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## ***Installing BigGameCD***

### ***Instructions***

To Install BigGameCD, place the CD in your CDROM drive, close the drive, and wait a few seconds. BigGameCD has an auto run feature that will launch the installation program automatically. Follow the prompts throughout the installation.

If the Installation window is not displayed automatically, initiate the following procedures to manually initiate the installation process:

-  From the Windows Desktop, press the START button (bottom left)**
-  Choose RUN**
-  Type d:\setup.exe (where “d” is the drive letter of your CDROM)**
-  Choose OK**

Follow the installation instructions.

### ***Desktop Shortcut***

After installation, BigGameCD will install an elk ICON on your desktop

Click on this ICON to run BigGameCD 

To launch BigGameCD from your desktop:

-  Click on Start**
-  Click on Programs**
-  Find the “Colorado Outdoors” program group**
-  Click on “BigGameCD”**

Leave BigGameCD in your CD drive during your first operation. BigGameCD will validate your CD. After this, the CD is not required to operate.

### ***Multiple CDROM Drives***

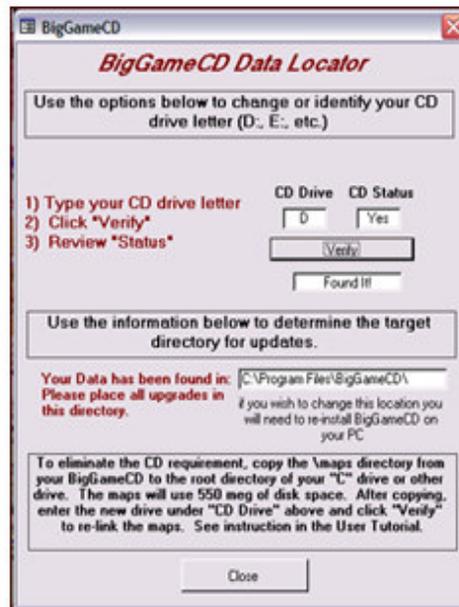
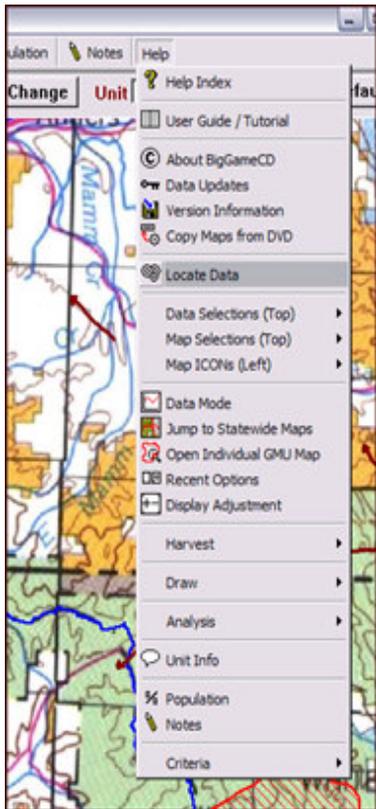
If you have multiple CDROM drives and alternate your placement of the CD perform the following to re-link the CD:

-  Select “Help” from the top menu bar**
-  Select “Locate Data”**
-  Enter your current CDROM drive under “CD Drive”. (Example: D )**

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☛ Click on “Verify”

### CD Status Indicator



The CD *Status* will change to “Yes” and the message will read “Found It” after BigGameCD verifies the presence of the CD.

*Note: Some CD drives take several seconds to align and read a CD once it is inserted. If you place the BigGameCD in your CD drive and immediately click on “Verify” the message “Not Found” may appear. This means your system has not yet successfully read the CDRom. Click on “Verify” again after waiting for a few seconds.*

“Your data has been found in \_\_\_\_\_”

This box will display the location of the installed portions of BigGameCD. This location is determined at installation time and cannot be edited. All automatic updates will be placed in this directory. This directory will also be the target directory for all manual updates. You must reinstall BigGameCD to change this location.

## Troubleshooting BigGameCD

“Data Not Found” message appears when you try to view maps

- 1) The BigGameCD is not in your CD Drive

**You must insert the BigGameCD in your CDROM during your first use of BigGameCD.** If you removed the CD between installation and your first use, re-install the Program and leave the CD in during your first use only.

- 2) Your computer system is low on memory. Close all applications and restart BigGameCD, if the problem returns, restart your system.

### Maps do not redraw, unable to load maps

Your system memory is low, restart your machine. Refer to your Windows manual to improve system performance or to reallocate system resources.

“Please Insert CDROM”

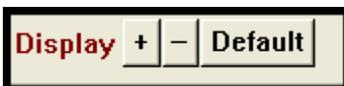
Message appears when BigGameCD is loading. The first time BigGameCD loads it looks for a valid CD. If you install BigGameCD, then remove the CD before your first use, you will receive this error. To correct the error, re-install BigGameCD. Leave the CD in your CD drive the first time you open the Program. BigGameCD will validate the CD. You will not need the CD for further operation.

### “Notes” are not Visible

If the “Notes”, or “Exit” options do not appear, adjust your monitor settings. Your settings should be a minimum of 800 x 600. Refer to your Windows manual for monitor adjustment procedures.

### Enlarge Map Viewing Area:

BigGameCD allows the user to expand the map viewing area to accommodate today’s over-sized computer monitors. To increase the map viewing area, click on the + sign in the Display Area. The Display + - boxes are in the top right of the Data or Map Windows. The Default button will return the map display size to its original setting.



The Menu Bar is located at the top of the window and expands when a selection is highlighted and selected by clicking. The Pull Down Menu's offer the same selections and windows as the Main Menu.

### ***Opening and Closing Program Windows***

Windows can be closed by clicking on the "X" in the upper right corner of any window or report. When an item is selected from the Main Menu with other windows open BigGameCD will return the user to the open window. After the user closes the open window, the user can then select and move to the desired window. This is a memory management design feature. If the user does not wish to close open windows, make selections from the menu bar down menus.

### ***Toggling Between Windows***

To move between multiple windows and reports select reports from the Menu Bar instead of the Main Menu. The program will not close the active windows if additional windows are chosen from the Menu Bar.

## ***Checking for Data Updates***

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HuntData LLC places update status information on the [www.huntdata.com](http://www.huntdata.com) website periodically. Information about updates will be posted on the website. Users may have to perform several updates per year to secure all current data.

An **EXAMPLE** update schedule is:

### **January 15**

License Data is made available for download through the website.

*Note: some features in BigGameCD, notably the “All in One” reports, join harvest and license data for the current year. These reports will not function properly until the harvest data has been added to the license data for the current year.*

### **February 1**

Updated Reference Data; seasons, unit boundary, other static information is made available for download

### **March 20**

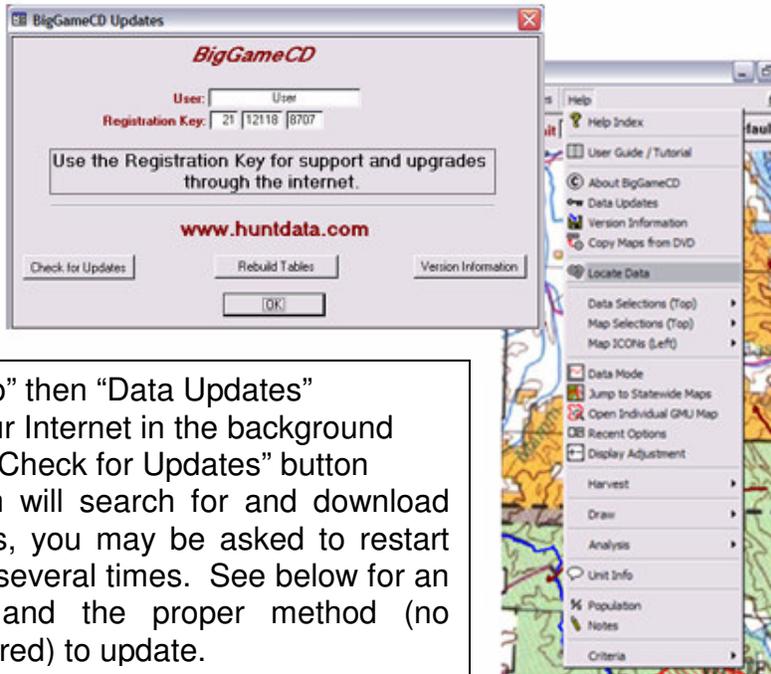
Harvest data is typically made available for download. Our goal is to have the harvest statistics available for use **BEFORE** the spring draw deadline. We’ve met this goal every year since 1995!

### **May 30**

Population data for previous year is made available. *Note: the Division of Wildlife is re-evaluating their population sampling methods. Population reports may not be available in future updates.*

## Checking for Updates

BigGameCD will allow updates while the Program is running. However, you will need to re-start your computer to apply the updates. See Note below to avoid a system restart.



- Choose “Help” then “Data Updates”
- Log on to your Internet in the background
- Click on the “Check for Updates” button
- The Program will search for and download Data updates, you may be asked to restart your system several times. See below for an explanation and the proper method (no restarts required) to update.

Note: If you choose “Check for Updates” from within BigGameCD, the Update Program will download new available data. If the tables to be replaced are in use by BigGameCD, the Update Program will store the new files temporarily and ask you to restart your system. When you restart your system, the Update Program will replace the files (BigGameCD is closed).

To avoid this annoying re-start, perform the following with BigGameCD **closed**:

- From your Windows Desktop, move to “Start” then “Programs” (“All Programs in XP), then move to the “Colorado Outdoors” Program Group.
- Within the “Colorado Outdoors” Program Group, move to the “Check for Updates” and click on it.
- The Update will search for and download pending updates.
- Open BigGameCD. The Program will automatically update the tables with the new data.

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## Manually refreshing the tables

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If at some point the data tables are corrupted or you feel they might be corrupted, perform the following to rebuild the data tables:

- Open BigGameCD
- Click on “Help” then “Data Updates”
- Click on the “Rebuild Tables” button. BigGameCD will rebuild all data tables and apply any available data.



## Alternate Updates = Autorun

When the BigGameCD is inserted the update/run program will be displayed automatically. After the program starts, a blue window will appear with the BigGameCD cover displayed. To check for updates using this method, perform the following:

- Launch your internet access program and sign on
- Insert the BigGameCD, a blue window with the BigGameCD logo will appear
- Click on the left “Check for Updates” button
- Click “OK” to verify your internet connection
- BigGameCD will automatically check for updates

Note: if the update program downloads a new version of the BigGameCD program you will need to restart windows to finish the update. The update program will ask you to restart your machine if it is necessary.

## ***Taking Notes***

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Throughout your review of information in BigGameCD you will discover trends or locations that are worth remembering. You may also want to record the season or graph that you are reviewing. Some hunters try to remember this information and become easily frustrated when they return to the software and can't find where they were.

To make the process of tracking and remembering information easier. BigGameCD has a Hunter's Notebook. This is a free form database that allows you to track and enter information by subject.

To view the Hunter's Notebook,

***Open the Main Menu***

***Click on "Notes" on the Menu Bar*** 

The program opens up the Hunters Notebook.

### **Chapter Title**

Type in any subject you are researching. For example, you may want a chapter on "Bulls, First Season", and "Archery Bucks" and another on "Unit 24". Any chapter title can be entered.

### **"Choose a Subject"**

The subject areas relate to the type of information related to the "Chapter Title". To enter information about a Subject area, click on the bullet next to the subject, "Harvest, License/Draw, Research, Maps, Scouting Reports" then type your comments in the blank box to the right. You can record information for all of the subject areas. The information will remain linked to the Chapter Title in the database.

### **Harvest**

The statistical information related to hunter success, number of hunters, and kills in a particular area or across the state. For example, "The success rate for unit 24 is the best over time."

### **License/Draw**

Information related to the Limited License Draw process or results. For example, “It takes over 17 points (2008) to draw a license for Early Bull in Unit 201”.

### **Research**

Record information relative to the season or unit you are zeroing in on. For example, “The database recommends Grizzly Gulch for early bulls” . This information is typically gleaned from the Unit Information Database.

### **Maps**

Record information relative to the Topo Maps or the Herd Concentration maps. For example, “In Unit 22 the elk are concentrated in the central upper and lower parts of the unit after the first heavy snows. The northern concentration area has state lands.”

### **Scouting Reports**

Record comparative information for different seasons or units. For example, “Unit 12 is better for bulls in the later seasons” or “Units 12,13,24,11 are undersubscribed for 3<sup>rd</sup> season cows.”

### **Previous**

Loads the previous Chapter in the Notebook into the Window.

### **Next Chapter**

Moves to the next entry in the database (if there is one).

### **New Chapter**

Creates a blank entry in the User Notes database for entry.

### **Print**

Prints the entire Hunter’s Notebook. Make sure you print your notebook periodically for backup purposes.

## **Delete Chapter**

Deletes the information currently displayed on the window

## **Backing Up the “Hunters Notebook”**

The Hunters Notebook is stored in the UserNotes.mdb file in the BigGameCD directory. If you are re-installing the software copy this file to an alternate directory. After you have reinstalled BigGameCD copy the file back into the BigGameCD directory (replace the new one created by the reinstall process).

## **Saving Entries**

BigGameCD automatically saves your entries as you type. There is no need for a separate backup process.

## Help

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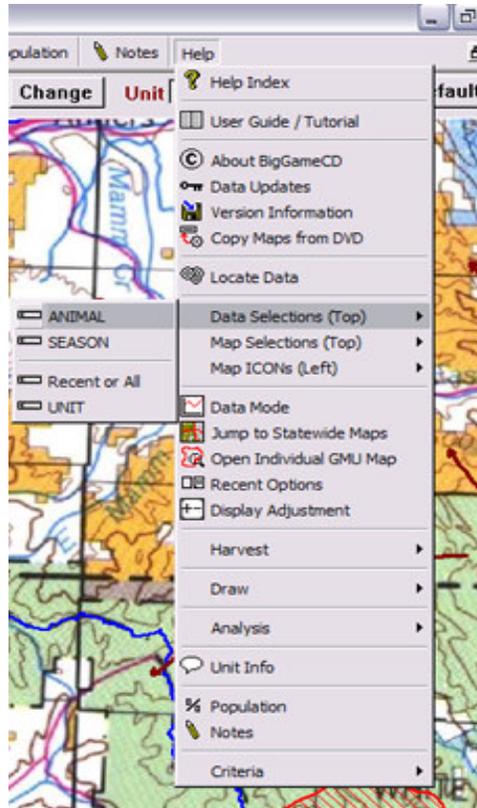
Access Help from within BigGameCD by clicking on Help, then click on a Function. BigGameCD will display a summary of the function's capabilities.

The indexed **Help** function displays summaries of all of the BigGameCD ICON's and features.

The Data Selections refer to the functions at the top of the Data Map.

The "Map Selections" cover the map functions at the top of the Statewide Map.

The "Map ICON's" refers to shortcuts on the left side of the Map Window.



**Help Topics → Click on "Help", then "Help Index" and finally "Help Topics"**

The Topics tab displays several help categories. This area focuses primarily on the "Hunting Terms" area of this tutorial.

To review the topic categories click in text box next to the first description.

The program will display several sub-topics. Choose one of the subtopics by clicking on it. The program will open up a Sub-topic Detail Window with further information.

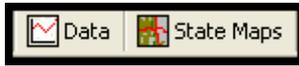
***Help Index***

The Index tab displays all of the sub-topics alphabetically. Select a sub-topic by clicking on it. The program will open up a detailed description.

## **Main Windows**

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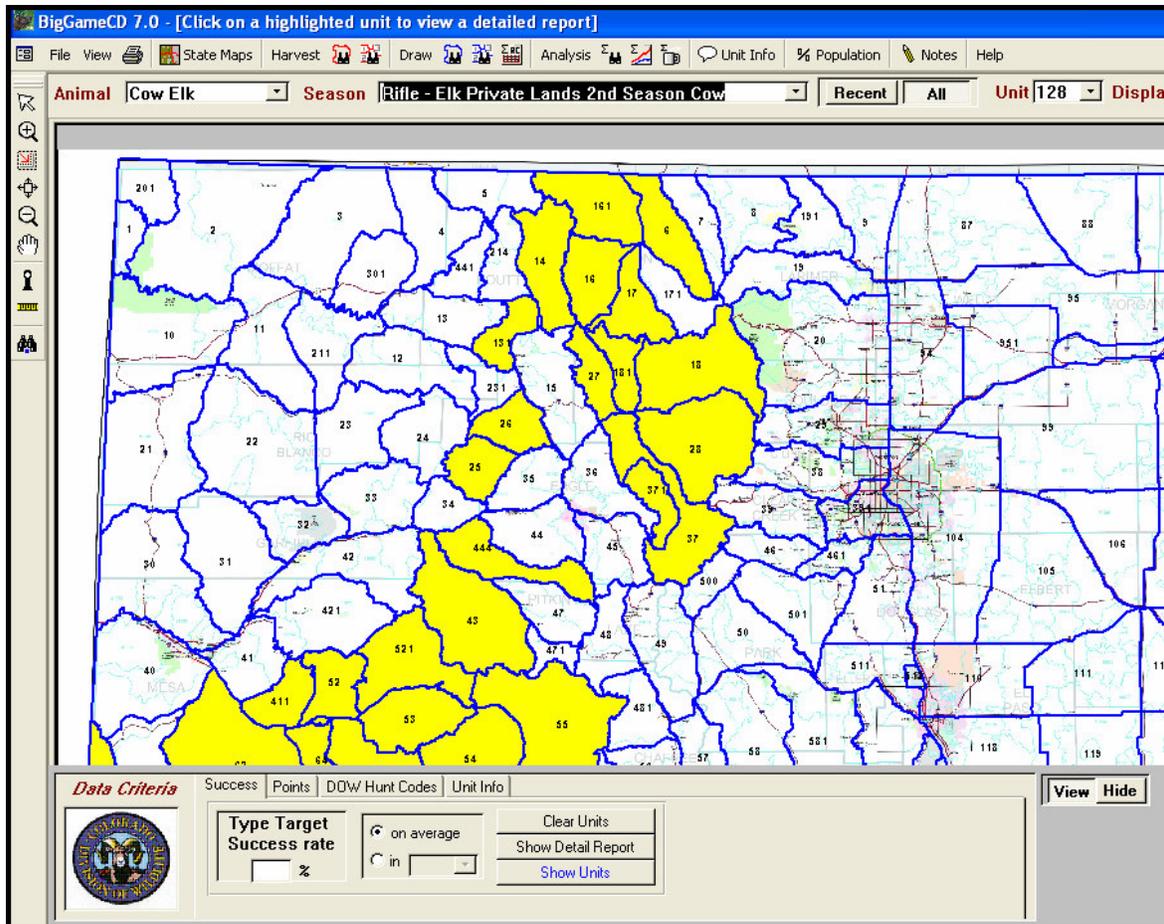
BigGameCD has two primary Windows, the Data Window and the State Maps Window. The Data Window will display when BigGameCD first opens. To switch to the Map Window, click on “State Maps” then select a map type (Pull Down Menu).



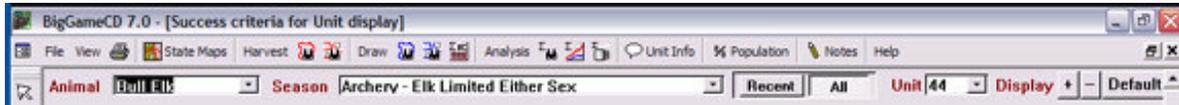
When in the Map Window, click on the Data ICON to move back to the Data Window.

## Data Window Functions

This page displays a 1:1,000,000 scale map of Colorado with GMU Boundary Overlays. The GMU areas are filled in based on the Season selected or statistical parameters specified in the Data Criteria box at the bottom of the Data Window:



The Menu Bar is located across the top of the Data Window:



The “Animal” selection determines which GMU Boundaries are displayed. An Animal change also triggers a resetting of the overlays (used on the Map screen). When an animal is chosen, BigGameCD sets default overlays for the species.

Selection of a “Season” triggers BigGameCD to query the database and display Units hosting the selected season.

### **Data Map Behavior after a Season is selected**

Once a Season is selected and BigGameCD highlights the units hosting the season, click on any of the highlighted units. BigGameCD will display a graph and detail for the specific Season in the chosen Unit.

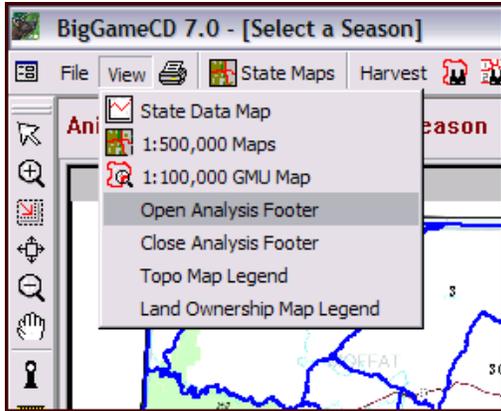
If you click on a Unit that is not highlighted, BigGameCD will display a Scouting Report for the selected Unit. A Scouting Report is a list of all Season’s within a particular unit. You may then click on any of the Seasons in the list to view a trend graph and detailed data.

If another tab is active, BigGameCD will follow the Success logic of #1 above.

## **Data Criteria Footer Functions:**

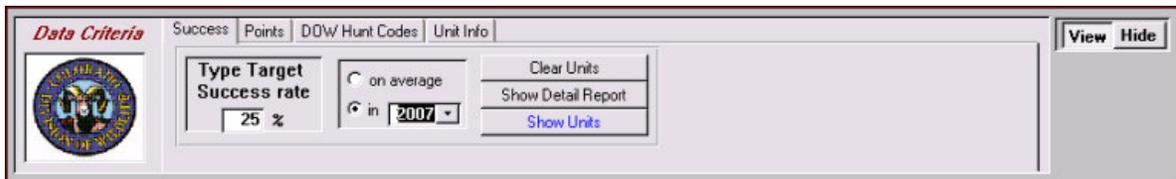
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When closed, the Data Criteria Footer can be re-opened through the “View” menu selection. Click “View” then “Open Analysis Footer.



The footer can be closed by clicking on the “Hide” button on the right side (below)

---



## **Display Units based on Success Data**

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**Target Success:** BigGameCD will search for units with success rates at or above the indicated rate. To view all units hosting a season, enter 1% as the success rate.

**On Average:** BigGameCD will search for units with an average success rate equal or greater than the indicated Target Success rate.

**“In” Year:** Choose a specific year to narrow the success search. BigGameCD will identify units where the success rate was equal or greater than the Target Success rate.

### **Display Units based on Point requirements.**

---

The subject season is set at the top of the Data Map in the **Season** pull down menu.

**Resident / Non-Resident (N / NR):** Determines whether BigGameCD searches the Resident or Non-Resident database for point requirements.

**Minimum Points:** Identifies seasons requiring the indicated minimum points or less for the chosen season and selected year.

**Choose Year:** A Year selection is required.

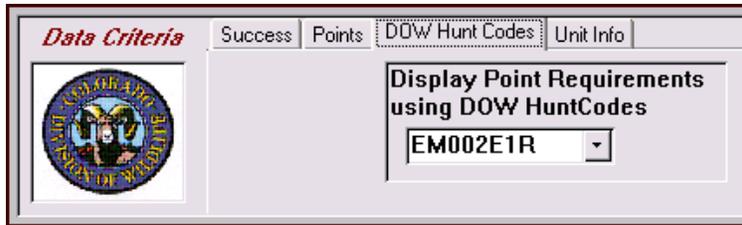
**Chance to Draw:** Identifies units where, with the specified minimum of points, the hunter has a 1% - 100% chance of drawing a license as a first choice.

