediately field-dress any edible game and deliver the carcass to a state game warden in the county where it was taken.

Road Hunting: It is unlawful to hunt from a vehicle; 2) aid or assist another while hunting from a vehicle; 3) shoot at wildlife on a public road or right-of-way open to public travel; 4) shoot across a road unless the line of fire is high enough to preclude any danger to road users; and 5) alight from a vehicle and shoot at any wildlife until the shooter is at least 21½ yards from the traveled portion of the road.

Safety Zones: It is unlawful to shoot at, chase or disturb wildlife within 150 yards of any occupied residence, camp, industrial or commercial building, farmhouse or farm building, or school or play- ground within the permission of the occupants. The safety zone for archery hunters statewide, including those using crossbows, is 50 yards.

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Archery deer hunters can carry muzzleloaders when an archery deer season opens with a muzzleloader bear season and when archery bear season in overlaps with a muzzleloader deer or bear season.

On state game lands, it is lawful to hunt, trap, and fish, as well as pick berries or mushrooms. Hunting blinds or stands may be used provided they do not cause damage to trees, and are not placed out earlier than two weeks prior to deer season, and must be removed no later than 2 weeks after the close of deer season. Portable hunting blinds or stands must be marked with a durable identification tag that legibly sets forth in the owner’s first name, last name and legal home address or must bear a number issued by the Commission for this purpose.

State game lands are set aside for hunting and trapping and the preservation and maintenance of wildlife. While on a game land, it is unlawful to:

• Start a fire, except that small open fires for cooking or warming purposes are only permitted for those hunting, fishing, or hunting and fishing is allowed. Hunters walking within the corridor of the Appalachian Trail.
• Ride a nonmotorized vehicle, conveyance or animal, except on roads normally open to public travel, or designated routes as posted, or while lawfully engaged in hunting, trapping or fishing.
• Possess an alcoholic beverage.
• Feed wildlife or place any food, fruit, hay, grain, chemical, salt or other minerals.
• Use state game lands for any personal, organizational or commercial purpose other than the intended use.
• Engage in dog training activities on small game from the Monday prior to the start of the pheasant season until the opening of the regular pheasant season.
• Be present on state game lands from November 15 through December 15 inclusive when not engaged in lawful hunting or trapping and fail to wear a minimum of 250 square inches of dayglow color such as an existing fluorescent orange material on the head, chest and back combined or, in lieu thereof, a hat of the same colored material. The material shall be worn so it is visible in a 360° arc. Persons using shooting ranges are exempted from this requirement.

When fluorescent orange is required, the requirement for that season must be worn while moving from one hour prior to the start of legal hunting hours and for one hour past the closing of legal hunting hours.

• Fluorescent orange is required when hunting coyotes during any big game season, if orange is required during that season, including from one hour before sunrise to one hour after sunset.

Woodchuck Hunting

A hat made of solid fluorescent orange, visible 360 degrees. Worn at all times.

All Small Game Seasons | Deer, Bear or Elk Firearms Seasons | October Muzzleloader Antlerless Deer Seasons

A minimum 250 square inches, on head, chest and back combined, visible 360 degrees. Worn at all times. Those hunting with archery equipment during these firearms seasons must comply with the fluorescent orange requirements.

Blinds & Enclosed Tree Stands

A minimum of 100 square inches of fluorescent orange material (orange alert band) must be displayed within 15 feet of a blind or enclosed tree stand and visible 360 degrees during the firearms deer, bear and elk seasons. This is in addition to wearing orange while in the blind. See turkey section of the Digest for specifics on blind use while turkey hunting.

Wearing Orange

No fluorescent orange is required while archery hunting for deer, bear or elk, or when hunting waterfowl, doves, turkeys, crows or fur-bearing mammals.

Hunters participating in the after-Christmas flintlock muzzleloader season also are not required to wear fluorescent orange (See Special Regulations Areas section of Digest for additional information).

Even when fluorescent orange isn’t required, the Game Commission highly recommends its use. For example, a fluorescent orange hat is recommended for turkey hunters while moving.

Fluorescent Orange

A hat made of solid fluorescent orange, visible 360 degrees. Worn at all times.

Woodchuck Hunting

A hat made of solid fluorescent orange, visible 360 degrees. Worn at all times.

All Small Game Seasons | Deer, Bear or Elk Firearms Seasons | October Muzzleloader Antlerless Deer Seasons

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