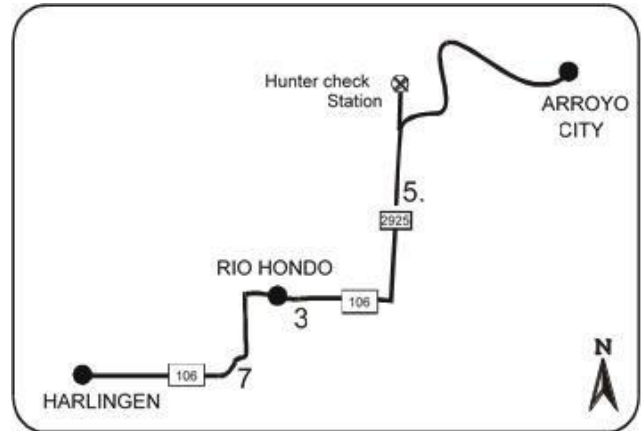




# Las Palomas WMA Arroyo Colorado Unit Youth Gun Deer Hunt

## Overview

The Arroyo Colorado Unit of Las Palomas Wildlife Management Area is in Cameron County, 3 miles east of Rio Hondo on Hwy 106, then 5.5 miles north on Hwy 2925. Most of the 787-acre unit was once farmed; however, since acquisition by the Texas Parks and Wildlife Department, the land has been managed to allow natural re-vegetation and the establishment of wildlife species. The Unit is now covered with relatively thick native brush.



The purpose of public hunts is to harvest surplus game and provide information on research and management programs. Game species are distributed evenly throughout the unit. It is advisable for the hunter to spend as much time in the field as possible in order to harvest game. Because of the relatively small size of the unit, hunters are required to hunt from the stand provided in the compartment assigned to the hunter. For more information, please call (956) 532-3009.

## Hunt Information

Primitive camping will be allowed in a designated area during the hunt period. This designated camping area is about  $\frac{3}{4}$  mile from pavement down a caliche road, so rain could pose problems with accessing this site. There are restroom facilities and electricity available, but no potable water. Due to relatively close camping quarters, electric generators will not be allowed. The nearest stores are in Rio Hondo, 8.5 miles away or in Arroyo City, 7 miles away. The campground will be open the morning of the first hunt day. The area must be kept clean of trash.

1. All hunters must have a valid Texas hunting license and any stamp required by statute. It is no longer necessary to use a hunting license tag or bonus tag for on a deer taken during a Special Permit drawn hunt however a TPWD Legal Deer Tag, issued at the area, must be attached to a harvested deer prior to leaving the hunt area. Only hunters with permits will be admitted. No substitutions allowed within drawn hunt positions. Non-trophy deer are subject to sampling. Due to the location of the unit within the cattle fever tick quarantine zone, deer hides must be either treated or frozen, for a 24-hour period before being allowed to leave the WMA. A freezer is on site for this purpose.
2. Entrance gate will open at approximately 10:00 a.m. on the first day of the scheduled hunt period. **Hunters must contact the area as soon as possible if they are unable to attend**

**their accepted hunt or not able to arrive on the first day for orientation. Standby hunters should report to the check station at 10:00 a.m. on the first day of the desired hunt period** to complete the application process. Standby hunters will be drawn at 11:00 a.m. as vacancies permit. Hunters must report to the check station at this time for check-in and a brief orientation. Hunters not present at this time may have to wait until the next morning to sign in and start their hunt. **Hunts will conclude 30 minutes after sunset on the final day of the assigned hunt period.**

3. **Visitors will not be allowed to accompany hunters in the field.** Hunter Education is required of licensed Texas hunters born on or after September 2, 1971. (See Hunting Guide for more information.)
4. **All hunters must report to the check station every time they enter or exit the hunt area.** All game harvested must be processed through the check station: only species listed on your permit may be taken.
5. All hunters are required to visibly wear a **minimum of 400 square inches of daylight fluorescent orange material (vest and headwear).**
6. **Alcoholic beverages may not be publicly displayed or consumed** on the WMA and persons under the influence of alcohol will not be permitted to enter the hunt area.
7. **All legal means** may be utilized by permitted hunters to harvest game during gun hunts.
8. **Hunting from a vehicle or the possession of a loaded firearm in or on a motor vehicle is prohibited,** except as allowed by special provisions for hunters with mobility disabilities. A loaded firearm is one with a round in the chamber or magazine.
9. Do not take any plants, animals (other than legally taken game) or artifacts from the Area, including shed deer antlers or skulls. Any artifacts found should be left as they are; shed antlers or skulls should be brought to the check station.
10. Hunters in the field and vehicles within the Area are subject to inspection by Area personnel and/or game wardens.
11. Electronically amplified calls are prohibited for taking wildlife resources.
12. **Killing any snakes is prohibited.**
13. **Killing any predators is prohibited.**
14. All-terrain vehicles (ATVs) and off-road vehicles (ORVs) are not permitted on the WMA, except for use by a hunter with mobility disabilities or a person directly assisting a hunter with mobility disabilities. Proof of mobility disability is required.
15. **Baiting with corn containing less than 20 parts per billion aflatoxin is allowed during the hunt period.** Hunters may bring blinds for their personal use during hunts.