

**COOSA WILDLIFE MANAGEMENT AREA**  
**(Coosa County)**  
**ALABAMA DEPARTMENT OF CONSERVATION AND NATURAL RESOURCES**  
**DIVISION OF WILDLIFE AND FRESHWATER FISHERIES**  
**Hunting Regulations – September 2018 – August 2019**

**PERMITS:** Daily Permits **REQUIRED** for each hunt day, for WMA small and big game hunting. Daily Permits will be available at self-service boxes located at the check station across from Mt. Moriah Church and kiosks at entrance to Weogufka Tract off County Road 56, WMA boundary on WMA Rd. 11, Double Bridges on County Road 29, intersection of County Road 27 and WMA Rd. 72, and Higgins Ferry Park located at 11161 Co. Rd. 28; Clanton, AL. WMA map/season regulations will be available at check station, kiosks, also may be obtained locally at Kelley's Cross Roads Grocery, intersection of Hwy 29 and Hwy 22; The Fishing Hole on Hwy.22 in Clanton, and Toodlum's off Hwy. 231 in Hanover, or online at [www.outdooralabama.com](http://www.outdooralabama.com). WMA/Map season regulations may also be obtained in person between the hours of 8:00AM and 5:00PM Monday through Friday or by mail from Wildlife and Freshwater Fisheries office, 4101 AL Hwy. 21 N, Jacksonville, AL 36265. Send a stamped self-addressed envelope. Trapping permits are available from the Area Biologist or District II office.

**HARVEST:** All deer harvested on mandatory check-in dates (see below in seasons) **MUST** be checked at the check station located across from Mt. Moriah Church approximately 7 miles south of Weogufka off of County Hwy. 29. (see map). Deer harvested on other dates **MUST** be recorded on daily permit and placed in drop box at self-service box at check station or a kiosk. **All harvested game must be recorded on daily permit and placed in self-service permit drop box at check station or a kiosk.**

**RESTRICTIONS:** Antlered buck restrictions in effect for Coosa WMA with buck being required to have at least three (3) antler points (1 inch or longer) on at least one main beam.

- NOTE:** • As per 220-2-.55 (10) A Wildlife Management Area License (required for deer, turkey and waterfowl), **PLUS** the applicable Resident or Non-Resident Hunting License [for Alabama residents 16 through 64 years of age and for non-residents 16 years of age and older], **PLUS** a Wildlife Management Area Permit [free of charge], are required for hunting on AREAS; provided however, that properly licensed persons under the "Wildlife Heritage License" may hunt legal small game except waterfowl on AREAS without the other licenses described herein. **PLUS**, in order to hunt waterfowl on AREAS, all persons must have, in addition to the otherwise required licenses and permit, a HIP and valid State (ages 16 through 64) and a valid Federal (ages 16 and over) Waterfowl Stamp.
- Youth hunters on youth deer and turkey hunts must be less than 16 years of age. Supervisors must be 21 years old or older, or a parent, and must be properly licensed. Youth must remain within 30 feet of supervisors at all times.
  - Statewide antlered buck season bag limit applies to all WMAs.
  - Administrators of the hunt shall have the right to distribute the hunters and to inspect all vehicles or other equipment while on the areas. The Department of Conservation and Natural Resources and landowners, who are making the hunting possible, hereby serves notice that each hunter hunts at their own risk and the Department of Conservation and Natural Resources and such landowners shall not be responsible for any accidents or injuries that may occur.

**DAILY PERMITS REQUIRED FOR ALL HUNTS:**

Hunters must obtain a Daily Permit at a kiosk self-service box (see locations above) for EACH hunt day for any game animal hunted. Hunters must complete check-in portion of daily permit and place in self-service box at check station or a kiosk, and complete check-out portion of daily permit for harvest reporting of any game animal on days check stations are closed.