**To Draw:** Identifies units where a hunter could draw a license, as a first choice, with the given number of points in the chosen year.

**Second Choice:** Identifies units where a hunter had a 1% - 100% chance of drawing a license as a second choice in the chosen year.

## View RECAP Report for DOW HuntCode

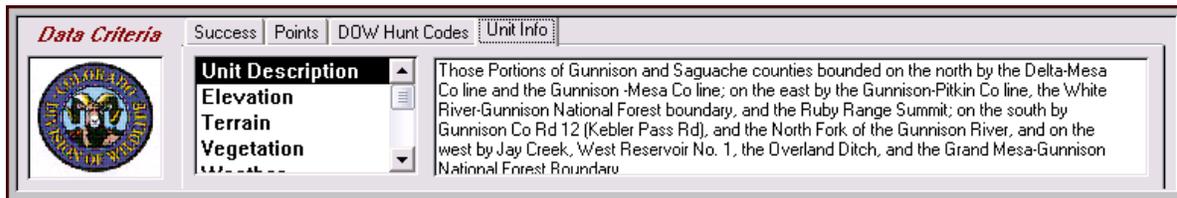
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BigGameCD will populate the HuntCode list using the codes from the previous year.

## View Unit Information

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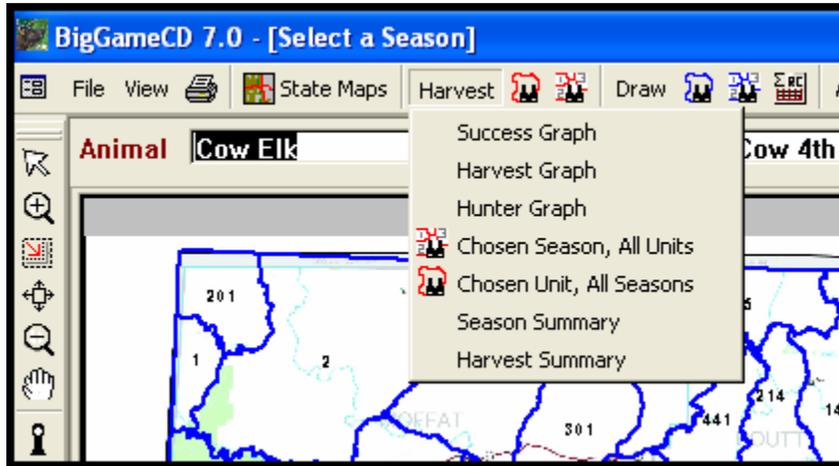


**Unit Info** is available through the Data Criteria Tab. Cycle through the subjects in the left list, the text will be displayed at right. To view an expanded version, select "Unit" from the top Menu.

## Success Menus

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The Menu Bar Selections below are headings for a series of functions within BigGameCD. Several of the headings, when selected (clicked on), will display several other functions. For example, the Harvest selection will display:



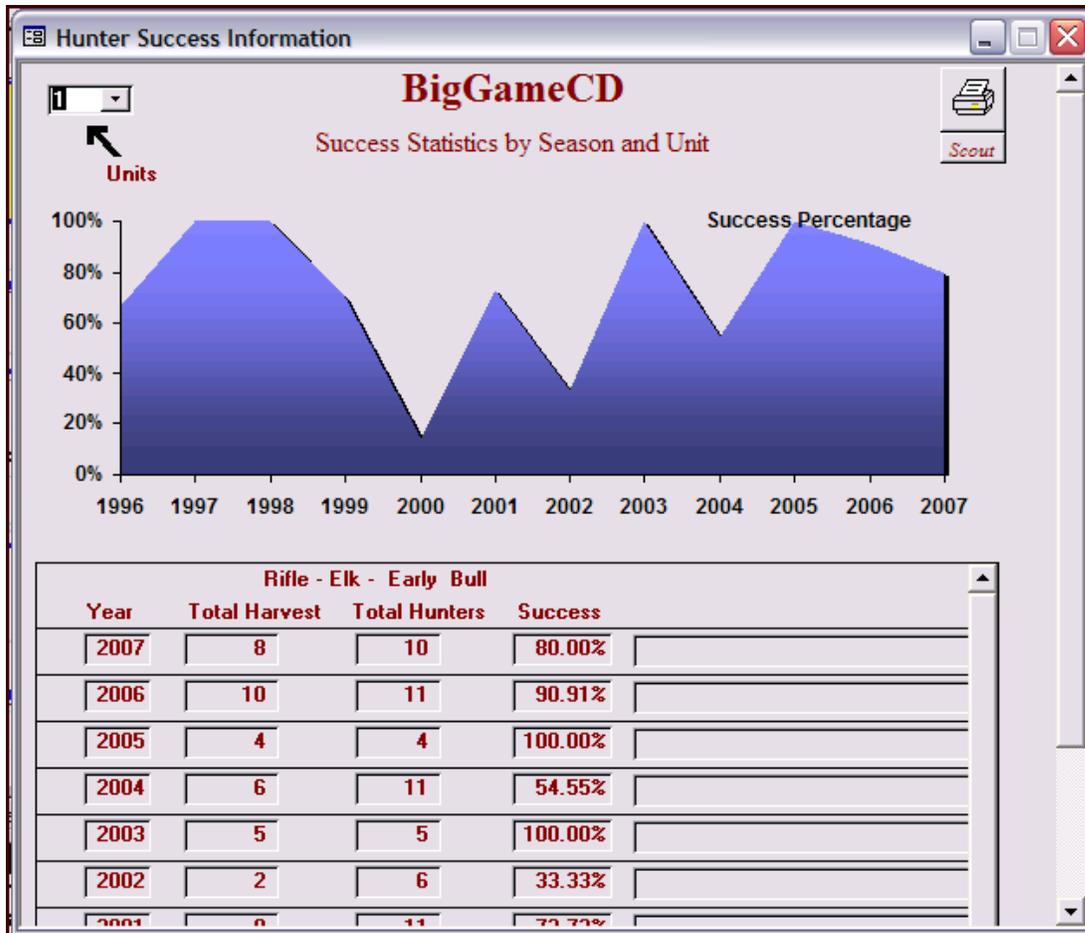
Shortcut to the **"Chosen Season, All Units"** (menu above) Season Scouting Report. See the following pages for a description of the Season Scouting Report.



Shortcut to the **"Chosen Unit, All Seasons"** Unit Scouting Report. See the following pages for a description of the Unit Scouting Report.

**Success Graph**

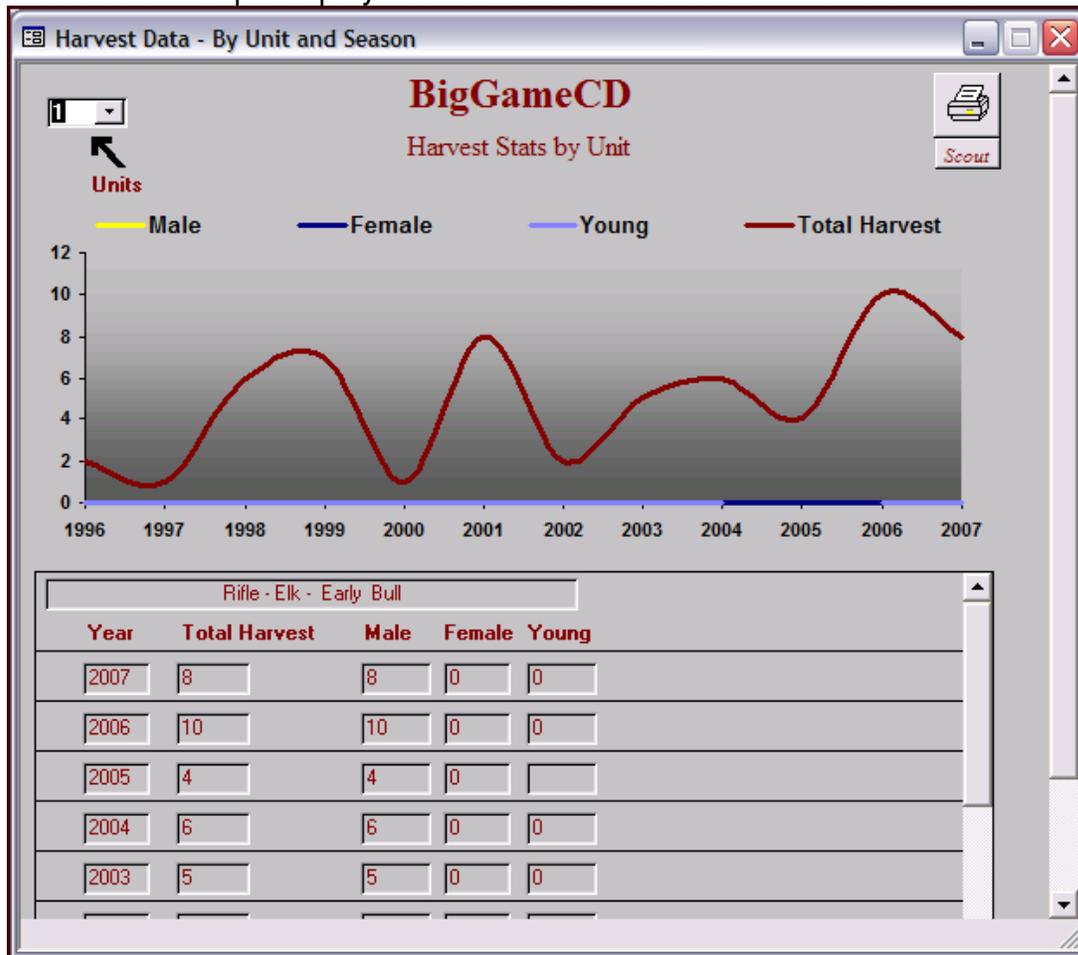
The Success Graphs use the chosen Season as a basis for the graphs and lists. Success Graph displays the hunter Success Trend over time.



**Note:** Several seasons alternate or change from single sex to either sex. If you encounter an irregular or truncated success graph, investigate whether the season changed to either sex at some point.

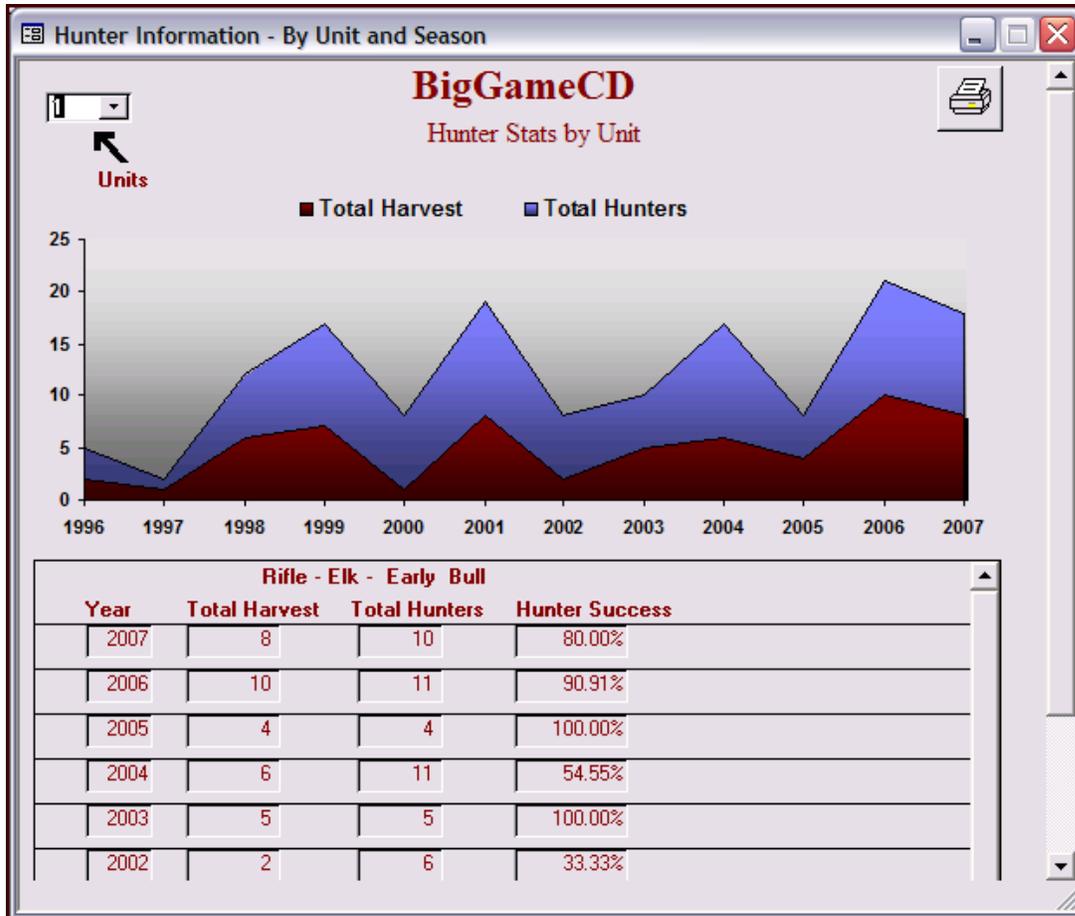
## Harvest Graph

The Harvest Graph displays the trend of animals harvested over time.



## Hunter Graph

The Hunter Graph displays the raw data used to calculate success. The graph displays the total number of Hunters and the total Harvest.



## Chosen Season, All Units

This is the Season Scouting Report. This report lists the Success data for one Season in all of the units hosting the Season. The column headers, ("Unit", "Hunters", etc.) can be clicked to sort data by that column.

The "Year" determines the harvest year for the data. When the "Averages" button is clicked, BigGameCD ignores the year selection and Averages the Success data for all available years.

	Unit	Hunters	Male	Female	Young	Harvest	Success
1	36	0	0	2	2	5.56%	
10	69	0	38	4	42	60.87%	
11	392	0	41	0	41	10.46%	
12	471	0	89	9	98	20.81%	
13	117	0	17	0	17	14.53%	
131	65	0	24	0	24	36.92%	
14	105	0	20	0	20	19.05%	
15	307	0	30	5	35	11.40%	
16	50	0	0	0	0	0.00%	
161	291	0	10	0	10	3.44%	
17	140	0	26	7	33	23.57%	
171	74	0	4	2	6	8.11%	
18	309	0	14	5	19	6.15%	
181	129	0	7	4	11	8.53%	
19	66	0	2	4	6	9.09%	
191	48	0	6	0	6	12.50%	
2	172	0	54	4	58	33.72%	
20	21	0	0	0	0	0.00%	
201	30	0	7	1	8	26.67%	
21	133	0	24	0	24	18.05%	
211	408	0	23	0	23	5.64%	
214	3	0	0	0	0	0.00%	

**Note:** During the period 1/1 thru 3/15 of each year, the License Data for the previous year is available, but the Harvest is not. BigGameCD will default to the current year for the Success data and the screen will be blank. Choose the previous year during this time to populate the data fields.

## Chosen Unit, All Seasons

This is the Unit Scouting Report. This report lists the Success data for all Seasons in the chosen Unit. The column headers, ("Unit", "Hunters", etc.) can be clicked to sort data by that column.

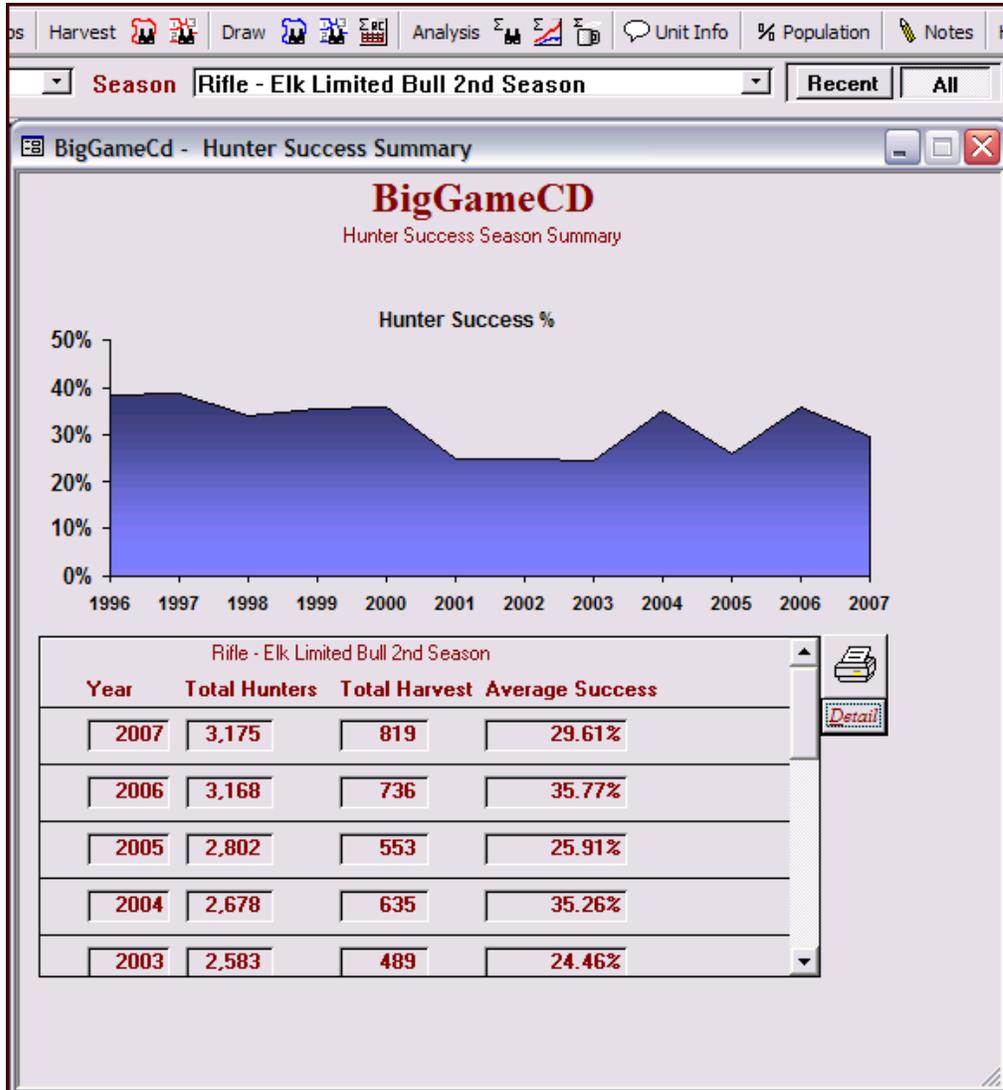
The "Year" determines the harvest year for the data. When the "Averages" button is clicked, BigGameCD ignores the year selection and Averages the Success data for all available years.

Description	Hunters	Male	Female	Young	Harvest	Success
Archery - Deer Either Sex	67	21	3	0	24	35.82%
Archery - Elk Limited Either Sex	82	44	1	0	45	54.88%
Damage Dispersal and HPP Hunts - Elk	38	0	38	0	38	100.00%
Muzzleloading - Deer - Doe	19	0	16	0	16	84.21%
Muzzleloading - Deer - Bucks	28	22	0	0	22	78.57%
Muzzleloading - Elk - Bulls	38	23	0	0	23	60.53%
Muzzleloading - Elk - Cows	3	0	0	0	0	0.00%
Muzzleloading - Elk - Cows	44	0	18	0	18	40.91%
Rifle - Deer Private Lands Only Second Season	83	0	54	0	54	65.06%
Rifle - Deer Private Lands Only Third Season	69	0	64	0	64	92.75%
Rifle - Deer Second Combined Season Bucks	167	84	0	0	84	50.30%
Rifle - Deer Second Combined Season Doe	45	0	20	6	26	57.78%
Rifle - Deer Third Combined Season Bucks	158	89	0	0	89	56.33%
Rifle - Deer Third Combined Season Doe	33	0	18	0	18	54.55%
Rifle - Elk - Cow 1st Season	136	0	45	0	45	33.09%
Rifle - Elk - Cow 2nd Season	298	0	130	3	133	44.63%
Rifle - Elk - Cow 3rd Season	156	0	61	5	66	42.31%
Rifle - Elk - Cow 4th Season	96	0	27	3	30	31.25%
Rifle - Elk - Either Sex 1st Season	7	0	0	0	0	0.00%
Rifle - Elk - Late Private Lands Only	84	0	52	0	52	61.90%
Rifle - Elk - Late Seasons, November, December	5	0	0	0	0	0.00%
Rifle - Elk Limited Bull 1st Season	120	87	0	0	87	72.50%

**Note:** During the period 1/1 thru 3/15 of each year, the License Data for the previous year is available, but the Harvest is not. BigGameCD will default to the current year for the Success data and the screen will be blank. Choose the previous year during this time to populate the data fields.

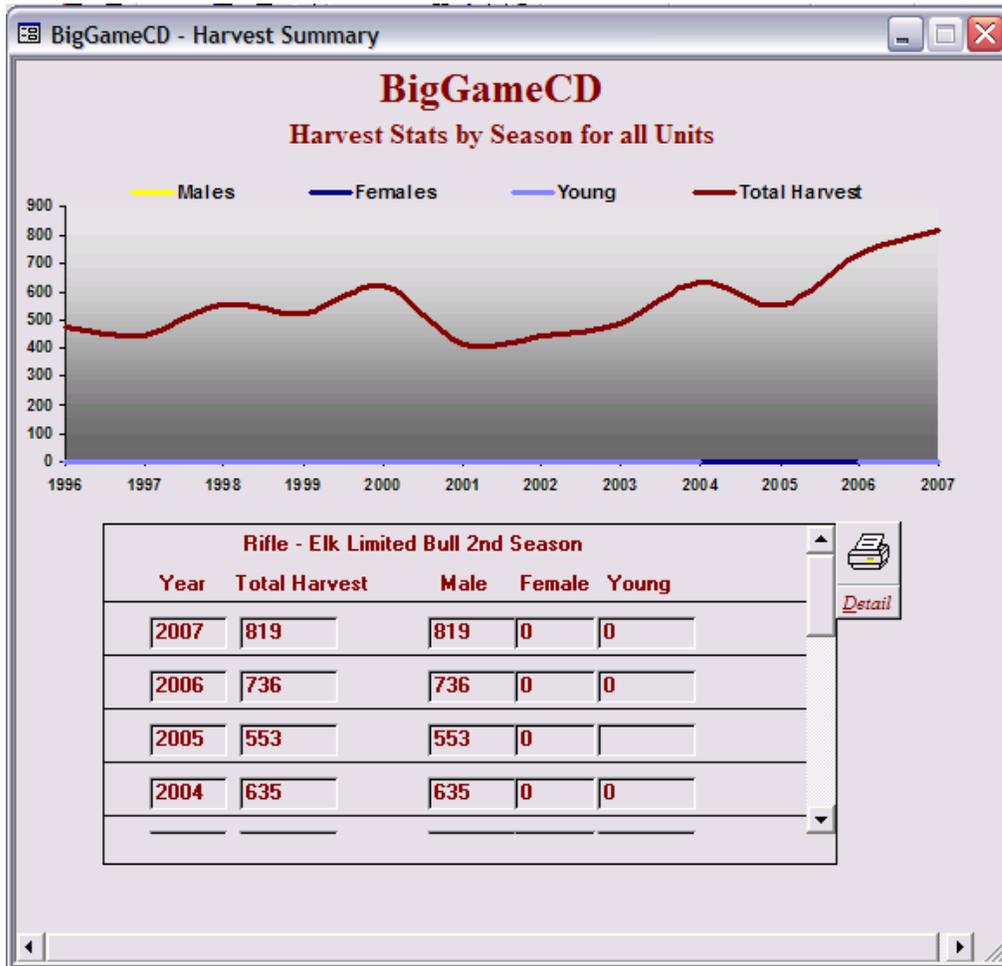
**Season Summary**

The Season Summary Graph displays the success trend for a Season in all Units. Below is an overall summary of Bull in Second Rifle Season. This can be useful to compare the success you are having in your unit with the success hunters are experiencing statewide.