**HUNTING DATES:**

- DEER: (Youth) Stalk Hunting Hunter's Choice: **Nov. 10-11.** One deer per day - one unantlered deer or one antlered buck.  
**\*Antlered buck restrictions apply. Hunters must obtain a daily permit and use to report any harvest at the check station or a kiosk.**
- (Gun) Stalk Hunting Hunter's Choice: **Nov. 17 and Dec. 15.** One deer per day - one unantlered deer or one antlered buck. **\*Antlered buck restrictions apply.** All deer harvested on these dates **MUST** be checked in for mandatory data collection at Mt. Moriah check station or mobile check station on WMA Rd. 11.  
Stalk Hunting Antlered Bucks Only: **Nov. 23-25, Dec. 28-31, Jan. 12-14, Jan. 26-27, and Feb. 9-10.** One Antlered Buck per day. **\*Antlered buck restrictions apply. Check station across from Mt. Moriah Church will be open for mandatory deer check in and data collection on Nov. 23-24, Dec. 29-30, Jan. 12-13, Jan. 26-27, and Feb. 9-10. Hunters MUST record all harvested deer on daily permit and return at check station or a kiosk on days when check station is closed.**
- (Primitive Weapons) Stalk Hunting Hunter's Choice **Nov. 12-14.** One deer per day - one unantlered deer or one antlered buck. **\*Antlered buck restrictions apply. Hunters must have daily permit and record all harvest on the daily permit and return at the check station or a kiosk on days when check station is closed.**
- (Archery) Stalk Hunting Hunter's Choice: **Oct. 15–Feb.10.** One deer per day - one unantlered deer or one antlered buck. **\*Antlered buck restrictions apply.** No hunting on days of youth deer hunt. **Hunters must have daily permit and record all harvest on the daily permit and return at check station or a kiosk on days when the check station is closed.** Must harvest antlered buck only on days of antlered buck only gun hunts. Archery hunters must abide by all gun deer hunt regulations during gun hunts.
- \*To be legal for harvest, antlered bucks in must have at least three (3) antler points (1 inch or longer) on at least one main beam.**

**DAILY PERMIT REQUIRED FOR ALL TURKEY AND SMALL GAME HUNTING. See Permit section at top for locations.**

- TURKEY: (Youth) **Mar. 9-10.** (Daylight until 1:00 pm). Gobblers only.  
(Physically disabled) **Mar. 14.** (Daylight until 1:00 pm). Gobblers only.  
(Regular) **Mar. 15 – Apr. 30.** (Daylight until 1:00 pm). Gobblers only.  
**Turkey hunters use required daily permit to report any harvests at the check station or a kiosk.**
- DOVE: **State Season** (12:00 noon until sunset opening day, then ½ hour before sunrise to sunset). Tuesday, Thursday, and Saturday only. No hunting on days of gun, youth, and primitive weapons deer and feral swine hunts.  
**Nov. 3 - Feb. 28.** No hunting on days of scheduled youth, gun and primitive weapons deer hunts.
- QUAIL: **Sep. 15-Mar. 3.** No hunting on days of scheduled youth, gun, and primitive weapons deer hunts. Fox Squirrel season closed during Feb. and Mar.
- RABBIT & SQUIRREL: **Sep. 8– Mar. 3.** No hunting on days of scheduled youth, gun and primitive weapons deer hunts.
- CROW: **Sep. 1 – Mar. 3.** No hunting on nights preceding or nights of scheduled youth, primitive weapons, and gun deer hunts.
- RACCOON, OPOSSUM, & FOX: Fox hunting – Dogs only. No weapons.
- BOBCAT, COYOTE, FERAL SWINE & FOX: Open during any other scheduled WMA hunting season using weapons and ammunition approved for those hunts. No dogs allowed. Daylight hours only. One fox per day.  
**Dec.14 – Jan. 27.** No hunting on days of scheduled gun and primitive weapons deer hunts.
- WOODCOCK & SNIPE **State Season. No hunting on days of scheduled gun and primitive weapons deer hunts.**
- WATERFOWL: **Mar. 1 – 9.** Permitted firearms and archery equipment and hunter orange requirements same as for gun deer hunts on the WMA. No buckshot. No dogs allowed. Daylight hours only.
- FERAL SWINE(Special Hunt): **Nov. 3 – Feb. 28 (excluding feral swine).** All trappers must wear hunter's orange while trapping on days of gun deer hunts.

**BAG LIMITS:**

Deer - Antlered bucks only hunts – One antlered buck per day; Hunters' Choice, one deer per day - One unantlered deer or one antlered buck; Primitive Weapons - one deer per day – one unantlered deer or one antlered buck; Archery Hunts - One deer per day. One unantlered deer or one antlered buck. Turkey (Gobblers only) - 1 a day (5 per season); Squirrel - 8 a day; Quail - 8 a day; Woodcock - 3 a day; Snipe - 8 a day; Rabbit - 8 a day; Raccoon & Opossum - No Limit; Dove - 15 a day; Fox - 1 a day; Ducks - State Limit; Feral Swine – No bag limit. Falconers may take migratory game birds (not more than 3 per day in aggregate combination) and resident game birds and animals following the bag limits listed above for firearms and archery.