## Harvest Summary

The Harvest Summary Graph displays the trend of total animals harvested for a Season in all Units. Below is an overall summary of Bull in Second Rifle Season. This can be useful to compare the harvest trend in your unit with the trend statewide.



## ***Data Window Map Functions (Shortcuts on Left Side)***

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The top menu bar provides a categorization of functions and lists the sub-functions beneath each menu category. The left side of the BigGameCD screen has single ICONs which control movement on the Data Window.

-  The Arrow button will reset the cursor to base functionality.

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-  The (+) Magnifying Glass will set the center/anchor point based on where the user clicks, then zoom into an area.

---

-  After clicking the Area dotted box, click and hold the left mouse key, then drag the cursor to form a box. Release the left mouse and BigGameCD will zoom into the selected box area.

---

-  The resize button will return the map to the initial size.

---

-  The (-) Magnifying glass will zoom out 10% retaining the current center point.

---

-  the left mouse button, this will anchor the top left point of the square. Next, move the mouse down and to the right. The cursor will create the outline of a square. Release the left mouse button. BigGameCD will zoom into the area inside the square.

---

-  Click the "Identify" button then move to a subject area on the map. Click on a area, BigGameCD will display information regarding the unit under the cursor, including the Unit number.

---

-  Click on the Ruler ICON the click once (left mouse), let up, then move and click again to view the distance between two points on the map

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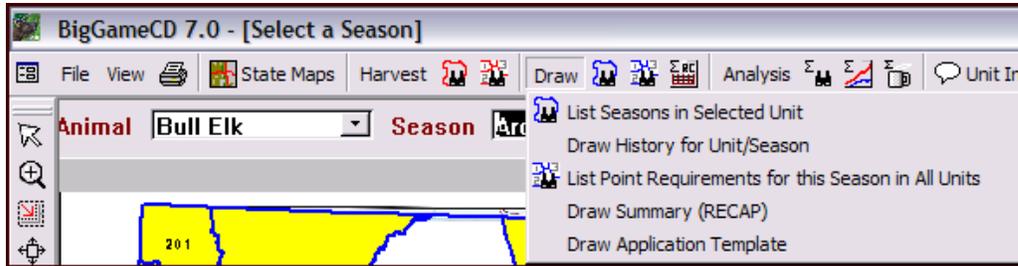
-  The Binoculars ICON will bring up a search / location function within BiGameCD. Select one of the 55,000 location in the list. Then, click on the eyeglasses to view the location. BigGameCD will open the Map Window and identify the location with a small blue box.

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## License Menus

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The Menu Bar Selections below are headings for a series of functions within BigGameCD. Several of the headings, when selected (clicked on), will display several other functions. For example, the Draw Menu Selections are:



Shortcut to the **“List Seasons in Selected Unit” Scouting Report**. This report lists and sorts the draw seasons in the chosen Unit.



Shortcut to the **“List Point Requirements for the Chosen Season in All Units”**. The list provides a snapshot of the Resident and Non-Resident point requirements for the active season in all units. For example, if First Season Rifle is the active season, this report will list each unit and the points needed to draw a license in that unit.



Shortcut to the **“RECAP”** report. This report is essential for planning for the draw. The report lists, by DOW HuntCode, the points represented by the hunters apply for this hunt. See the following pages for an example and further description.

## List Seasons in Selected Unit – the Unit License Scouting Report

The Unit License Scouting Report displays all of the draw seasons within the chosen Unit.

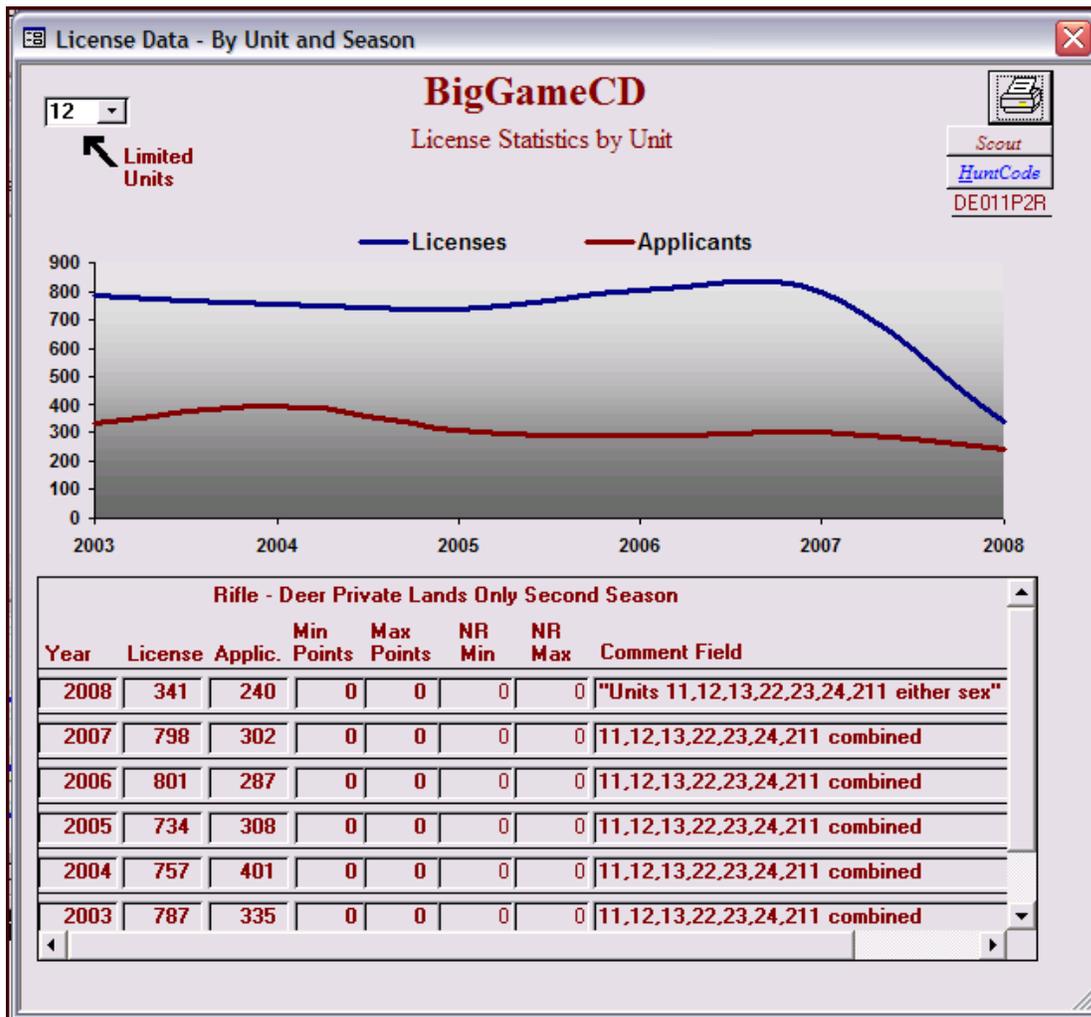
Click on any of the line items to see the Draw **History for this Unit / Season.**

Season	Licenses	Applicants	Resident		Non-Res		Under Subscribed
			Min	Max	Min	Max	
Archery - Deer Buck	73	277	2	3	4	5	
Archery - Elk Limited Either Sex	73	945	9	10	13	14	
Muzzleloading - Deer - Doe	13	28	0	1	0	1	
Muzzleloading - Deer - Bucks	30	159	5	6	12	12	
Muzzleloading - Elk - Bulls	34	615	11	12	16	17	
Muzzleloading - Elk - Cows	43	120	1	2	3	3	
Rifle - Bear First Season (all rifle harvest)	55	405	4	5	4	5	
Rifle - Bear First Season (all rifle harvest)	15	3	0	0	0	0	P1 Private Lands
Rifle - Deer Fourth Combined Season Buck	9	721	10	11	15	16	
Rifle - Deer Private Lands Only Second Season	87	2	0	0	0	0	
Rifle - Deer Private Lands Only Third Season	84	12	0	0	0	0	
Rifle - Deer Second Combined Season Buck	153	753	3	4	8	9	
Rifle - Deer Second Combined Season Doe	19	63	1	2	4	4	
Rifle - Deer Third Combined Season Bucks	145	596	2	3	7	8	
Rifle - Deer Third Combined Season Doe	14	45	0	1	1	1	
Rifle - Elk - Cow 1st Season	112	316	1	2	1	2	
Rifle - Elk - Cow 2nd Season	381	461	0	1	1	1	
Rifle - Elk - Cow 3rd Season	381	201	0	0	0	0	
Rifle - Elk - Cow 4th Season	108	81	0	0	0	0	
Rifle - Elk - Late Private Lands Only	86	91	0	0	0	0	
Rifle - Elk Limited Bull 1st Season	111	1596	9	10	13	14	

**Draw History for Unit / Season**

The Draw History Graph graphs the number of licenses and hunters over time, and lists the Min/Max point requirements for Residents and Non-Residents.

The corresponding DOW HuntCode is displayed in the upper right corner. Click on the HuntCode button to open the RECAP Report for this HuntCode. Refer to the following pages for more RECAP information.



**Point Requirements for this Season in All Units**

This is the Season Scouting Report, it lists the point requirements for the selected Season in all Units.

The “Buttons” which occupy the column header position can be clicked to sort the data by the column.

The “Under Subscribed” button is of particular interest. This will allow you to identify units where there is a chance of drawing a license as a second choice. This is particularly important as part of an overall point accumulation strategy. Participating in Second Choice Hunts allows a hunter to accumulate points for a dream hunt, while learning an area through cow hunts. Any hunt can be undersubscribed if the number of licenses available is greater than the number of hunters applying as a first choice.

BigGameCD  
 2008 ← Year  
**BigGameCD**  
 Limited Season Across All Units  
 Rifle - Deer Private Lands Only Second Season (click on buttons to sort)

Unit	Licenses	Applicants	Res Min	Res Max	NRes Min	NRes Max	Under Subscribed
11	341	240	0	0	0	0	"Units 11,12,13,22,23,24"
12	341	240	0	0	0	0	"Units 11,12,13,22,23,24"
13	341	240	0	0	0	0	"Units 11,12,13,22,23,24"
131	198	25	0	0	0	0	"Units 131, 231"
14	400	463	0	1	0	1	"Units 3,4,5,14,214,301"
143	22	3	0	0	0	0	Doe
143	68	51	0	0	0	0	Buck
15	108	14	0	0	0	0	Either Sex
18	162	87	0	0	0	0	"Units 18,27,28,37,181"
181	162	87	0	0	0	0	"Units 18,27,28,37,181"
211	341	240	0	0	0	0	"Units 11,12,13,22,23,24"
214	400	463	0	1	0	1	"Units 3,4,5,14,214,301"
22	341	240	0	0	0	0	"Units 11,12,13,22,23,24"
23	341	240	0	0	0	0	"Units 11,12,13,22,23,24"
231	198	25	0	0	0	0	"Units 131, 231 either sex"
24	341	240	0	0	0	0	"Units 11,12,13,22,23,24"
25	136	17	0	0	0	0	
26	136	17	0	0	0	0	"Unit 25, 26 Either Sex"
27	162	87	0	0	0	0	"Units 18,27,28,37,181"
28	162	87	0	0	0	0	"Units 18,27,28,37,181"
3	400	463	0	1	0	1	"Units 3,4,5,14,214,301"
301	400	463	0	1	0	1	"Units 3,4,5,14,214,301"

**Draw Summary (RECAP)**

The most valuable report in BigGameCD regarding the draw is the RECAP Report. The Report breaks down the pool of hunters by their points. The report allows you to quickly analyze where you stand in the pool of hunters interested in this Season. Determine the likelihood of drawing a license in next Year's draw.

**BigGameCD** Draw Analysis

HuntCode: DE011P2R | 2008 | Public | Landowner | Priority

Rifle - Deer Private Lands Only Second Season

License Quota	341	2nd Choice Apps	81	1st Choice Youth	10
1st Choice Apps	240	2nd Choice Draw	81	1st Choice Draw	10
1st Choice Draw	240	Draw Success	100%	Draw Success	100%

Draw Comments: 27 of 52 drawn 3rd choice, 5 of 12 drawn 4th choice  
 11,13,22,23,24,211 combined "Pooling"

Resident | Non-Resident

Resident 1st Choice	57	Minimum Points Needed	0
1st Choice Draw	57	Maximum Points Required	0

Preference Points	0	1	2	3	4	5	6	7	8	9
Applicants	46	8	1	1	0	1	0	0	0	0
Draw Odds	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%

Preference Points	10	11	12	13	14	15	16	17	18	19
Applicants	0	0	0	0	0	0	0	0	0	0
Draw Odds	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%

Preference Points	20	21	22	23	24	25	26	27	28	29
Applicants	0	0	0							
Draw Odds	100.0%	100.0%	100.0%							

**HuntCode:** The code matches the DOW HuntCode

**Year:** Choose the year – many seasons switch between Either Sex and single Sex. If you can't find your code, alternate the second letter of your code between F (female), M (Male) and E (Either Sex).

**Public:** Refers to the licenses available to the general public. Landowner and Youth licenses are taken first. The remaining licenses are available to the public.

**Landowner:** Licenses granted to individuals who own a minimum acreage. See DOW Regulations.

**Priority:** Licenses awarded to a Ranch. These licenses are available for resale, at the Ranch's discretion.

**License Quota :** The number of licenses available to the General Public

**1st Choice Apps:** The number of hunters applying for this hunt as a first choice. 1<sup>st</sup> Choice includes both Residents and Non-Residents.

**1st Choice Draw:** The number of hunters drawn as a first choice. If this is less than License Quote, this is an undersubscribed season where a license could be drawn as a second choice.

**2nd Choice Apps:** Applicants apply for this hunt as a second choice.

**2nd Choice Drawn:** Applicants drawn as a second choice. See Draw Success.

**Draw Success:** If the 2<sup>nd</sup> Choice Drawn is less than (License Quota – 1<sup>st</sup> Choice Drawn) then Draw Success is 100%. If it is less, we calculate based on the Apps.

**1<sup>st</sup> Choice Youth:** The DOW sets aside 15% of female tags for Deer, Elk, and Antelope in most units. Youth licenses are set aside for hunters 15 and younger. See the DOW Regulations for details.

**1<sup>st</sup> Choice Draw (Youth):** The number of Youth Tags awarded.

**Draw Success:** Youth Drawn / 1<sup>st</sup> Choice Youth

**Draw Comments:** Comments related to 3<sup>rd</sup> and 4<sup>th</sup> choice draw.

License Comments: Comments related to the scope of licenses, for example, other units involved in the process – other “Pooled” units.

**Resident / Non-Resident:** The draw computer program begins with the general population after land owners and youth licenses (female) have been drawn. Licenses not allocated in these processes are opened to the general public.

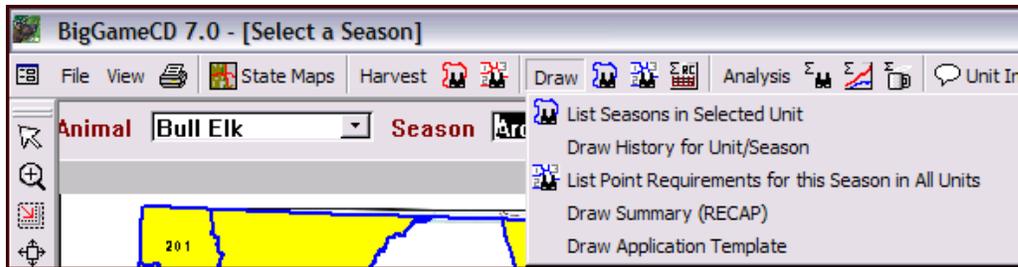
The general public draw begins selecting hunters by points. After each selection, the program checks to see if Non-Residents have been awarded 40% of the licenses. If they have, the program begins selecting only Colorado residents based on preference points.

**Min / Max Points:** Min Points are the number of points needed to have a chance of drawing a license. This could be a 1% to 100% chance.

The Max Points refers to the minimum number of points needed to draw a license (100%).

For example, if a hunter has a 5% chance of drawing a license for EE201E1R with 17 points, this is the min points requirements. For the same hunt, if a hunter with 18 points has a 100% chance of drawing a license, this is the max points. It is confusing, but Max Points is the minimum number of points required to draw a license.

## License Application Guide



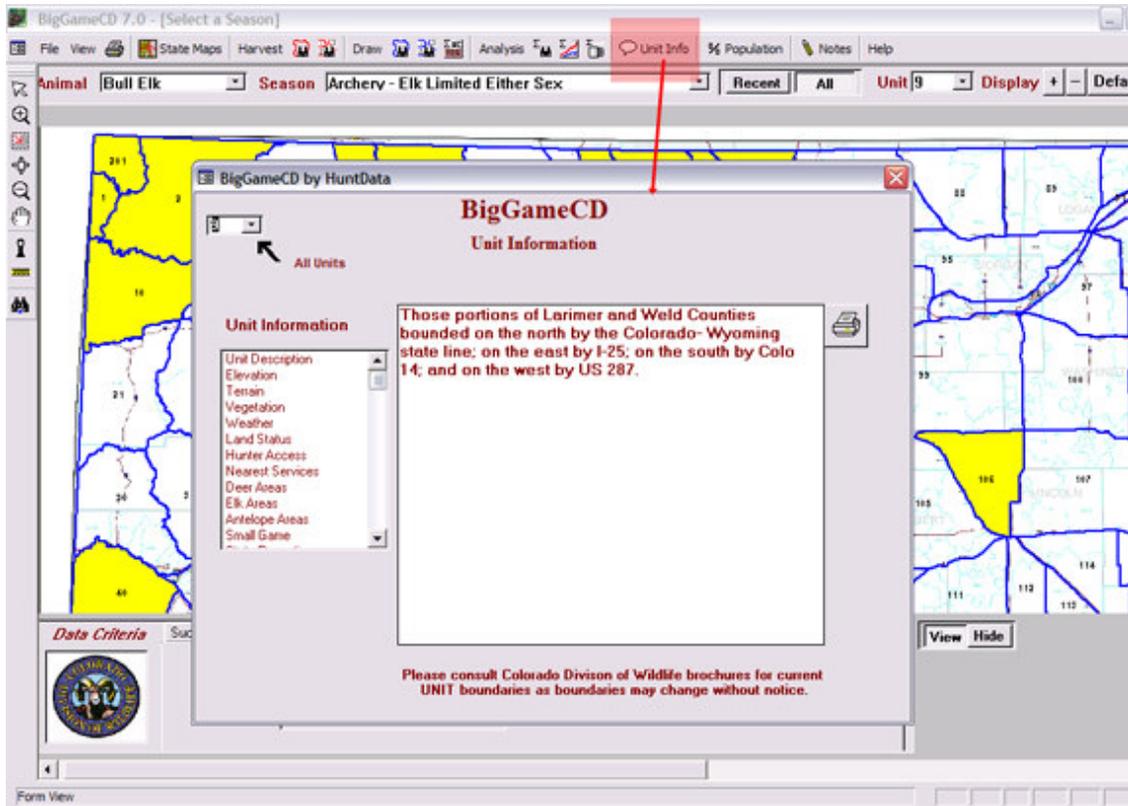
The last selection in the **Draw** Menu is the Draw Application Template. Select it to track the hunts that interest you.

Enter information to track including your CC # and Group CC#. Print out the Guide when complete and use it during the application process.

Note: Don't send this form into the DOW, they won't accept it. Use it as a tracking and reference tool.

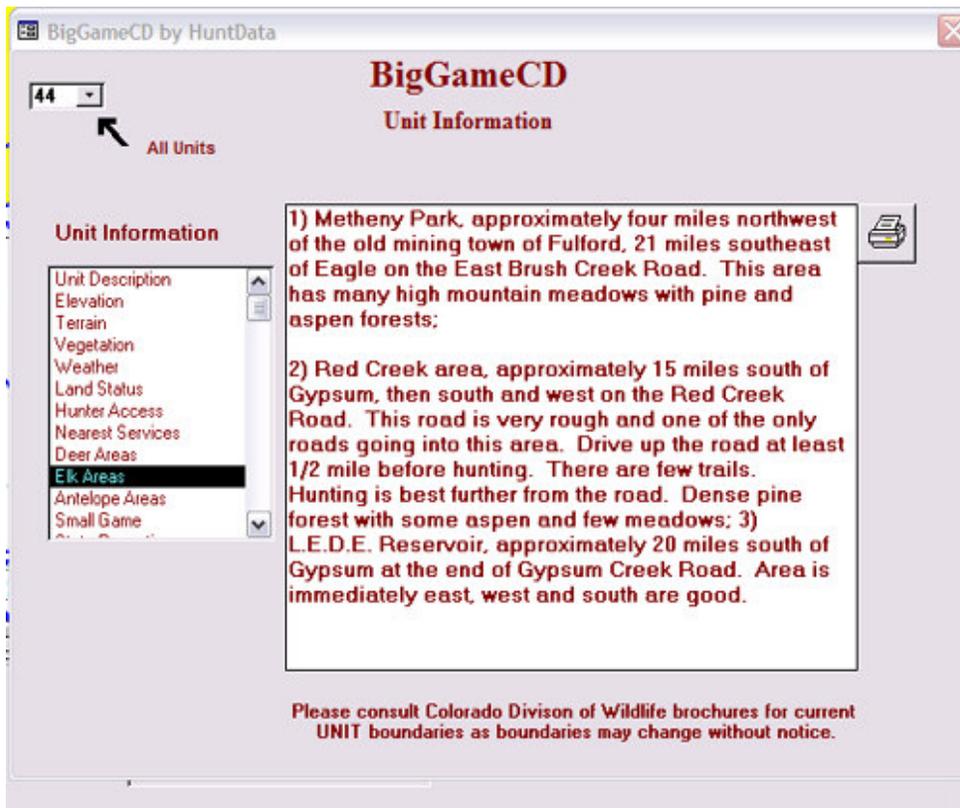
## Unit Information

The Unit Information Database is a research database full of recommendations and other information specific to each GMU. The information includes:



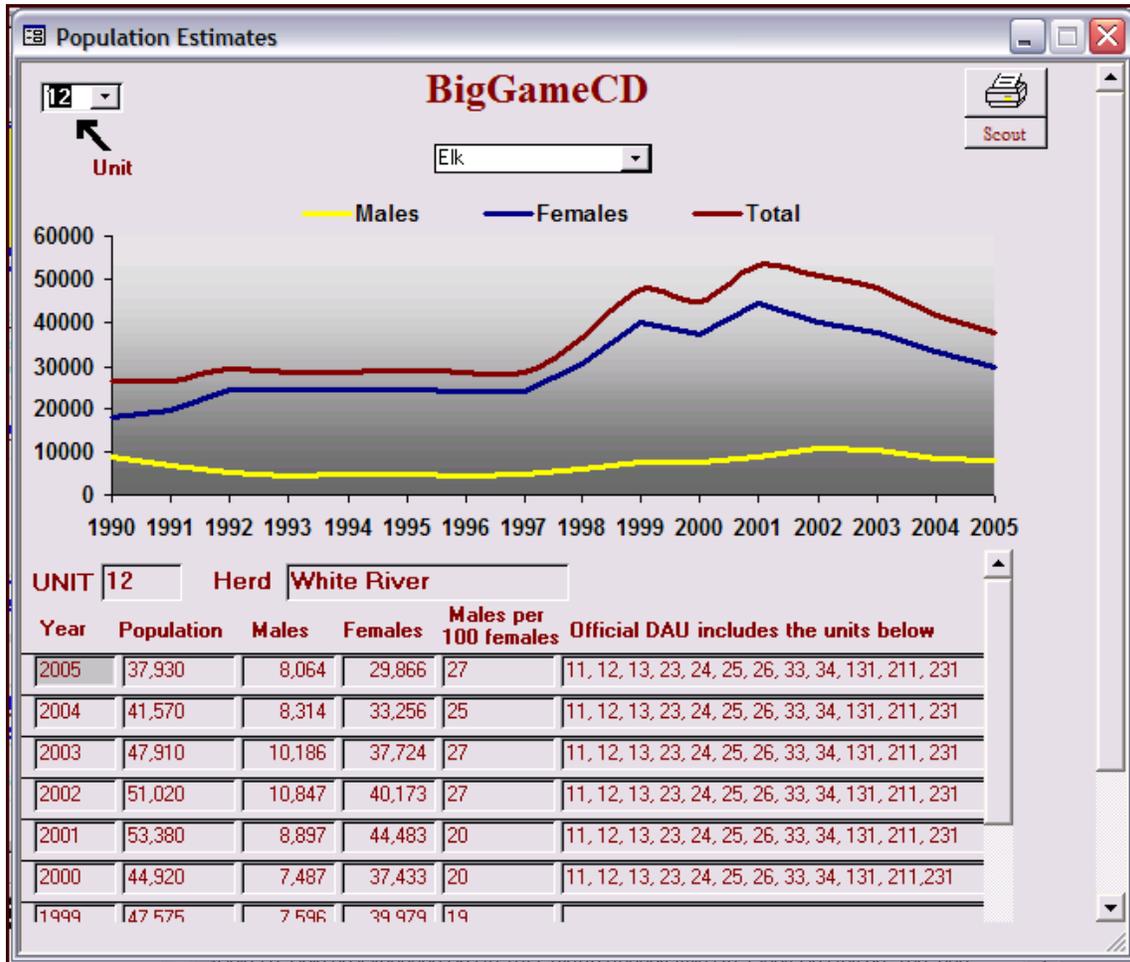
- ✓ Unit Description
- ✓ Elevation
- ✓ Terrain
- ✓ Vegetation
- ✓ Weather
- ✓ Land Status
- ✓ Hunter Access
- ✓ Nearest Services
- ✓ **Elk Areas (Recommended Hunting Areas)**
- ✓ **Deer Areas (Recommended Hunting Areas)**
- ✓ **Antelope Areas (Recommended Hunting Areas)**
- ✓ Small Game
- ✓ State Properties

All of these data can be viewed by clicking on their category. Selecting an alternate unit from the "Unit Selection Box" can change the unit



## Population

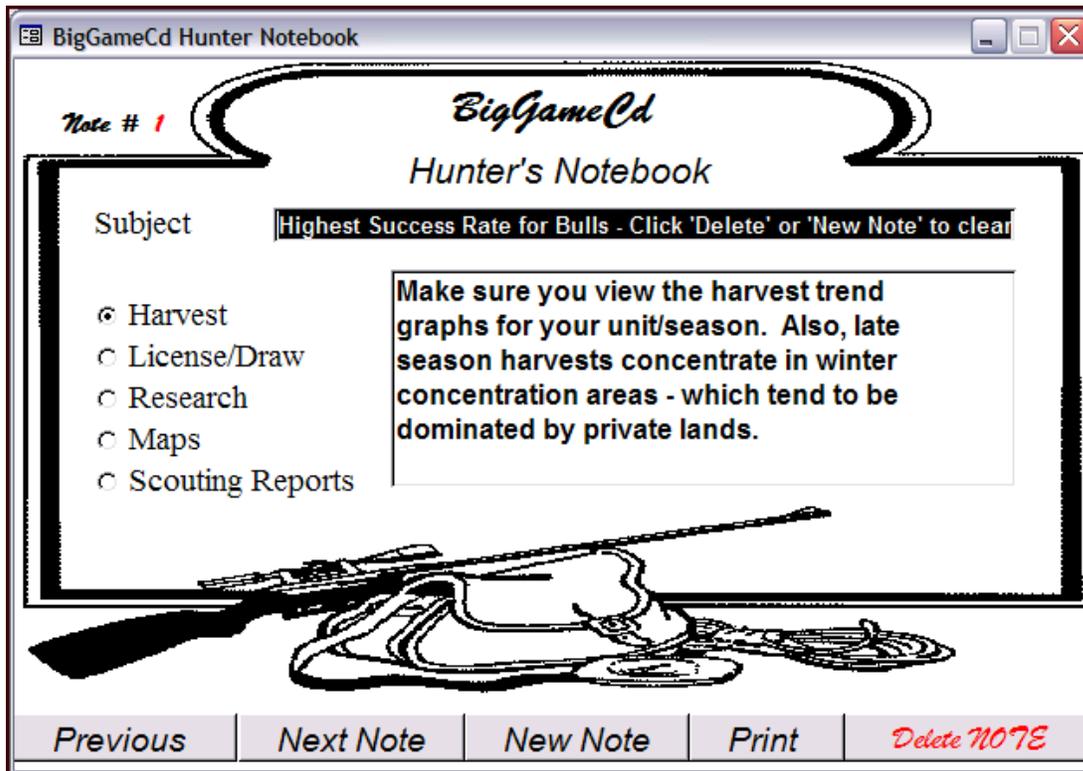
The Population Graph derives the bull and cow populations from the DOW Population Surveys. The data is typically updated in May of each Year.:



## Hunter's Notebook

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Take Notes as you research different units and seasons. Add you own "Subject", a Unit or a Season. Track the different characteristics of the Subject such as Harvest or Map information. When complete, print out your Notebook and take it to the field.



## Special Analysis Reports

These reports were designed with the statistical hunter in mind. These reports offer different views of similar same harvest and license data.

The functionality of these reports is determined by the criteria at the top of the Window. "Animal", "Unit", etc. are used to create the reports. Each of these items can be used **independently** to produce the reports.

**Note:** The description above the data area to determine which criteria are used in the report you are viewing.

The "**Refresh**" key must be selected (clicked) each time one of the criteria is changed. Clicking on the Refresh key will requery all of the reports.

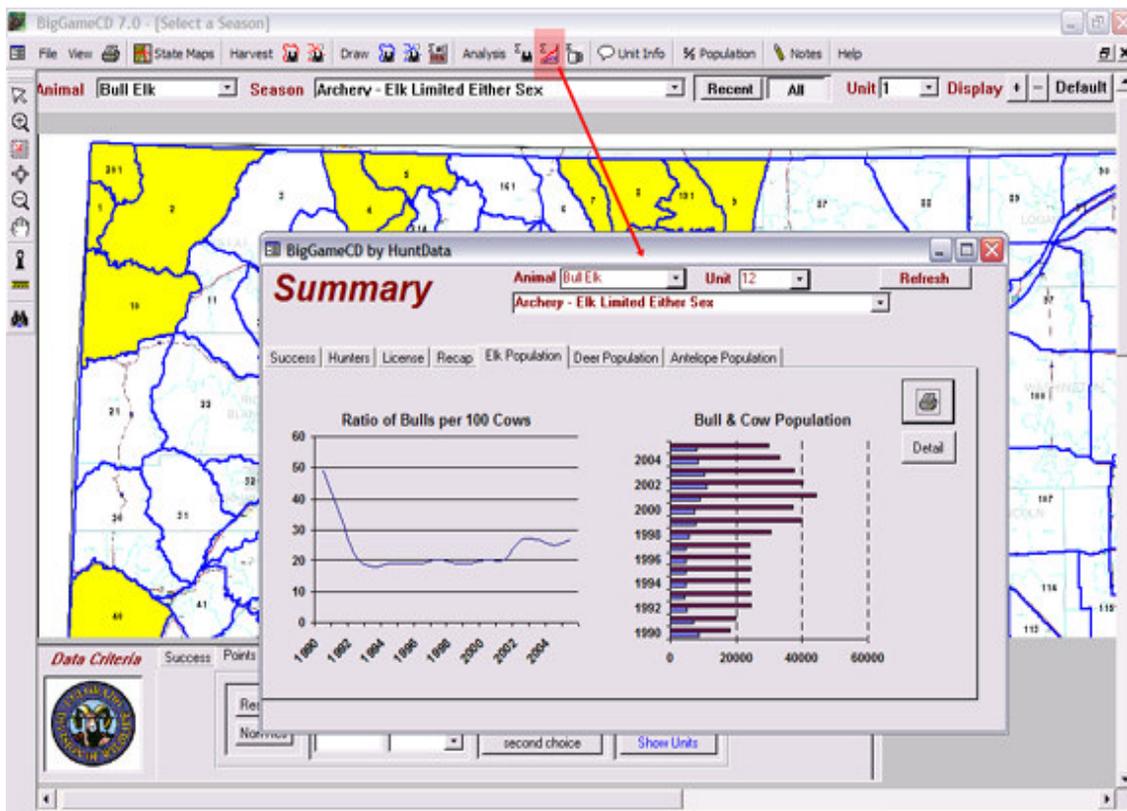
The screenshot shows the BigGameCD 7.0 software interface. The main window displays a map of hunting units on the left and a data table on the right. The data table is titled "All in One" and shows average success rates for various units. A red box highlights the "Refresh" button in the top right corner of the data window.

Unit	Description	Avg Success	Sample Yrs
106	Archery - Elk Limited Either Sex	100%	1
201	Archery - Elk Limited Either Sex	66%	12
2	Archery - Elk Limited Either Sex	64%	12
10	Archery - Elk Limited Either Sex	52%	12
61	Archery - Elk Limited Either Sex	45%	12
40	Archery - Elk Limited Either Sex	32%	12
1	Archery - Elk Limited Either Sex	30%	5
76	Archery - Elk Limited Either Sex	30%	12
39	Archery - Elk Limited Either Sex	26%	12
461	Archery - Elk Limited Either Sex	25%	12
391	Archery - Elk Limited Either Sex	24%	9

The “**All in One**” report combines both success and license data in multiple reports. This report is meant to provide quick data snapshots at a glance. The combination of license and success data renders some of the functions inoperable during the period of time, January 1 of the current year when the license data update is released and March 15 when the success data is released. During this time, the license data cannot find a harvest match.

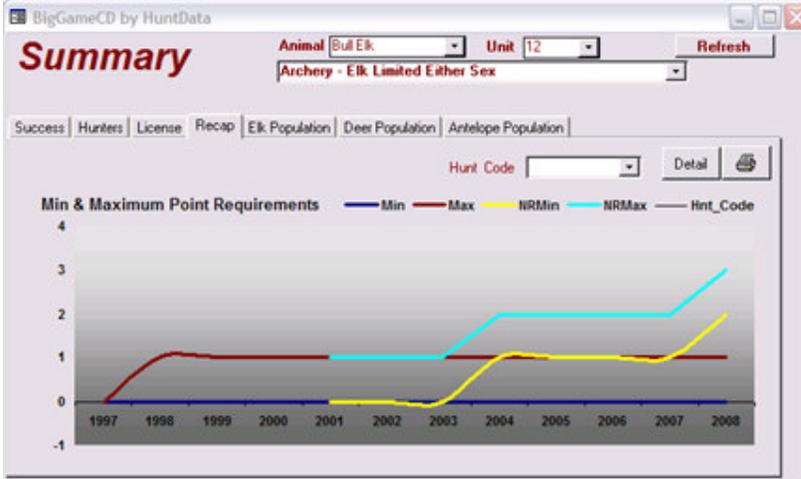
## Statistical Summaries

The “**Statistical Summary**” report combines both success and license data in multiple reports.



After changing the Animal, Season, Unit, etc. hit the “Refresh” key to redraw and re-graph the data.

Below is the RECAP report from the Statistical Summary report. It plots the trends related to required points by HuntCode over time.

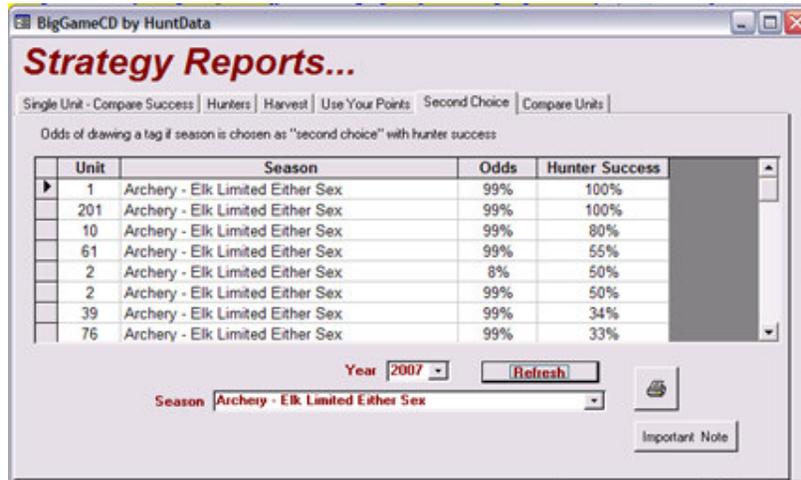


## Strategy Reports

We used a coffee cup to represent the Strategy Reports for a reason. These reports are worth the time invested. The Strategy Reports allow you to compare one season in multiple units over time, or multiple seasons within the same unit.



The report also provides a unique second choice analysis tool. The “Second Choice” tab allows you to rank second choice seasons by success. You can identify and rank the second choice seasons. Second choice seasons do not require points to draw.



### **Single Unit – Compare Success**

*This graph compares the success for three different seasons in one unit. The program reaches as far back as 1990 for statistical Success, Hunter, and Harvest information.*

*To use this function, select a Unit from the Unit Box. Next, select 3 seasons in that unit. The function is used most often to compare the success rates in Rifle – Elk – Bull 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> Season. The 4<sup>th</sup> season can also be compared, however, since this season was created in 2000 there are limited data points.*

**Click on the “Refresh” button any time one of the criteria is changed. The “Refresh” button will recalculate the criteria represented on the graphs.**

### **Second Choice**

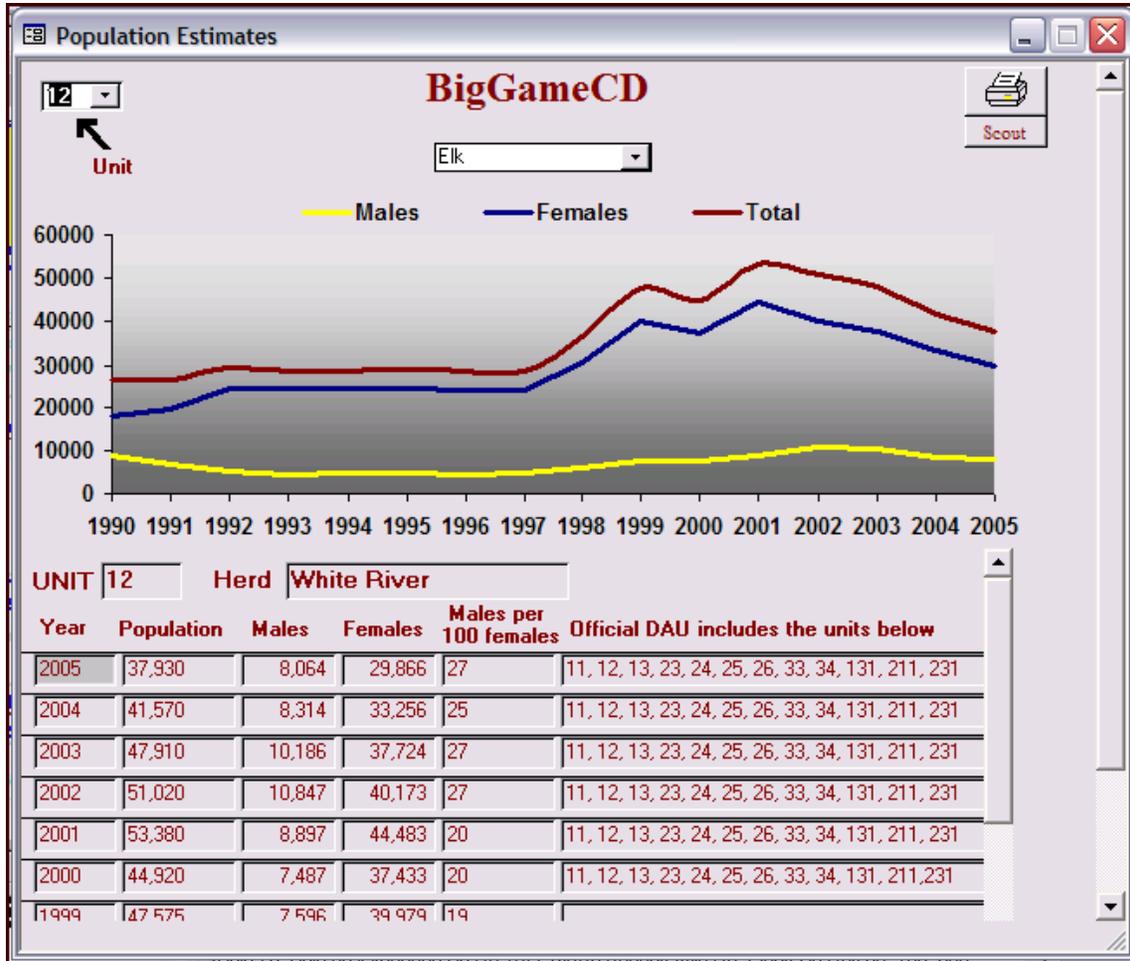
*The Second Choice option selects units where the chosen season was undersubscribed. The program calculates the odds of being drawn as a second choice and calculates the corresponding success rate for that season (p.46). See the “Second Choice Strategy” section of the tutorial for suggestions on how to leverage this function.*

### **Compare Units**

The Compare Units function allows a hunter to compare the success rate of one season in multiple units. This function is especially helpful for hunters looking for a different unit in the same general area or to compare several favorite units.

## Population

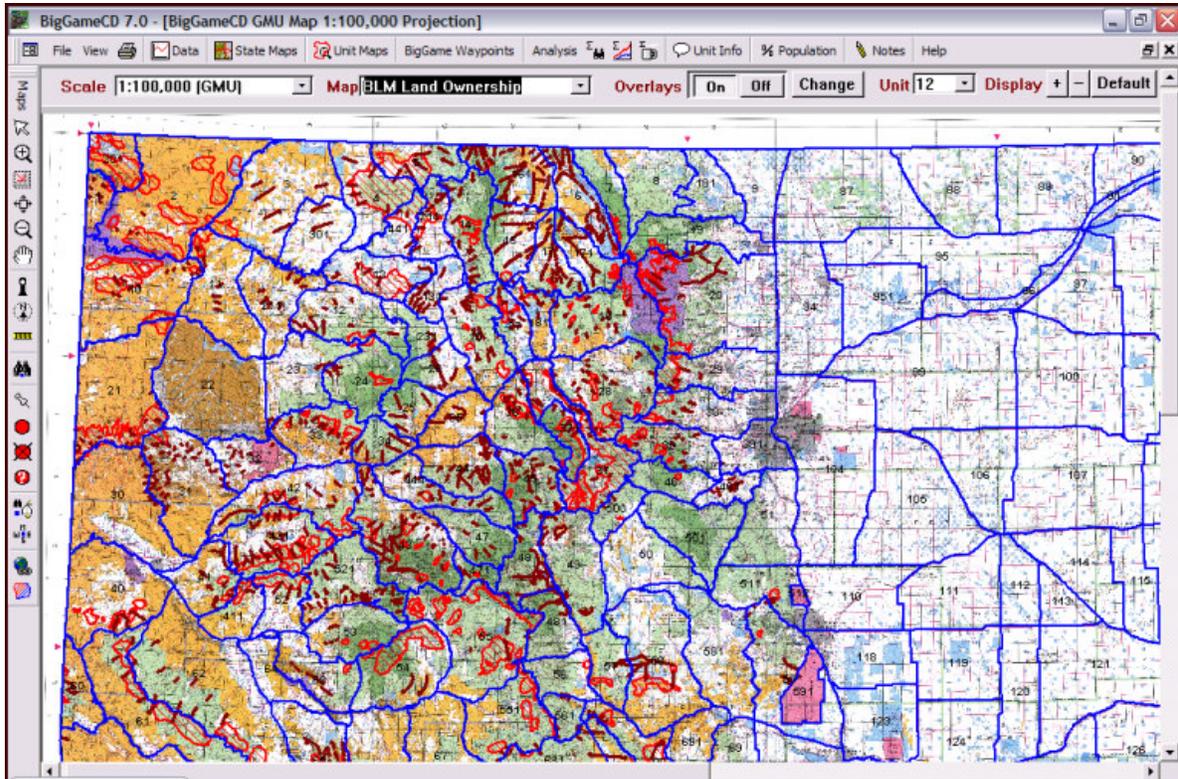
The Population Graph derives the bull and cow populations from the DOW Population Surveys. The data is typically updated in May of each Year.:



## Mapping Functions

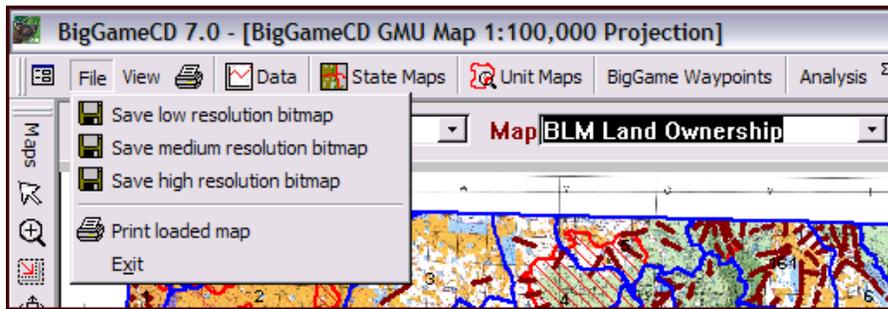
In BigGameCD, use the “Data” and the “State Maps” buttons to switch between the Data and Map Windows. Below is the BLM Land Ownership Map.

The map will open using the Map Overlay associated with the species of Animal selected in the Data Window. BigGameCD will display a USGS Topographical, BLM Land Ownership, or USGS Shaded Relief Map. The map type is chosen in the “Map” box below.



## Saving Maps to Your Hard Drive

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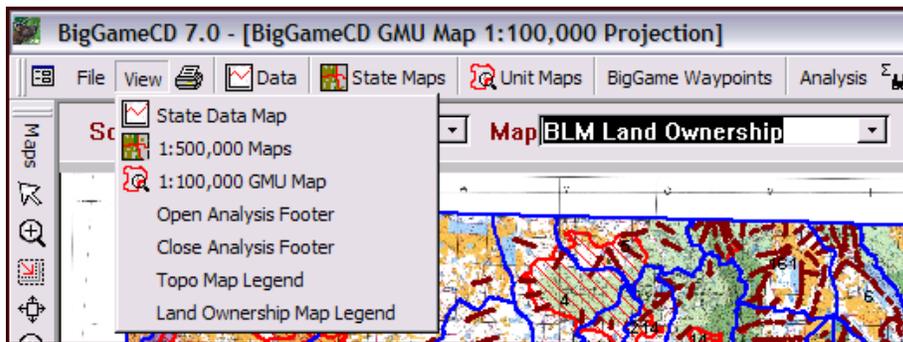
The three save options determine the quality of the image saved to your hard drive. BigGameCD saves the map as bitmaps, files with a .bmp extension.