**PERMITTED FIREARMS, BOW AND ARROW, & FALCONRY:**

- Deer: *Stalk Hunts:* As defined in Alabama Regulations legal arms and ammunition in 220-2-.02(2), (excluding buckshot) and archery equipment in 220-2-.03.  
Primitive Weapons: Using only muzzle loading rifles (.40 caliber or larger), muzzle loading shotguns, air-powered guns (.30 caliber or larger) or archery equipment as defined in 220-2-.03.
- Turkey: As defined in 220-2-.02(3), except no center-fire pistols or crossbows allowed.
- Special Feral Swine Hunts: Same as Stalk Deer Hunts (Hunter Orange Requirements Apply).
- Remainder of Seasons: Legal arms and ammunition as defined in 220-2-.02 and archery equipment in 220-2-.03.
- Trapping: As Defined in 220-2-.30(2), except no .22 magnums are allowed.
- Falconry will be legal on all AREA scheduled hunts for legally permitted falconers; following the dates those seasons are open on each AREA.**

**IT SHALL BE UNLAWFUL:**

1. To hunt, trap, use dogs, possess firearms, ammunition, traps or bow and arrow, or crossbows without a valid permit. A permit is valid only during scheduled management and refuge area seasons during legal hunting hours and only with weapons and ammunition permitted for hunting the wildlife listed on permit. **See (23) below.**
2. To use dogs for hunting of deer, turkey or feral swine. (Leashed dogs may be used for the expressed purpose of retrieving wounded deer, limited to two dogs per tracking event).
3. To use dogs for hunting, training or any purpose from the end of conventional small game season to August 31.
4. For any person under 16 years of age to hunt on the management area unless accompanied at all times by an adult who is either 21 years or older or the parent and who possesses the proper license to hunt.
5. For any person to carry firearms in or on vehicle with ammunition in the magazine, breech or clip attached to firearms, or black powder weapons with primer, cap or flash powder in place, or cocked crossbows. **See (23) below.**
6. To camp in the management area except in designated sites. Individuals or groups may camp on the management area for a period not to exceed nine (9) days in any 30 day period. Campfires must be extinguished before departing. No warming fires shall be permitted away from camping area.
7. To kill or willfully molest any species of wildlife except those designated for hunting.
8. To discharge fireworks at any time.
9. To discharge firearms for target practice, except at designated target range.
10. To hunt or discharge firearms within 150 yards of any camping area, dwelling, dam or timber operation, or within 100 yards of any public road, highway, or within a posted safety zone, or within one-half mile of a church on Sunday or from within the right-of-way on any developed road open to vehicular traffic.
11. To use fire to smoke out game.
12. To transport deer or turkey killed from the area before being examined at the checking station for scientific data on required dates or recorded at a kiosk or check station when check station is closed.
13. For any unauthorized person at any time to **possess and/or operate ANY UNLICENSED MOTOR DRIVEN VEHICLE** on Coosa WMA. ALL VEHICLES must remain on regularly used roads open for public use by four wheel vehicle traffic.
14. For any person to ride or possess horses except on roads designated for four-wheel motorized vehicles. Horses are not permitted in the campgrounds from October 1 to April 30. **A valid License and a valid WMA Permit are required to ride or possess horses on Coosa WMA.**
15. For any person to hunt deer or feral swine on days of scheduled gun or primitive weapons hunts without wearing an outer garment above the waist with a minimum 144 square inches of hunter orange color, or either a full size hunter orange hat or cap. The hunter orange must be of solid color, except for a small logo on the front of the cap, and visible from any angle.
16. For any person except authorized personnel to park in front of a closed gate, block or otherwise stop traffic on any road by parking a vehicle in such a way that inhibits traffic.
17. To deposit, distribute or scatter grain, salt, litter, or any other materials on any WMA.
18. For any person to damage or remove any artifacts, trees, crops, plants, dirt, gravel or sod from management area.
19. For any person to carry firearms in boats with ammunition in the magazine, breech or clip attached to firearms except when legally hunting waterfowl in a stationary boat.
20. To erect or use a permanent tree stand or scaffold on management area.
21. To hunt from an elevated stand or platform without attaching themselves to the tree or platform with a **full body safety harness** capable of supporting their weight.
22. **To possess or use alcoholic beverages on the Coosa Wildlife Management Area or within campgrounds.**
23. **Nothing in this regulation prohibits or requires a wildlife management area permit for the possession of handguns by lawfully licensed persons for personal protection, provided the handguns are not used to hunt or take or to attempt to take wildlife except as otherwise provided by this regulation.**
24. **Users should refer to WMA Regulation 220-2-.55 for the complete list of WMA specific regulations.**

**WMA is provided by the Wildlife Section of the Division of Wildlife and Freshwater, Alabama Department of Conservation and Natural Resources, in cooperation with the Hancock Timber Resources Group, Kaul Lumber Company, Alabama Power Company, other private landowners and the Forever Wild Land Trust.**