When chosen, BigGameCD will open the Windows File Save Window. The default path is the map path, c:\BigGameCDMaps\. Type a map name then save the file.

To print the viewed map, simply click on the Map ICON shortcut or use the File / Print function. BigGameCD will print the viewed map with overlays and plotted kill sites, as you've selected.

## Moving from the Data Window to the Mapping Window

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 Our pull down menu's contain all of the shortcut functions. The State Data Map function will close the Map Window and open the Data Map. It's the same function - as the "Data" shortcut at the top of the screen.

 The 1:500,000 ICON will change the map selection from 1:100,000 and highlight the Map selection list. Choose a Topo/BLM/Relief Map type to display the map.

 The 1:100,000 ICON will open the 1:100,000 map for the current unit. First, you will be asked to choose Topo, BLM, or a NASA Satellite Image. After you choose one of these options, BigGameCD will open the unit map. If you have not loaded the 1:100,000 for the selected Unit, BigGameCD will ask you to load the correct Data DVD and open the Map Copy Window.

If you do not have the add-on maps, choose unit 861. BigGameCD 7.0 ships with the map set for 861. In addition to the Topo maps for Unit 861, BiggameCD also ships with the 3D images for 861. Download Google Earth's free 3D viewer from <http://earth.google.com>. Open and Run Google Earth. Choose "File" then "Open" and open the GMU861 directory, there are 3 versions of the 3D maps for 861. Open the maps and view them in 3D. It's a great experience!

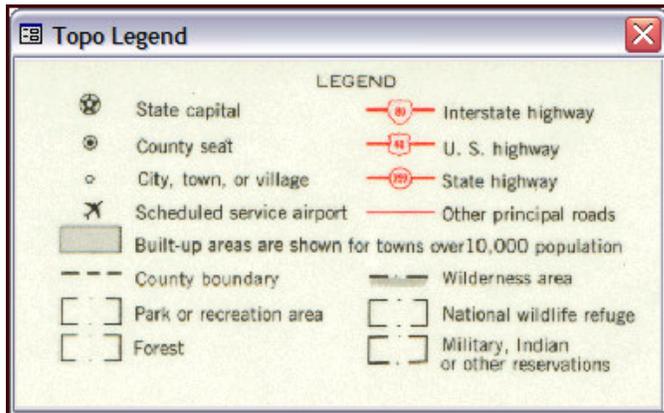
The 1:100,000 Unit Maps are add-ons to the base BigGameCD. Refer to the following pages for instructions regarding copying the 1:100,000 maps from the BigGameCD Map Set to your hard drive.

Open Analysis Footer  
Close Analysis Footer

The Open and Close Footer Functions apply to the Data Analysis Footer. Click on the "Unit" tab function in the Analysis Footer. The Data Functions will not work properly in the Map Window.

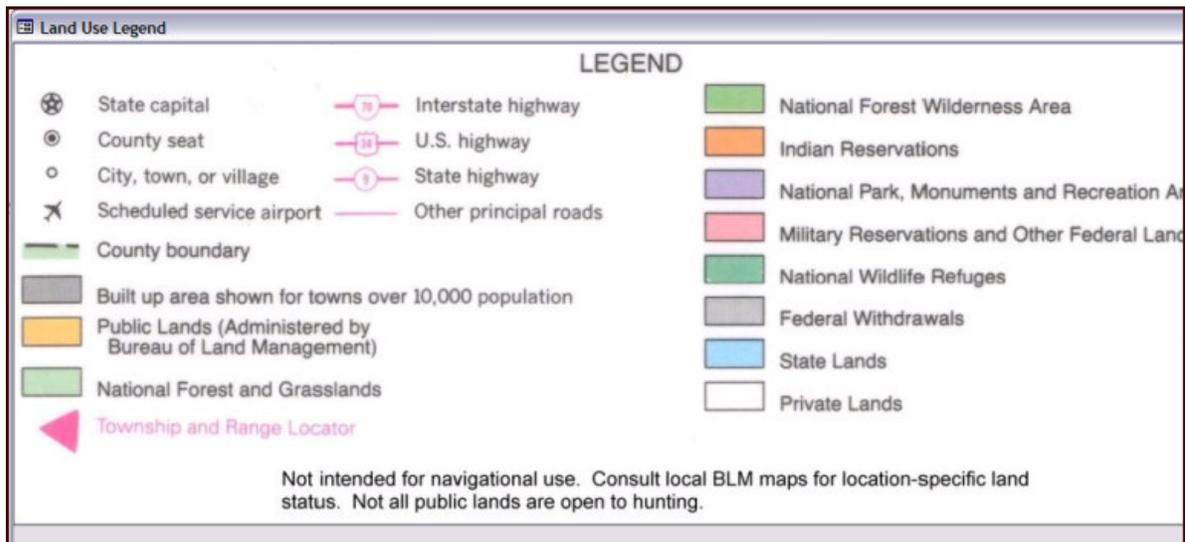
Topo Map Legend

Click to open the Topo Legend, the Legend applies to both the USGS Topo and Shaded Relief Maps.

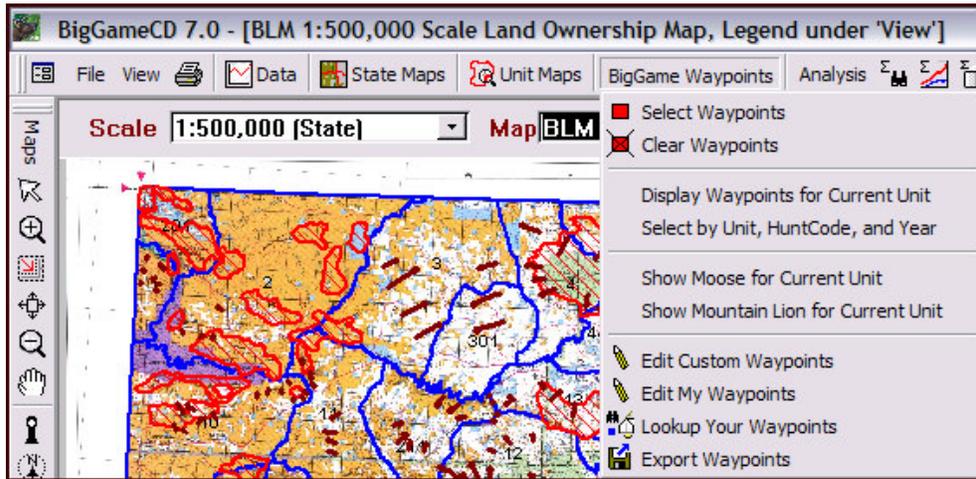


Land Ownership Map Legend

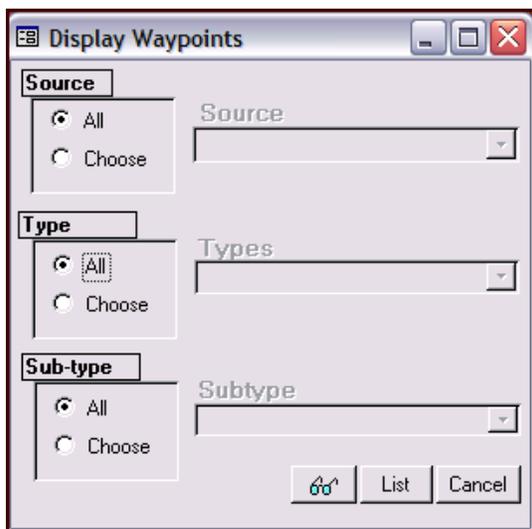
Click to open the BLM Map Legend



## BigGameCD Waypoints



Select Waypoints The Select Waypoints Option Opens the Waypoint Selection Window.



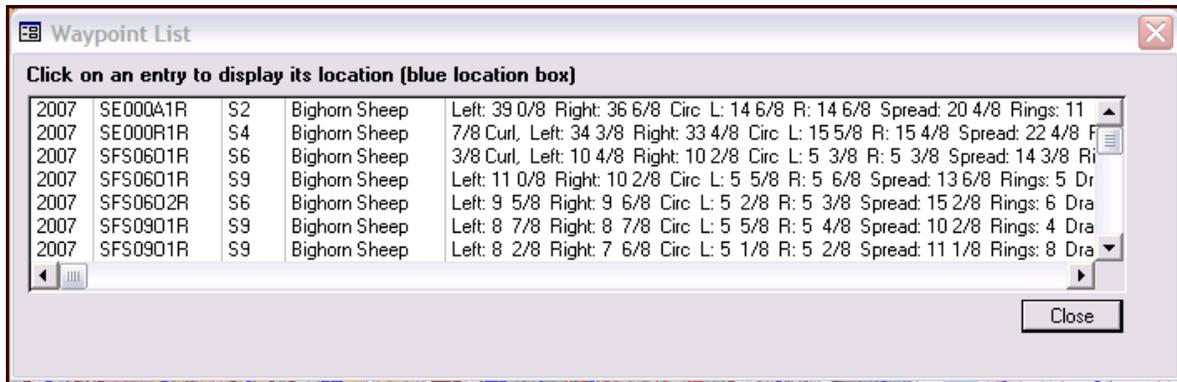
**Source:** Determines the Source of your Waypoints. The HuntData Selection chooses the HuntData Waypoints while the User selection selects from Waypoints created by the user.

**Type:** HuntData predefines the Type as Species. The User can also define type in the Waypoint Creation Window.

**Sub-Type:** This is a User-defined field, it can be a kill site, camp site, mountain peak, or favorite meadow.

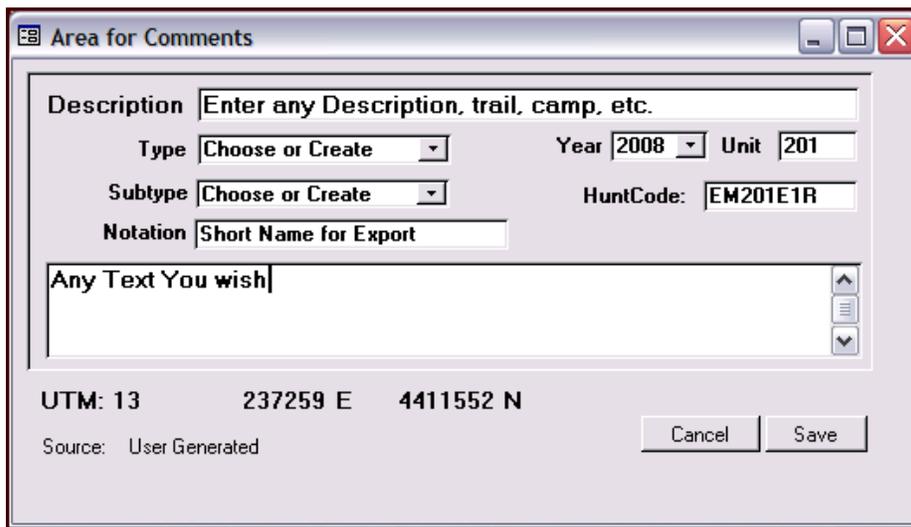
 Click on the glasses to display all of the waypoints in the result set. To view all waypoints, open a 1:500,000 map..

 Click on "List" to view of list of the result set. Once displayed, click on any element in the list, BigGameCD will plot that Waypoint. Below is the Waypoint List Window.



### Creating Waypoints

 Click on the "Stick Pin" ICON, **then click on your point of interest on the map**, next BigGameCD will open the Waypoint Creation Window below.



BigGameCD will record the coordinates associated with the Waypoint (NAD 27) and the defining data you enter. You may select from the options in the pull-down fields or enter your own descriptions. All of the fields, with the exception of Year, are User-Defined.

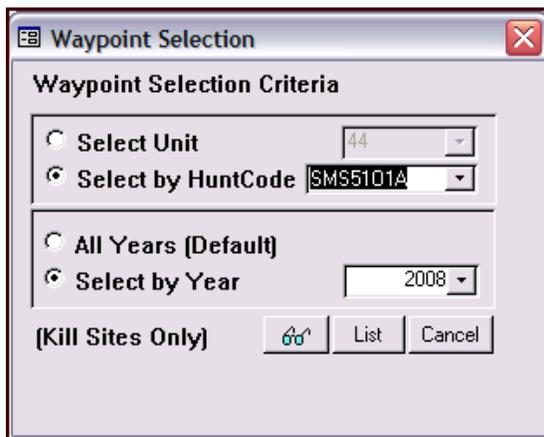
**Display Waypoints for Current Unit**

BigGameCD queries the database and displays all Waypoints for the current Unit. The Current Unit is set through the “Unit” pull down menu.



**Select by Unit, HuntCode, and Year**

This function allows the user to further refine the display of Kill Sites (all from the HuntData LLC Database, this does not include user defined Waypoints).



Select a Unit or HuntCode, then select the Year.

 Click on the glasses to display all of the waypoints in the result set.

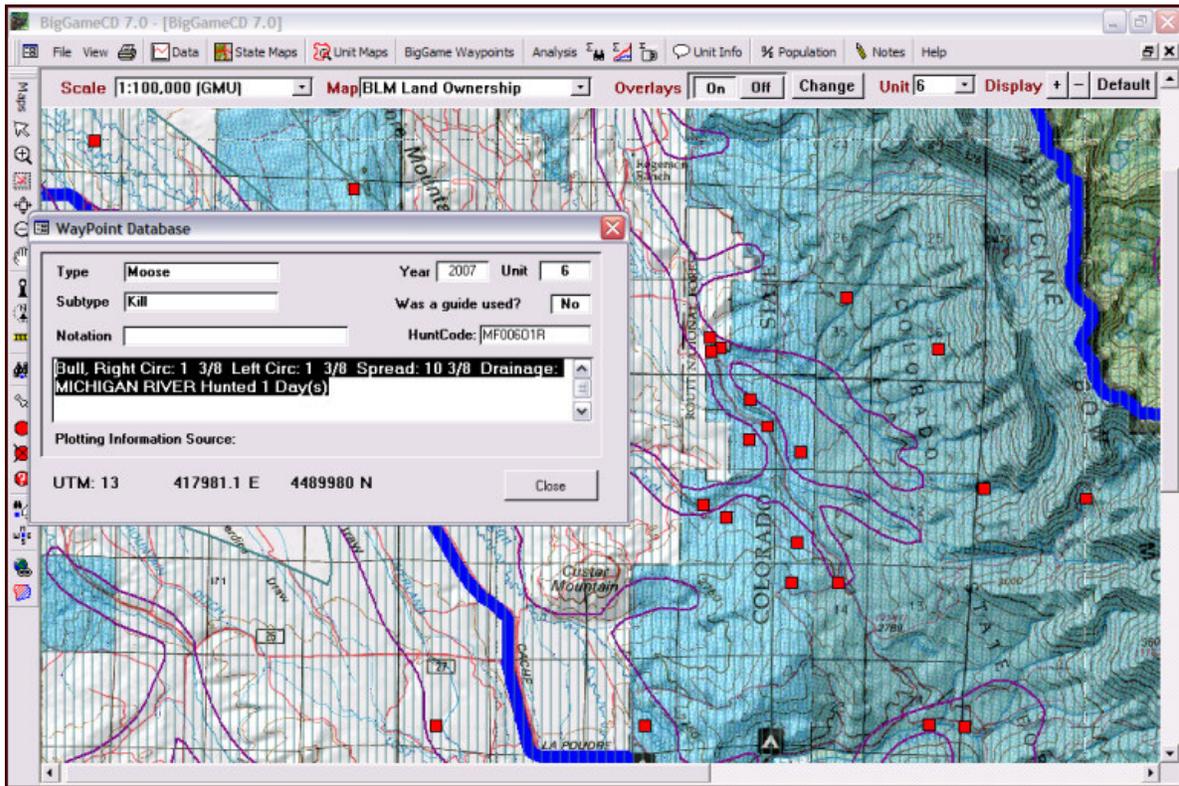
**List** Click on “List” to view of list of the result set. Once displayed, click on any element in the list, BigGameCD will plot that Waypoint. Below is the Waypoint List Window.

Note: Only BigHorn Sheep, Mountain Goat, and Moose Kill Sites are tracked and updated.

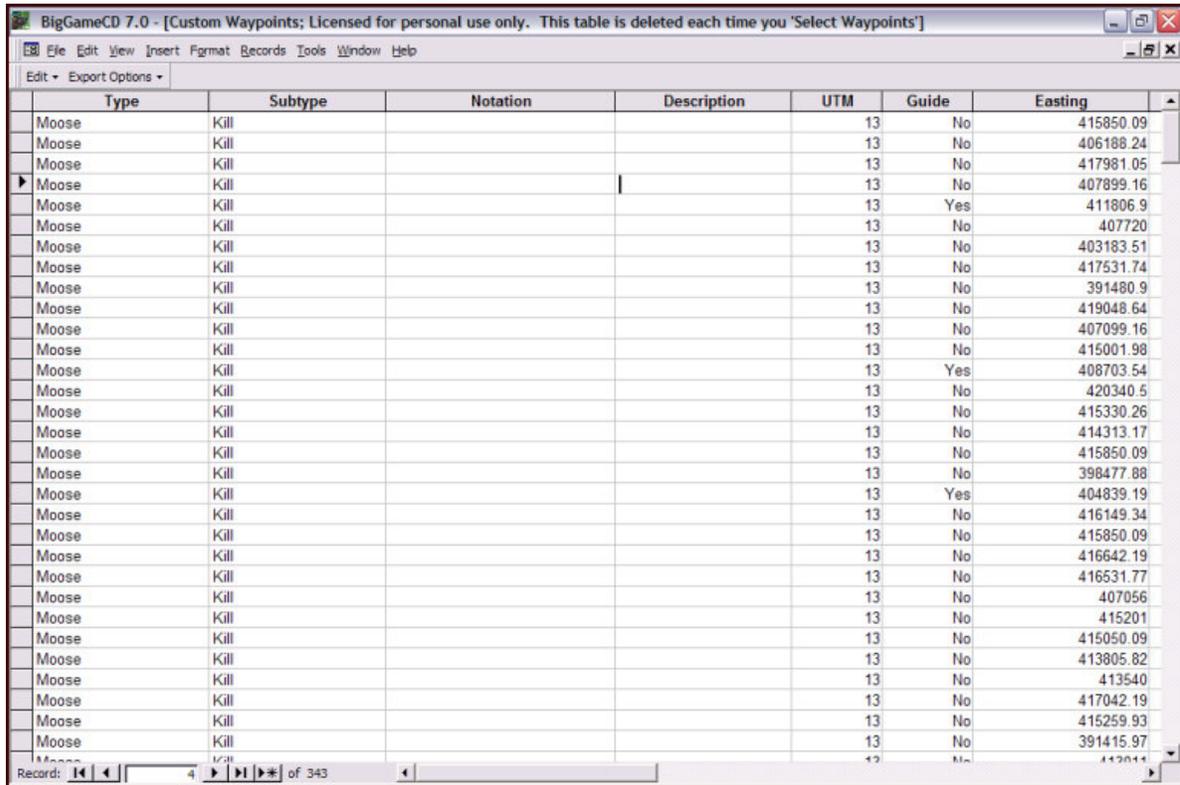




To see information related to the Waypoint, click on the Waypoint Identify ICON, then move to and click on a waypoint.

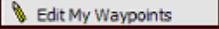


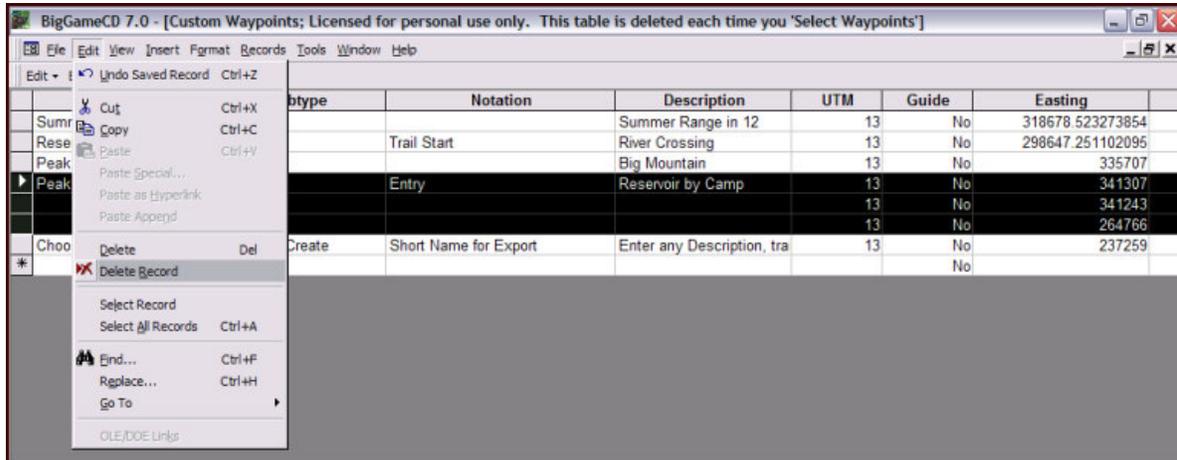
 BigGameCD uses installed components from Microsoft Office to open the selected Waypoints () result set. You may highlight rows and delete certain entries. Choose “File”, “Save As/Export” to save the Waypoints permanently in a data or Excel format. Note: As soon as “Select Waypoints” is chosen again, this data set will be erased.



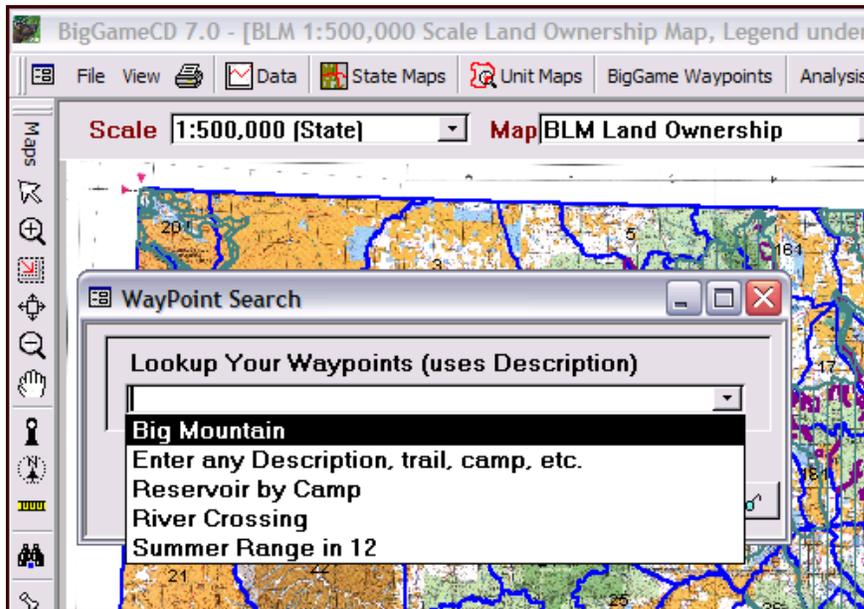
The screenshot shows the BigGameCD 7.0 application window. The title bar reads "BigGameCD 7.0 - [Custom Waypoints; Licensed for personal use only. This table is deleted each time you 'Select Waypoints']". The menu bar includes "File", "Edit", "View", "Insert", "Format", "Records", "Tools", "Window", and "Help". Below the menu bar is a toolbar with "Edit" and "Export Options" buttons. The main area contains a table with the following columns: Type, Subtype, Notation, Description, UTM, Guide, and Easting. The table lists 343 records, all of which are "Moose" kills. The "UTM" column for all records is "13", and the "Guide" column contains "No" or "Yes". The "Easting" column contains numerical values ranging from 391415.97 to 417042.19. The status bar at the bottom indicates "Record: 4 of 343".

Type	Subtype	Notation	Description	UTM	Guide	Easting
Moose	Kill			13	No	415850.09
Moose	Kill			13	No	406188.24
Moose	Kill			13	No	417981.05
Moose	Kill			13	No	407899.16
Moose	Kill			13	Yes	411806.9
Moose	Kill			13	No	407720
Moose	Kill			13	No	403183.51
Moose	Kill			13	No	417531.74
Moose	Kill			13	No	391480.9
Moose	Kill			13	No	419048.64
Moose	Kill			13	No	407099.16
Moose	Kill			13	No	415001.98
Moose	Kill			13	Yes	408703.54
Moose	Kill			13	No	420340.5
Moose	Kill			13	No	415330.26
Moose	Kill			13	No	414313.17
Moose	Kill			13	No	415850.09
Moose	Kill			13	No	398477.88
Moose	Kill			13	Yes	404839.19
Moose	Kill			13	No	416149.34
Moose	Kill			13	No	415850.09
Moose	Kill			13	No	416642.19
Moose	Kill			13	No	416531.77
Moose	Kill			13	No	407056
Moose	Kill			13	No	415201
Moose	Kill			13	No	415050.09
Moose	Kill			13	No	413805.82
Moose	Kill			13	No	413540
Moose	Kill			13	No	417042.19
Moose	Kill			13	No	415259.93
Moose	Kill			13	No	391415.97

 This function allows the user to edit their own waypoints. These Waypoints are generated when the user creates a Waypoint using the  “Stick Pin” function. To delete entries, move your cursor to the left side of the record (small white triangle in the black area below). Click and hold left button on your mouse to highlight a record. While holding down the left mouse button, move down to select multiple records. Release the left mouse. Click on “Edit” then “Delete Record”. This will permanently delete the entries from the User Waypoint Database.



 **Lookup Your Waypoints** The Lookup Your Waypoints function queries the User Waypoint Table (previous page). The Pull Down Menu is populated with the “Description” field from the database. Select an entry by clicking on the line item in the list.



 Click on the glasses and BigGameCD will plot the point on the current map. If the point is not within the current map (if you are viewing a 1:100,000 add-on map), BigGameCD will open a 1:500,000 map, center the waypoint and plot it.



The export function places the UTM Coordinates (NAD 27) and the Notation field from the current Waypoint Set (). Click on the “Export” button then choose either

	Zone	Easting	Northing	Notation
▶	13	392016	4535797	
	13	397171	4527166	
	13	412549	4489992	
	13	411989	4503781	
	13	403184	4499965	
	13	411989	4503781	
	13	405154	4469217	
	13	399969	4499906	
	13	402792	4501942	
	13	407720	4496578	
	13	402792	4501942	
	13	411807	4489230	
	13	391416	4511451	

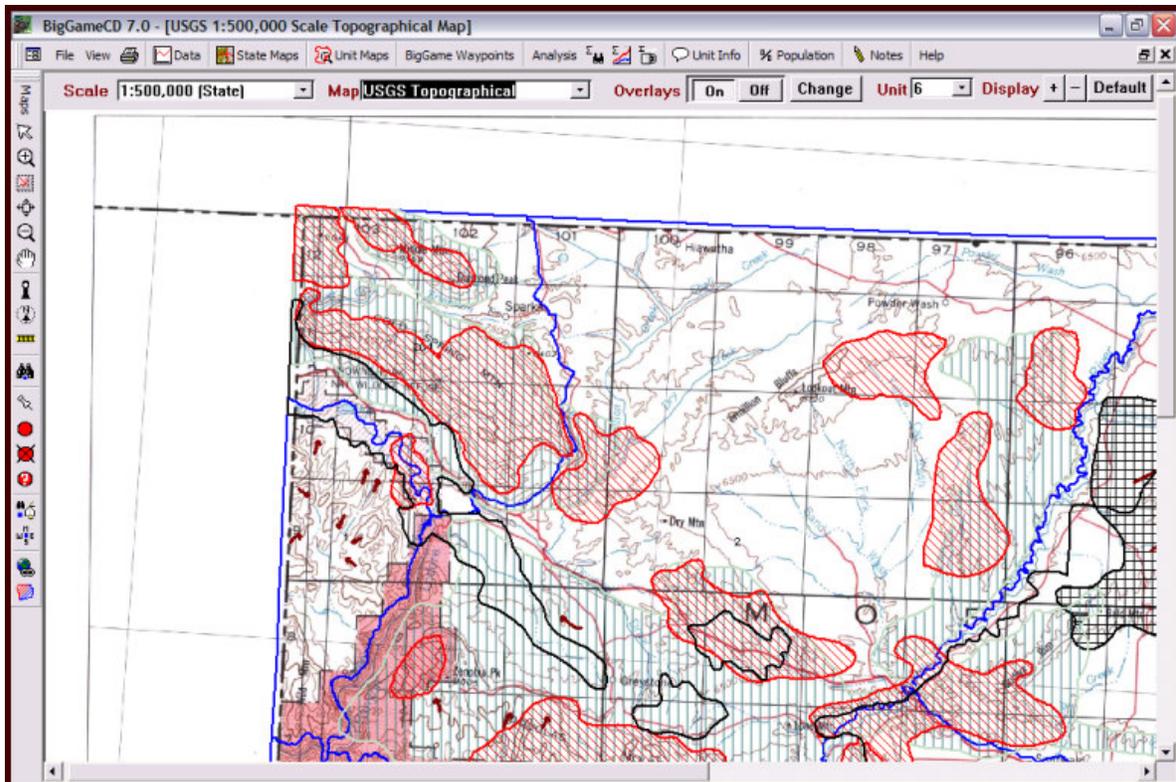
Under Export Options, choose “Analyze it with Excel”, BigGameCD will use the Microsoft Office utilities to open the file in Excel. Arrange the data or save it in formats compatible with your GPS.

## Topographical Maps

*Topographical maps show major roads and cities. Contour lines are at 500-yard intervals. The map scale is 1/500,000. Each square is 6 miles.*

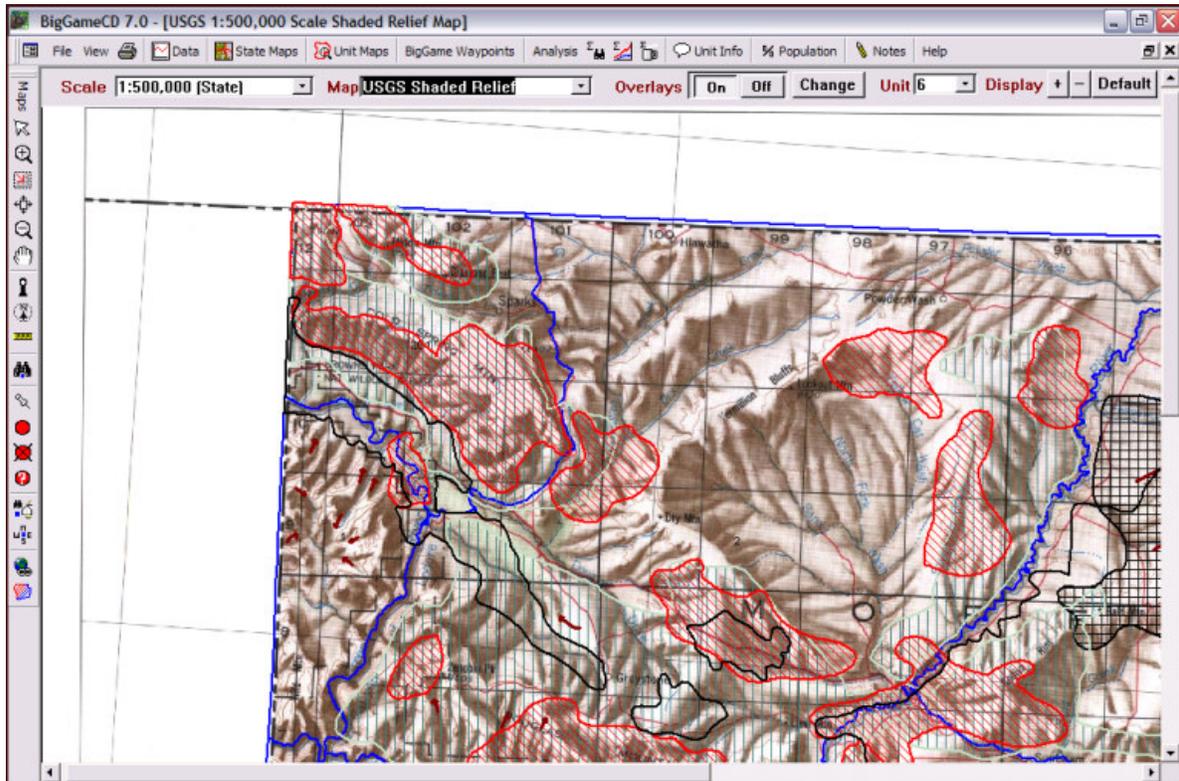
### USGS Topographical Map

*The Topographical Maps are base maps most hunters are accustomed to using. The Topo Maps are helpful as a background when trying to separate and clarify the concentration overlays.*



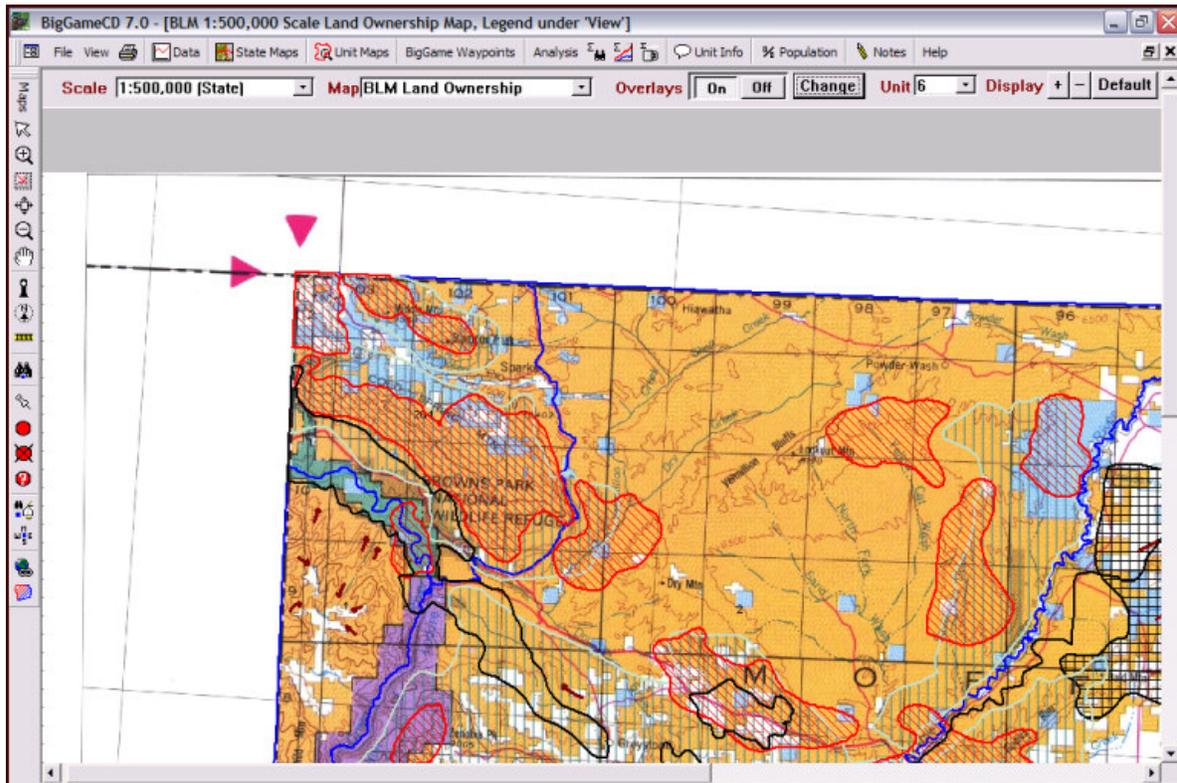
## Shaded Relief

Shaded relief maps highlight drainage's and land contours. The USGS maps create a visual representation of depth.



## Unit Land Use

The USGS Unit Land Use maps display land status. The maps are intended to provide a general indication of land use throughout the state. Due to the large volume of land transactions the indicated use may change without notice. Although most transactions involve land already designated as private, verify land status before hunting on land not clearly marked as public.

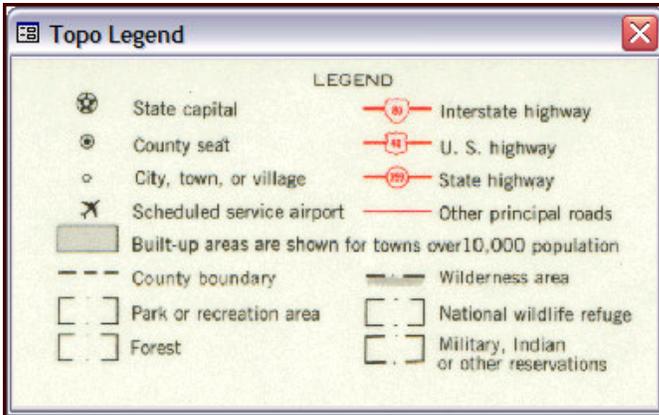


- National Forest Maps may be secured to identify national forest lands and access points.
- State lands may be closed to public access. The Division of Wildlife has secured leases to many State Trust Land tracts. These tracts offer excellent big game, small game, and upland bird hunting opportunities. Brochures describing State Trust Lands are free at Division of Wildlife offices. Future program versions will contain State Trust Land Maps.
- Access to BLM land tracts may be restricted by surrounding private lands. Private land owners are NOT required to provide public access to BLM lands.
- Written permission is required to obtain a license for private land seasons. See the Division of Wildlife regulations for special landowner allocations and restrictions.

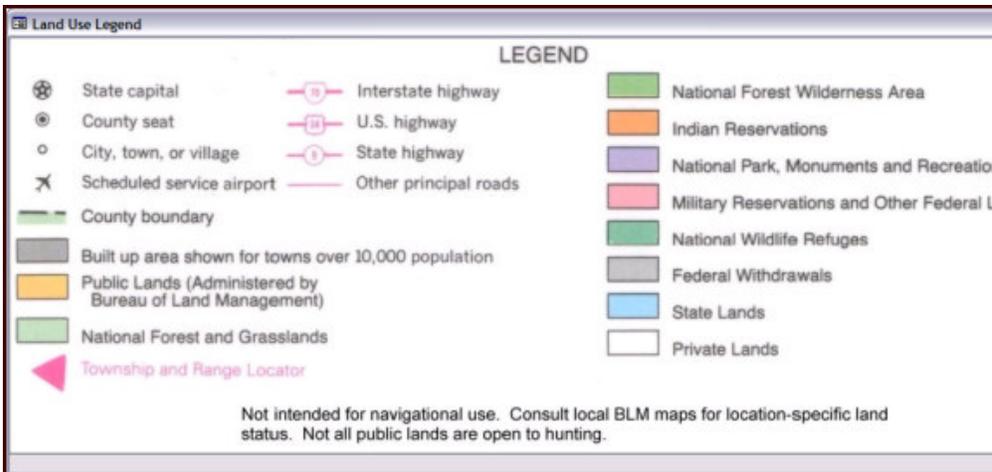
- *Wilderness Areas outlined in national forest areas have use and motorized travel restrictions. Refer to the Division of Wildlife hunting brochure for Wilderness horse and hunter restrictions.*
- *The local National Forest Office manages ATV usage. Review ATV restrictions with these offices before operating an ATV in a game management unit.*

## Map Legends

A legend for each map can be displayed by clicking on the “View” button located below the map selection list then click on either “Topo Map Legend” or the “Land Ownership Map Legend”.



## Map Legends - BLM



## Overlays

.Overlays are controlled through two functions:

The Overlays “Change” button allows the user to change species, overlay colors, patterns, and line weight.



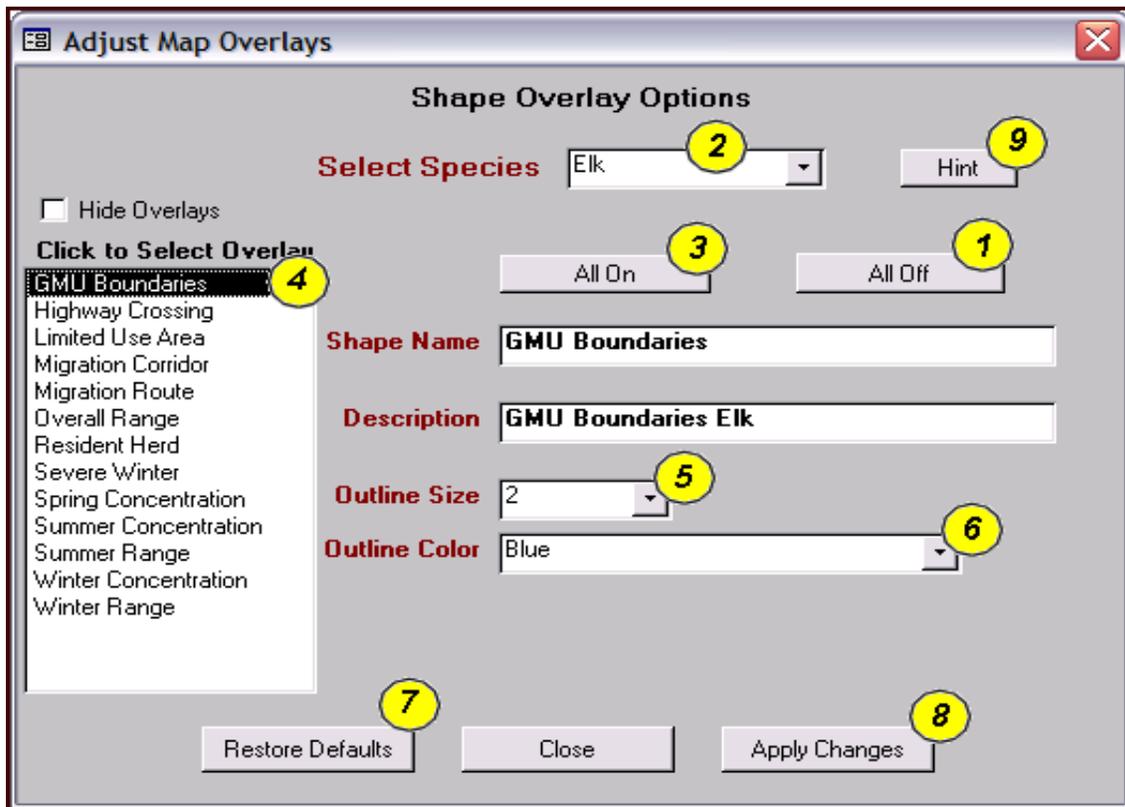
-  The Overlay shortcut ICON allows the user to quickly turn overlays on and off for the current species.

### Changing Overlay Characteristics



Quickly turn overlays On or Off using the Overlay buttons.

To change Overlay Characteristics click on the Change button, circled above.



1 Click on "All Off" as a first step, this clears any overlays left on for other species.

Choose a species. Note, the Species default is set in the Data Window based on the Animal chosen. If Sheep or Goat is the current Species they will be the only option in the Species box. Return to the Data Windows to change between big game, sheep, and goats.

3 Click on "All On" to display all overlays for the chosen animal.

4 Click on an overlay in the list. The characteristics in 5 and 6 will apply to the chosen overlay.

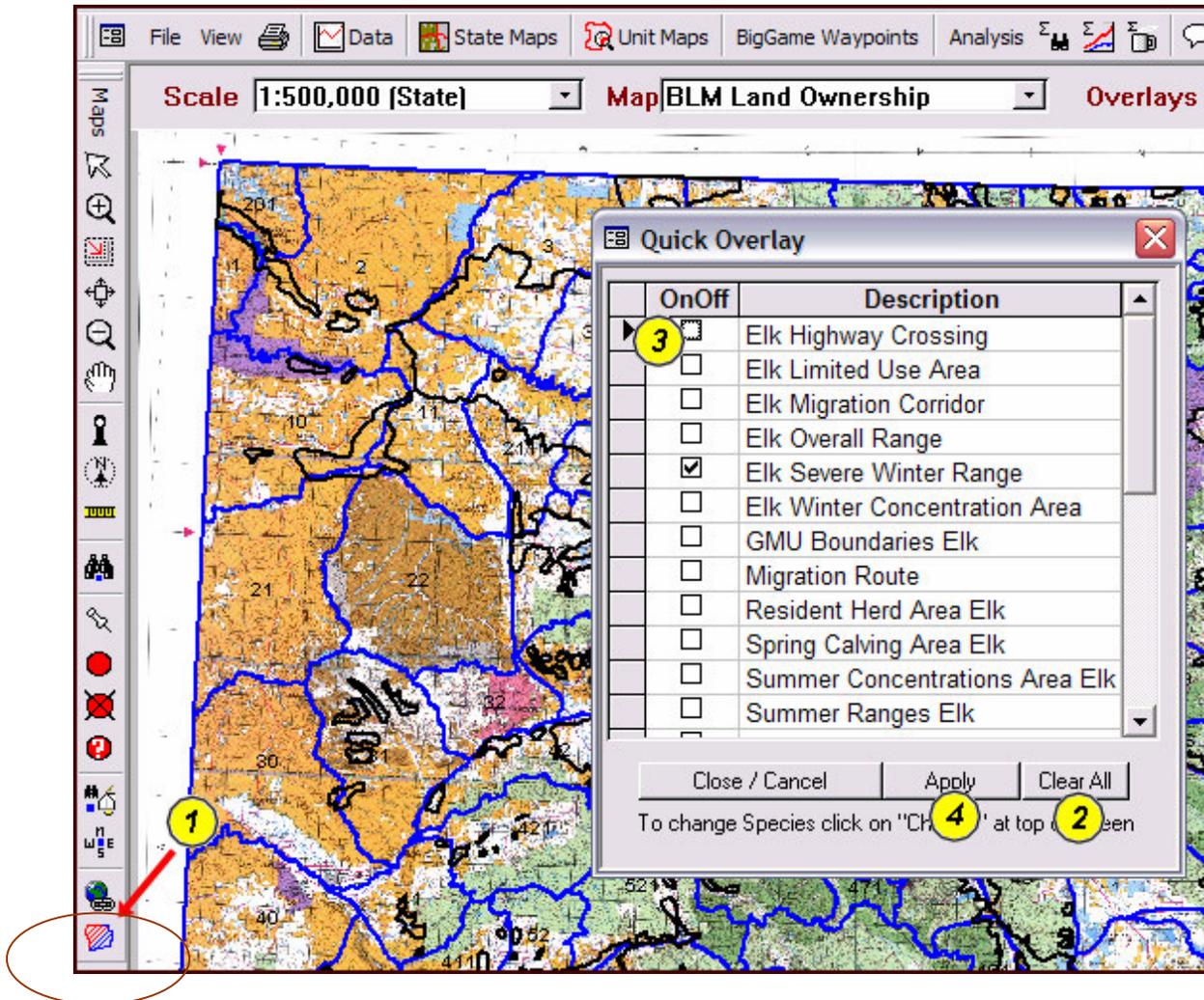
5 The line or outline number refers to the thickness of the overlay lines.

6 Outline color

7 When "Default" is chosen, BigGameCD will turn on the most popular overlays. Winter Concentrations, Summer Concentrations, and Migration Routes.

8 Click on the "Apply Changes" to activate the new overlay characteristics.

9 The "Hints" section will remind the user to avoid the "Range" overlays. These overlays, while valid, typically highlight large areas and don't provide much additional value. Avoid these overlays to reduce clutter on the maps.

**Making Quick Adjustments to the Map Overlays** (New feature in version 7.1)

- 1 Click the Quick Overlay shortcut ICON to open the Quick Overlay adjustment Window
- 2 Click Clear to clear all overlays for all species
- 3 Click on the check boxes to turn Overlays on an off for the current species
- 4 Click on the "Apply" button to apply the changes

*Note: to change the Species or overlay weight, color, etc. click on the "Change" button at the top of the screen. (See previous section)*

## **Overlay Definitions**

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### ***Overall Range***

The Overall Range is an area which encompasses all known seasonal activity areas within the observed range of the selected animal population.

### ***Summer Range***

That part of the range of a species where 90% of the individuals are located between spring green-up and the first heavy snowfall. Summer range is not necessarily exclusive of winter range; in some areas winter range and summer range may overlap.

### ***Summer Concentration***

Areas where animals concentrate from mid-June through mid-August. High quality forage, security, and lack of disturbance are characteristics of these areas to meet the high energy demands of lactation, calf rearing, antler growth, and general preparation for the rigors of fall and winter.

### ***Winter Range***

That part of the overall range of a species where 90 percent of the individuals are located during the average five winters out of ten from the first heavy snowfall to spring green-up.

### ***Winter Concentration***

That part of the winter range of a species where densities are at least 200% greater than the surrounding winter range density during the same period used to define winter range in the average five winters out of ten.

### ***Severe Winter Concentration***

That part of the range of a species where 90 percent of the individuals are located when the annual snowpack is at its maximum and/or temperatures are at a minimum in the two worst winters out of ten. The winter of 1983-84 is a good example of a severe winter.

### ***Resident Herd***

The Resident Herd map displays the resident herd habitat. Not all units have a notable resident herd. Resident herd is defined as an area where the habitat and levels of pressure support a consistent population of animals throughout the year. Resident Herd maps also display significant migration corridors and calving areas.

### ***Migration Corridor***

A specific area through which large numbers of animals migrate and loss of which would change migration routes. Migration Routes are specific and directional. Migration corridors represent larger areas. Animal may move throughout corridors depending on weather and pressure.

### ***Production Areas***

That part of the overall range of elk occupied by the females from May 15 to June 15 for calving.

### ***Where Do These Overlays Come From?***

The Natural Diversity Information Source (NDIS) combines aerial surveys, telemetry data from collared elk, and input from DOW biologists and officers to create the overlays. NDIS has an ongoing study with over 12 years of continuous monitoring and tracking wildlife. The concentration maps are updated on a 5 year cycle.

## ***Copying Add-on BigGame CD Maps to your Hard Drive***

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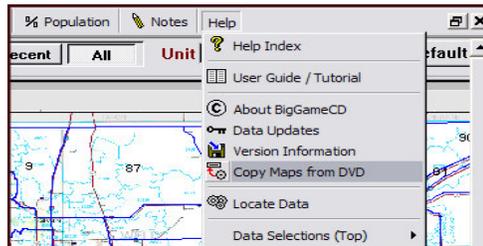
BigGameCD Maps are shipped on Data DVD's. These DVD's offer high data compression and storage. Each Data DVD has over 4 gigabytes of storage with the capacity of 8 CD's. Because of the extensive compression, its necessary to copy the maps to your hard-drive before using them.

Click on "Copy Maps from DVD"

### ***Help / Copy Maps***

---

Use the BigGameCD copy function under "Help" to automatically copy maps from DVD to your hard drive.



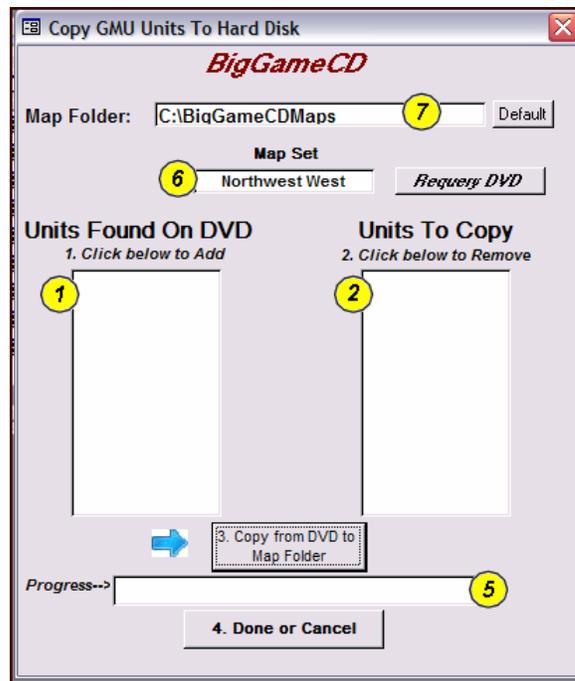
### Copying Maps

The Program will search your DVD and identify maps available for copy.

Move maps from the "Found" box to the "Units to Copy" box by highlighting and clicking the right arrow.

Click "Copy" to finish the process.

**Copy maps from DVD before using to speed processing.**



1 Available Maps will be displayed in the first box, click the map to add to the 2nd box

2 Maps queued for copying will be displayed in the 2nd box

3 (Button) Click to initiate the copy process

4 (Button) Click to cancel the process or close the Window

5 The Progress Window will display the GMU folders as they are copied.

6 The Map Set (DVD) name will be here

The Destination folder is displayed here. If the users wishes to change the destination folder or drive, change it here. Click the "Default" button to restore the default

7 c:\BigGameCDMaps

## **Copy 1:100,000 Maps Manually**

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Direct copying using Windows copy functions may be faster on computers. To copy the maps directly,

- ✚ Put a BigGameCd Maps CD in your CD Drive.
- ✚ Highlight the directories you wish to copy
  - Each GMU has its own directory. If you wish to copy the maps for GMU 25, highlight and copy the folder \*:\GMU 25 (where \* is your DVD drive directory)
  - The advantage of this method is all map files are copied to your hard drive including the Google Earth 3D unit maps. The BigGameCD map files are stored as Geo-Referenced .tif maps. The Google Earth maps are stored as \*.kmz format.
  - If you use the BigGameCD function for copying maps, only the .tif BigGameCD maps will be copied.
- ✚ Copy the GMU Directory to the c:\BigGameCDMaps directory on your hard drive.

## BigGameCD Map Function Shortcuts

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The Arrow button will reset the cursor to base functionality.



The (+) Magnifying Glass will set the center/anchor point based on where the user clicks, then zoom into an area.



After clicking the Area dotted box, click and hold the left mouse key, then drag the cursor to form a box. Release the left mouse and BigGameCD will zoom into the selected box area.



The resize button will return the map to the initial size.



The (-) Magnifying glass will zoom out 10% retaining the current center point.



Click on the "Hand" ICON, then move your cursor over the map. Click and hold the left mouse button, this will anchor the top left point of the square. Next, move the mouse down and to the right. The cursor will create the outline of a square. Release the left mouse button. BigGameCD will zoom into the area inside the square.



Click the "Identify" button then move to a subject area on the map. Click on a area, BigGameCD will display information regarding the unit under the cursor, including the **Unit number**.



Click on the Ruler ICON the click once (left mouse), let up, then move and click again to view the distance between two points on the map



The Binoculars ICON will bring up a search / location function within BiGameCD. Select one of the 55,000 location in the list. Then, click on the eyeglasses to view the location. BigGameCD will open the Map Window and identify the location with a small blue box.



Waypoint "Stick Pin". Click, then click on a map. BigGameCD will open the Waypoint Database. Record information about the area beneath the cursor.



The Waypoint Selection shortcut opens the Waypoint Search and Display Window.



The Waypoint Clear shortcut will remove all plotted waypoints from the displayed map.



Click the "Identify Waypoint" shortcut, then move and click on a waypoint to display the data associated with the waypoint.



Click the "Lookup My Waypoints" to search user-created waypoints.



Click the Coordinate shortcut to enter and locate coordinates. BigGameCD uses a NAD 27 coordinate system.



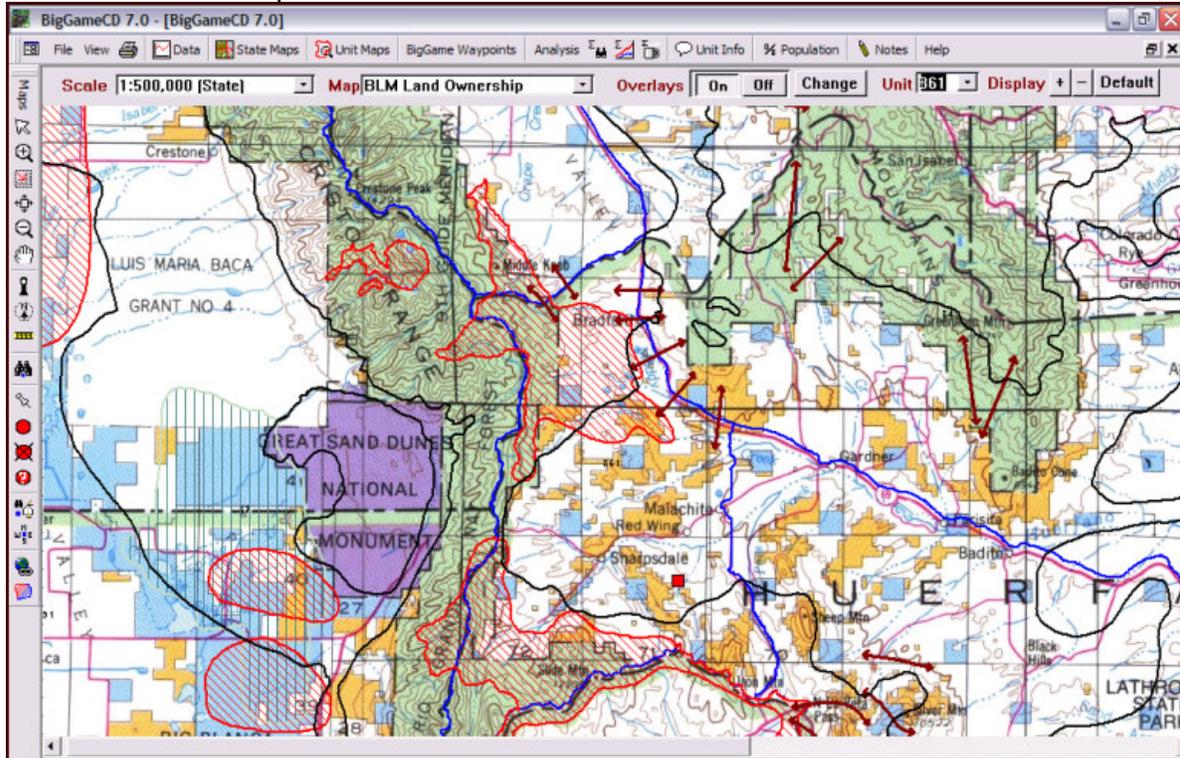
Click on the "Web Maps" shortcut then click on a map. BigGameCD will open up a web-based 1:24,000 (7.5 minute) map through the internet. Order full-size printouts of the 7.5 minute maps through the website.



Click the Quick Overlay shortcut ICON to open the Quick Overlay adjustment Window

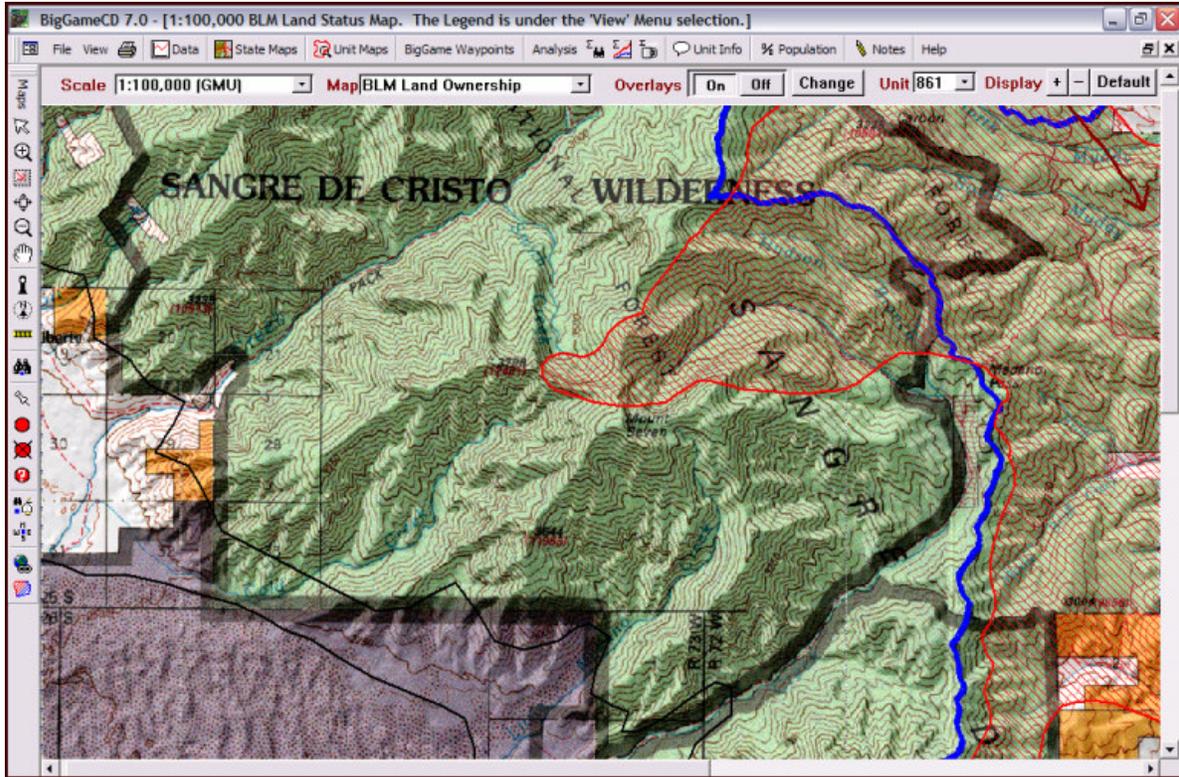
### 1:500,000 BLM Comparison to 1:100,000 - 861

#### 1:500,000 BLM Map Detail



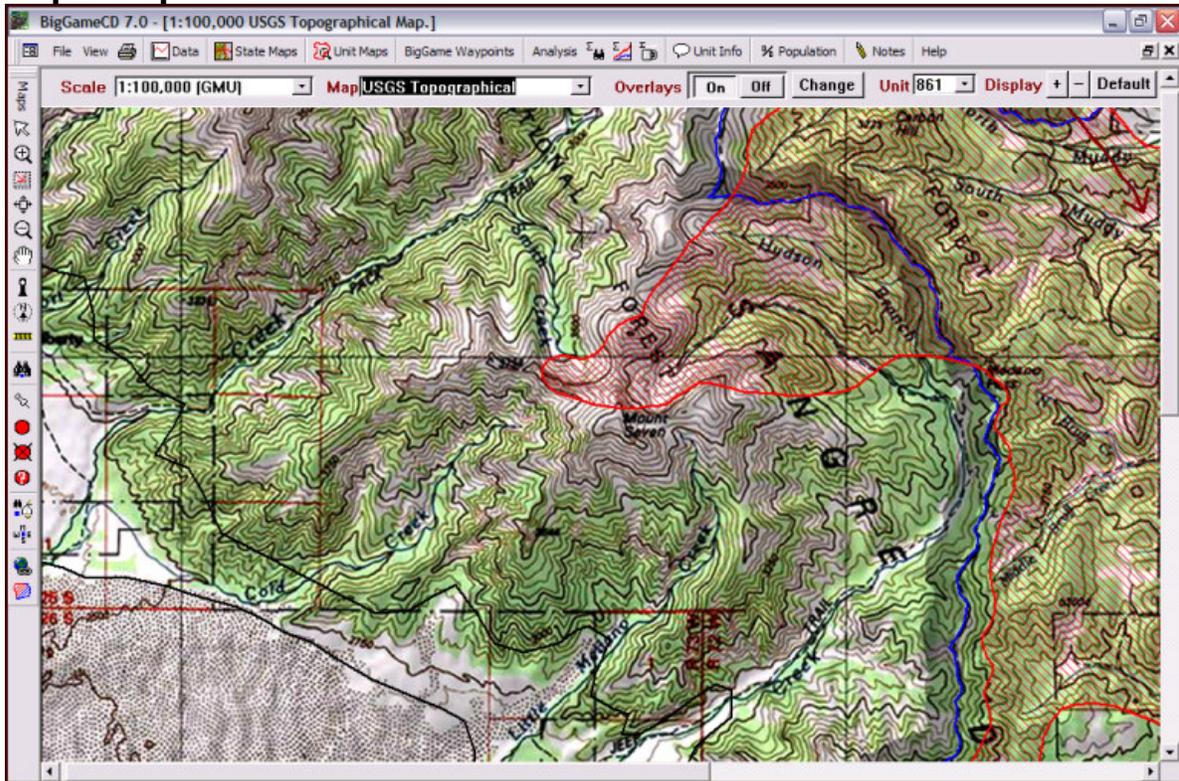
## 1:100,000 Maps

### BLM Detail



## 1:100,000 Maps

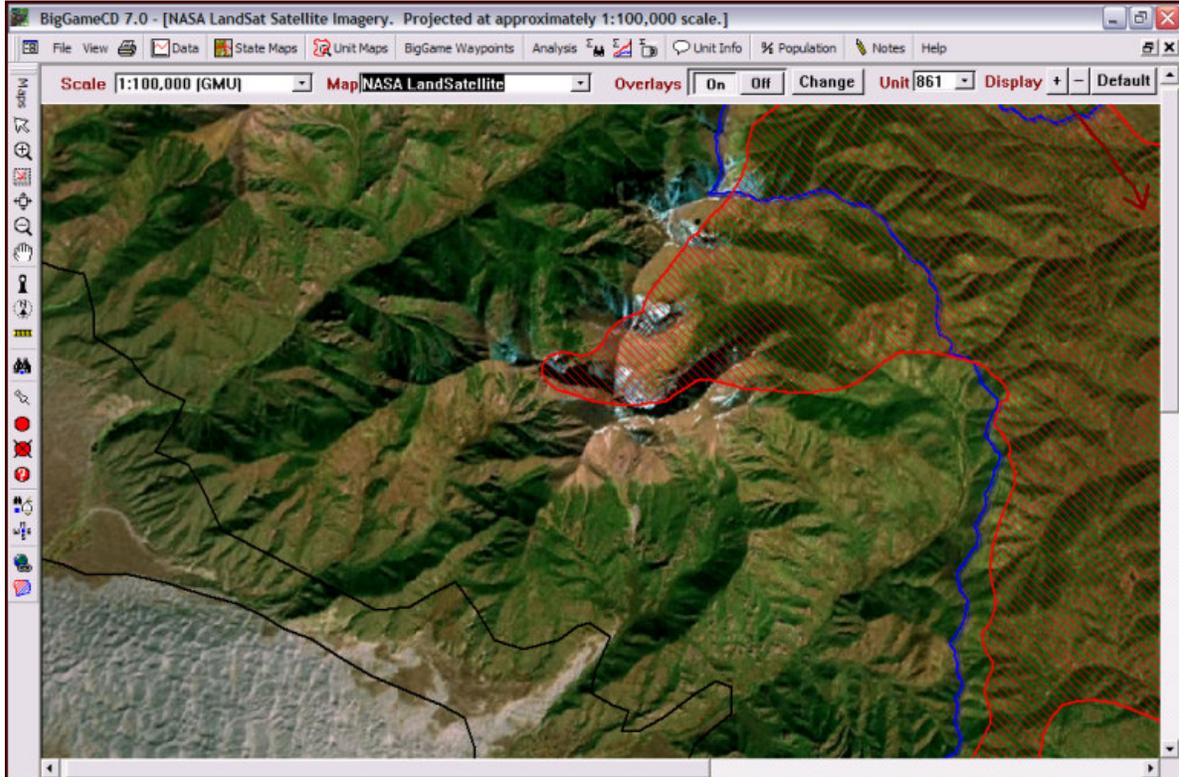
### Topo Map



## 1:100,000 Maps

### NASA LandSat Satellite Image

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## ***Hunting in Colorado***

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Welcome to the BigGameCD Tutorial. This tutorial provides an overview of hunting terms and functions in BigGameCD. Several examples are presented to better educate you in use of the CD and to demonstrate the ability of the software to present data in ways no other resource can.

If you have any questions or comments or need further support, visit the website at [www.huntdata.com](http://www.huntdata.com).

There are three types of hunts most hunters have in mind when thinking of elk hunting in Colorado; trophy, meat, and a quality hunt.

### ***Trophy Hunts***

The most popular trophy hunts in Colorado focus on the Northwest corner of the state. The units in the Northwest GMU's (Game Management Units) 201, 1, 2, and 10 are managed for trophy elk. In recent years units 61 and 76 have also grown as popular trophy destinations. Many hunters have been applying for years for these units. If you are early in your hunting career in Colorado choose alternative units to focus on trophy hunting.

The reality is there are potential trophies in every unit. My father-in-law took a 6x6, 350 bull in a second season over-the-counter unit. Getting the bull involved skill and perseverance. However, getting off the beaten path was the key element for success.

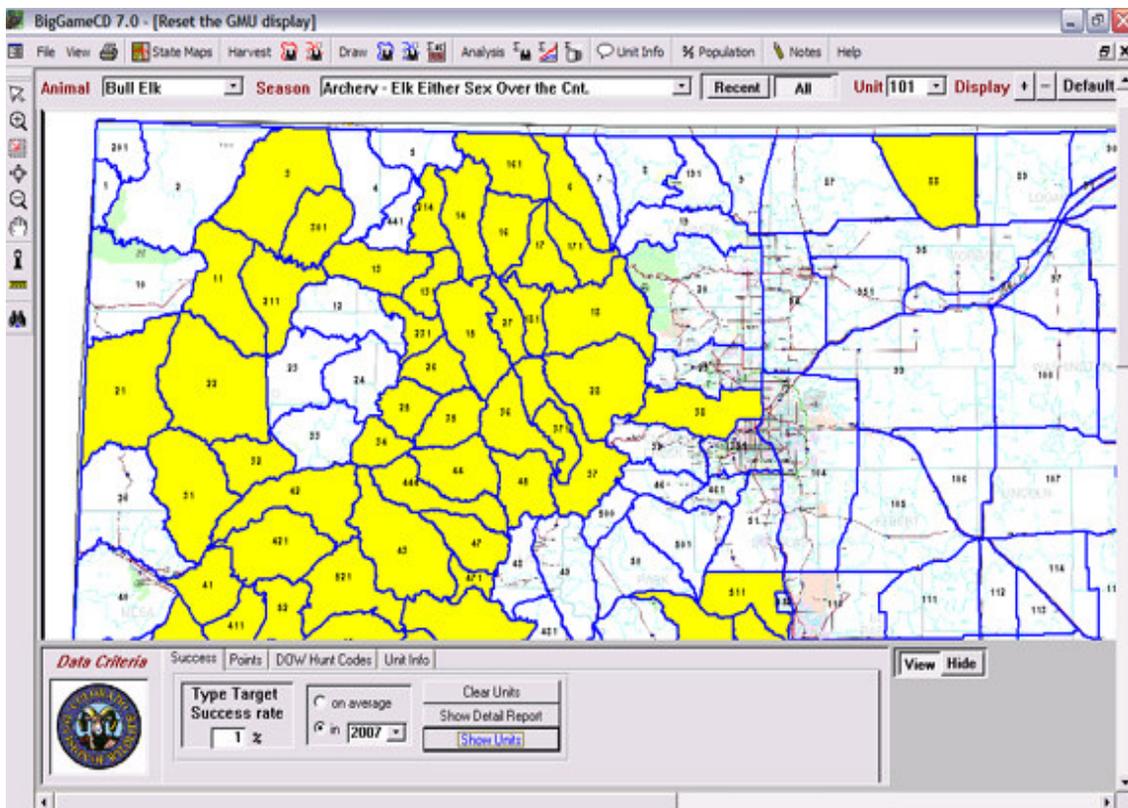
A Division of Wildlife study found that 90% of hunters are within 1 mile of a road while 90% of elk are further than 1 mile from a road.

The rutt in Colorado usually begins in the second week of September and lasts to the end of the month. The rutt is the time for trophies. Many hunters have their own theories as to what triggers the rutt including sun angle, snow, lack of snow, and others. Three seasons have the potential to overlap the rutt, Archery, Muzzleloading, and First Season Rifle.

## Archery Season

Its not uncommon to get up close and personal with a bull in Archery season. Archery spans most of September. In early September the bulls typically aren't in rut and they're undisturbed. Use BigGameCD to identify the Summer Concentration areas (see Concentration section). The bulls and cows will be scattered in the high country, with more in the summer concentration areas. There are many excellent over-the-counter archery areas in Colorado. Get in shape and head high!

Almost 2/3 of the Western Units in Colorado have an over-the-counter Archery Season. An over-the-counter license can be purchased the day before the season opens (and in some cases during the season) and is good in any unit hosting the over-the-counter season. To view the over-the-counter units, select Bull Elk then the Over-the-Counter season. To view the over-the-counter units, select Bull Elk then the Over-the-Counter season.



Most over-the-counter licenses are either sex. Separate, cow only archery licenses can also be purchased for the over-the-counter units.

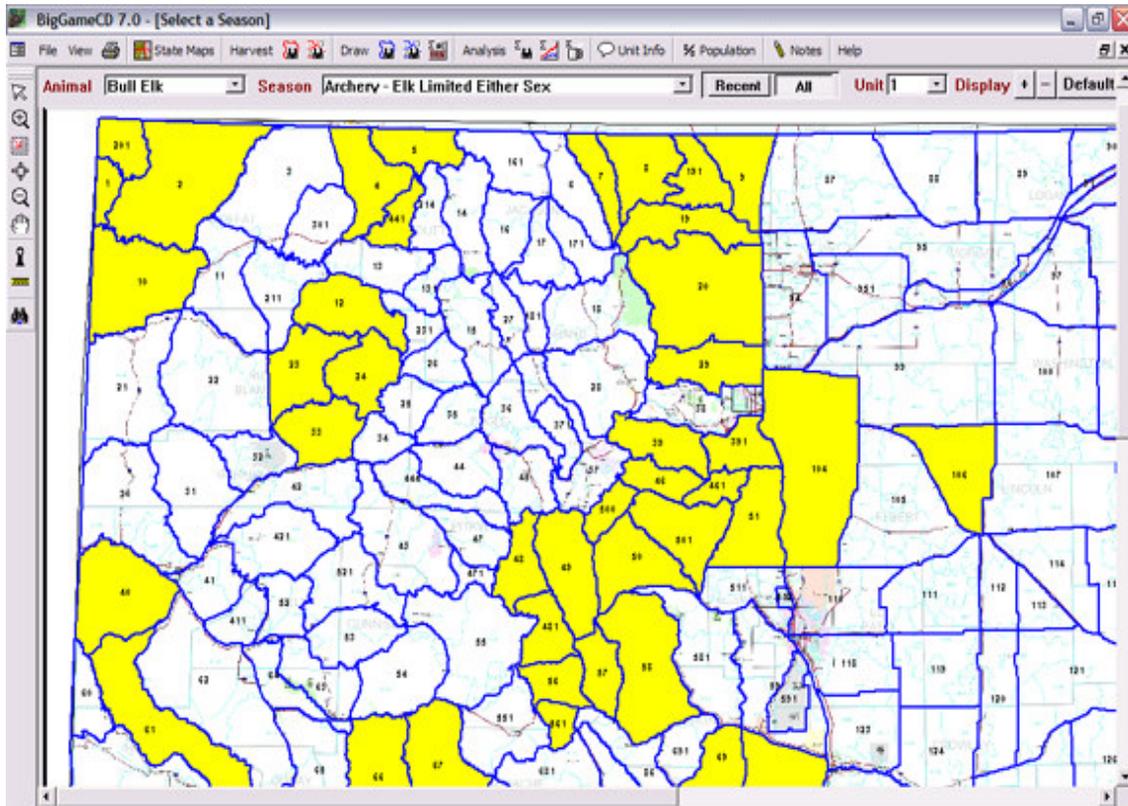
After selecting the over-the-counter season, click on any of the units to see the success trends.

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[www.huntdata.com](http://www.huntdata.com)

## Limited Archery Units – Success Data

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Some of the best hunts in Colorado are the limited archery hunts. View the units hosting limited hunts by selecting Bull Elk then the Limited Archery Season.

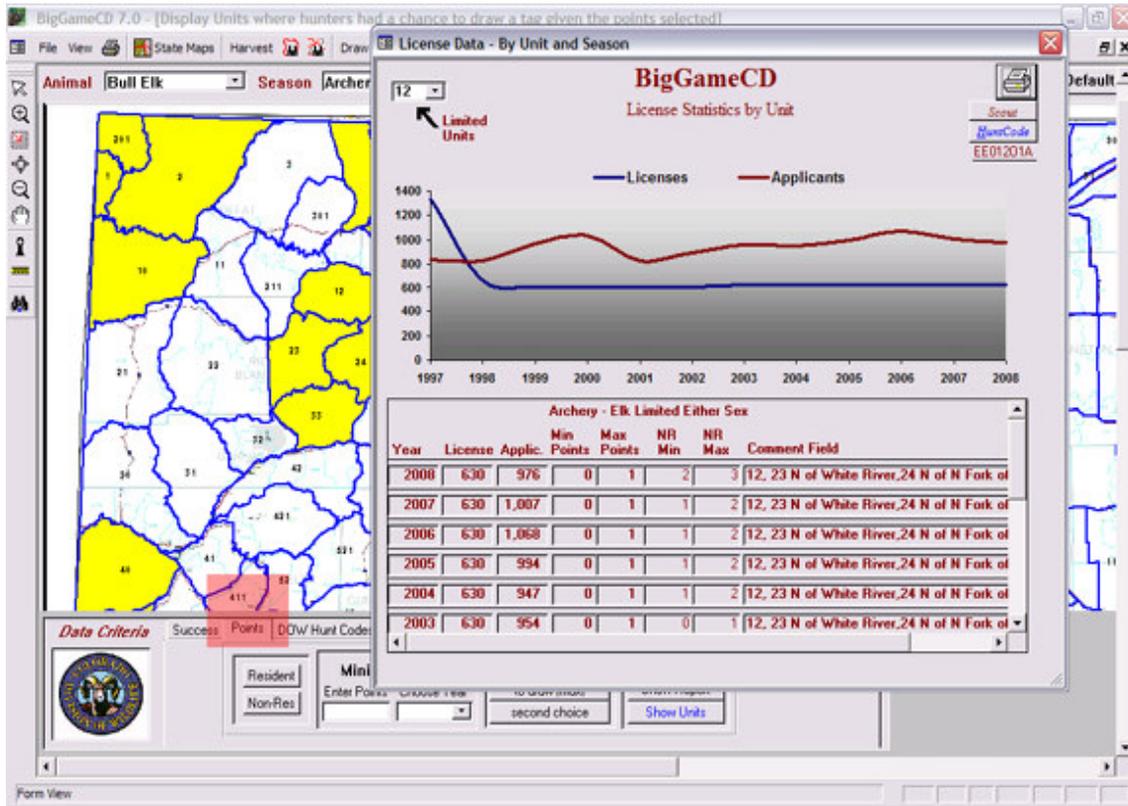


Click on the highlighted units to view the success trends for the season in that unit. Change the active tab in the Data Analysis section, then click on a unit to view the drawing statistics.

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**Limited Archery Units – License Data**

Activate the “Points” tab on the Data Criteria footer, then click on a unit (yellow). BigGameCD will display the Draw Trend for the Unit / Season combo.

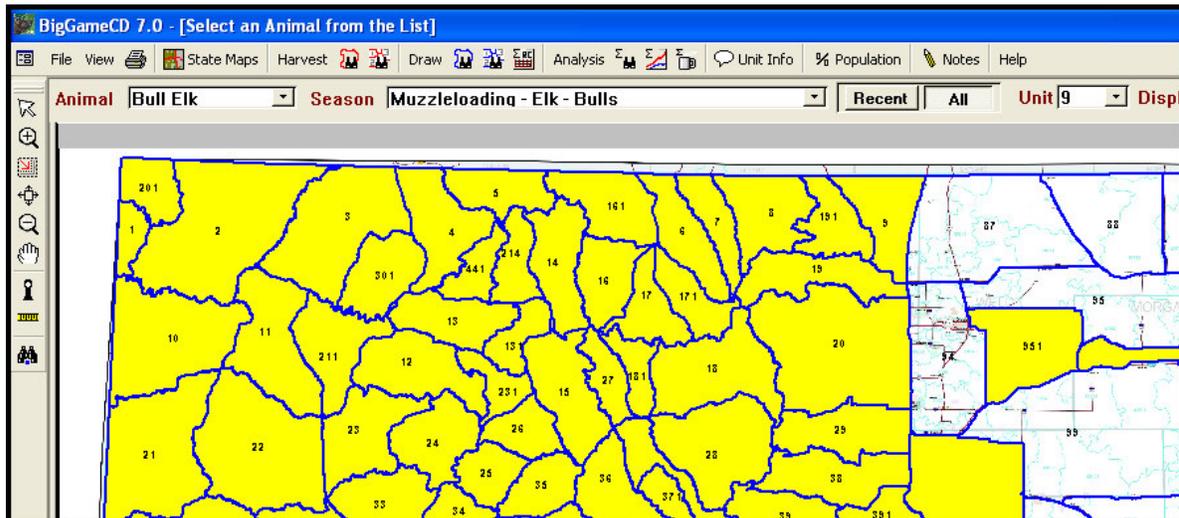


## Muzzleloading Season

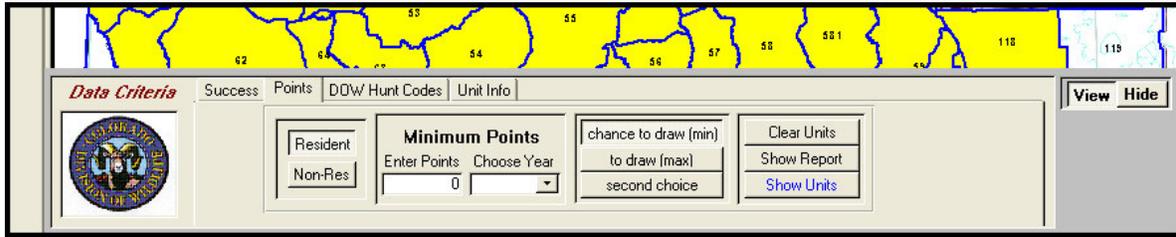
The popularity of the Muzzleloading season has dramatically increased in the last few years. Muzzleloading season allows hunters to hunt with a rifle in the peak of the rut. This season offers the best combinations. Unfortunately, the popularity of the season is driving up the point requirements in most units. There are no Muzzleloading over-the-counter licenses.

In BigGameCD, you will find either a specific Muzzleloading season for your unit, or, your unit will be part of the “Statewide” Muzzleloading season. BigGameCD reports the Muzzleloading success for each unit individually. The license data for units with individual seasons will also be reported individually. The license data for units which are part of the “Statewide Muzzleloading” season will be reported under unit 999, the designation for Statewide seasons.

To view the license stats for Muzzleloading in a specific unit, perform the following: On the main screen, select “Bull Elk” then “Muzzleloading – Elk – Bulls”.



BigGameCD will highlight all of the units hosting a Muzzleloading season. Next, click on any of the units. BigGameCD will either display the success rates or license data, depending on the tab selection. Here’s what we mean by “Tab Selection”.



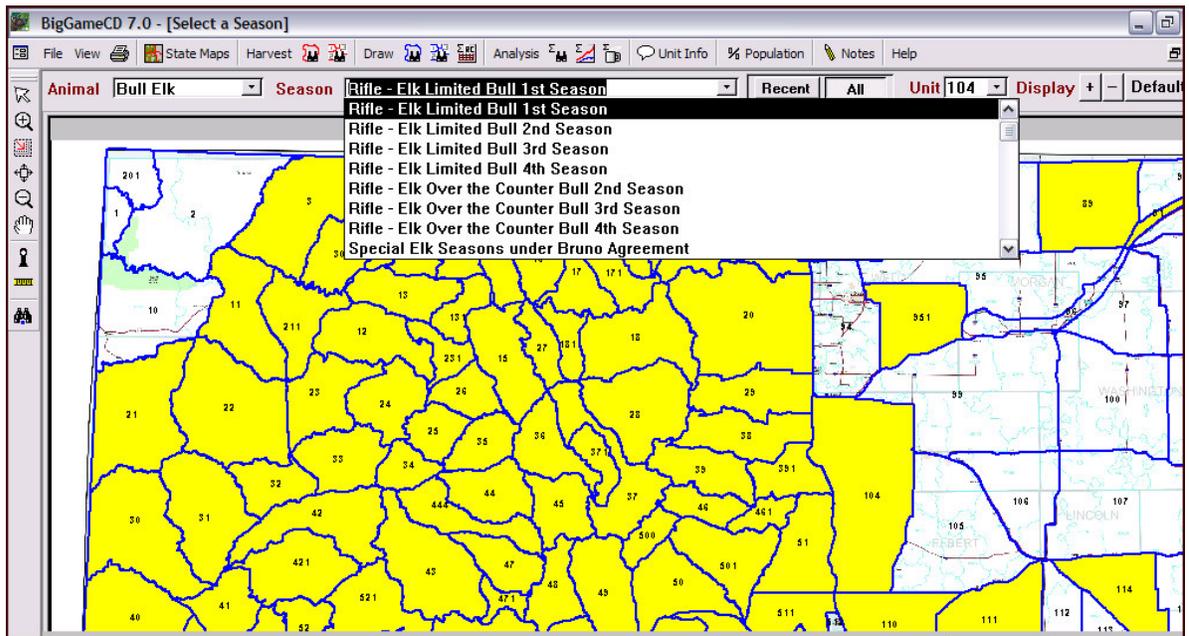
The Data Criteria section at the bottom of the data screen controls what type of data is displayed when a unit is “clicked”. If the “Success” tab is active, BigGameCD will display success criteria for the unit selected. Likewise, if the Points tab is active (to activate click on the word “Success” or “Points”) BigGameCD will display license data.

In the case of Muzzleloading, if the “Points” tab is active, BigGameCD will look to see if there is individual draw data for Muzzleloading in the selected unit. If not, BigGameCD will display the draw (point) data for the Statewide Muzzleloading season and change the unit to 999.

## Rifle – First Season Bulls

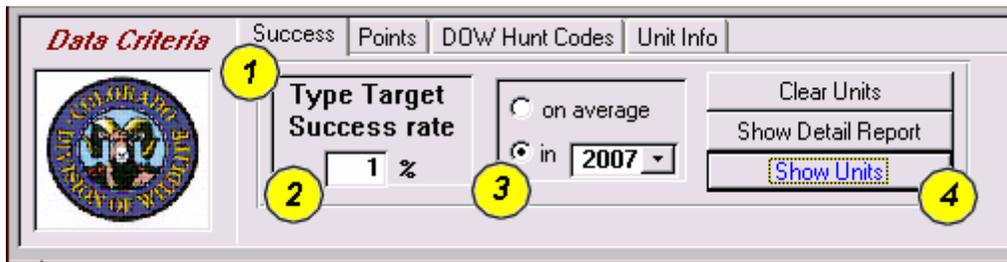
This is the most sought after season in Colorado. Several years ago the Colorado Division of Wildlife changed the First Rifle Season to bulls only. Recently, the season has evolved into an either-sex season in many units. The move to bulls-only in first season improved the quality of hunt. Extension of the licenses from bull-only to either sex created a quality hunt with a higher success rate. In these units, most hunters focus on bulls during the first few days and harvest a cow later to ensure meat in the freezer.

To view the details of First Season, select “Bull Elk” from the Animal list, then select “Rifle – Elk Limited 1<sup>st</sup> Season”. The units hosting first season will be highlighted.



The highlighted (yellow) units host or have hosted a Rifle First Season. The units in white have not. If you click on any of the white units above, BigGameCD will display a list of all draw seasons in the unit.

Use the "Data Criteria" functions (bottom of the Data Window) to display units with recent activity.



1 Make sure the "Success" tab is active (click on the tab to activate)

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2 Enter 1% - this will essentially grab any unit with activity

---

Choose the most recent year. Note, license data is released 1/1 each year. Harvest data is released 3/15. Between these dates the license functions for the current year will work, however, the harvest functions will apply to the current year less one. For example, in February 2008, you can select and view license data for 2008, but, you can only view success data for 2007. After 3/15/08, you will be able to view harvest data for

3 2008.

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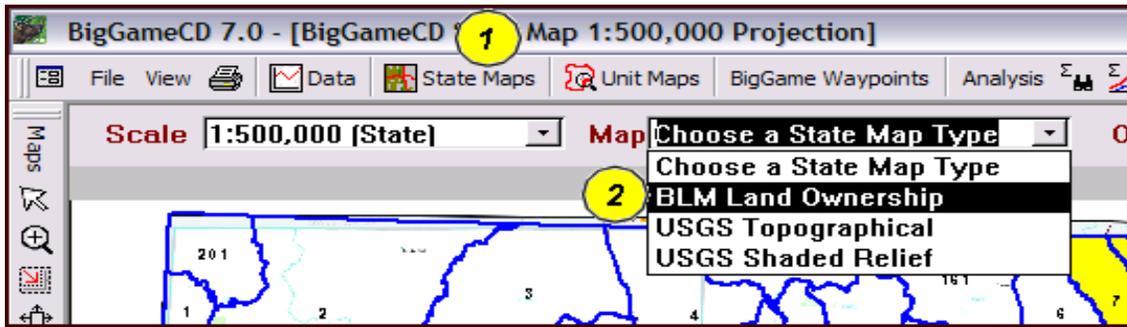
4 Click on "Show Units" to display the results of criteria

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The rutt may be over before First Rifle, however, you may be able to spark interest with a cow call. The bulls may not be hot and heavy in the rutt, but they may come and check you out if you know your cow calls.

The location, in general, of elk in First Rifle Season depends on the weather. If there have been heavy snows, the elk will start to move from their summer ranges toward their winter ranges. The trophy bulls may not move as quickly. In fact I've herd stories of big bulls pushing belly-deep snow before they came down. During First Season, move as close to the summer concentration areas as possible. Hunt for the big boys who are hanging back until the snow is too deep. But, watch the weather. In the high country over-night snows can swallow your camp whole. Have an exit plan and don't live on the edge.

To view the Summer Ranges and view the migration routes,

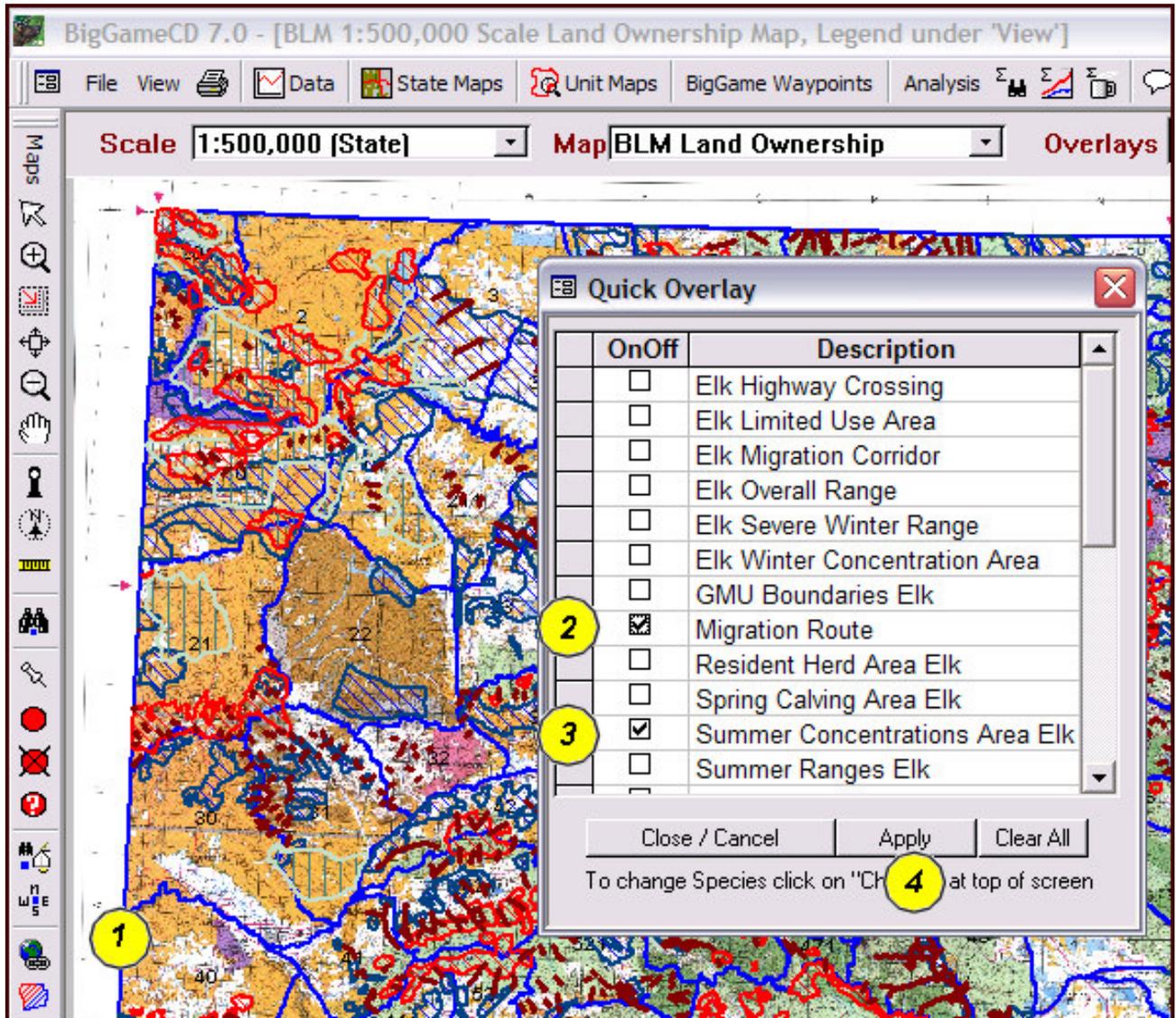


1 Click on "State Maps" to open the Map Window

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2 Choose a 1:500,000 map type

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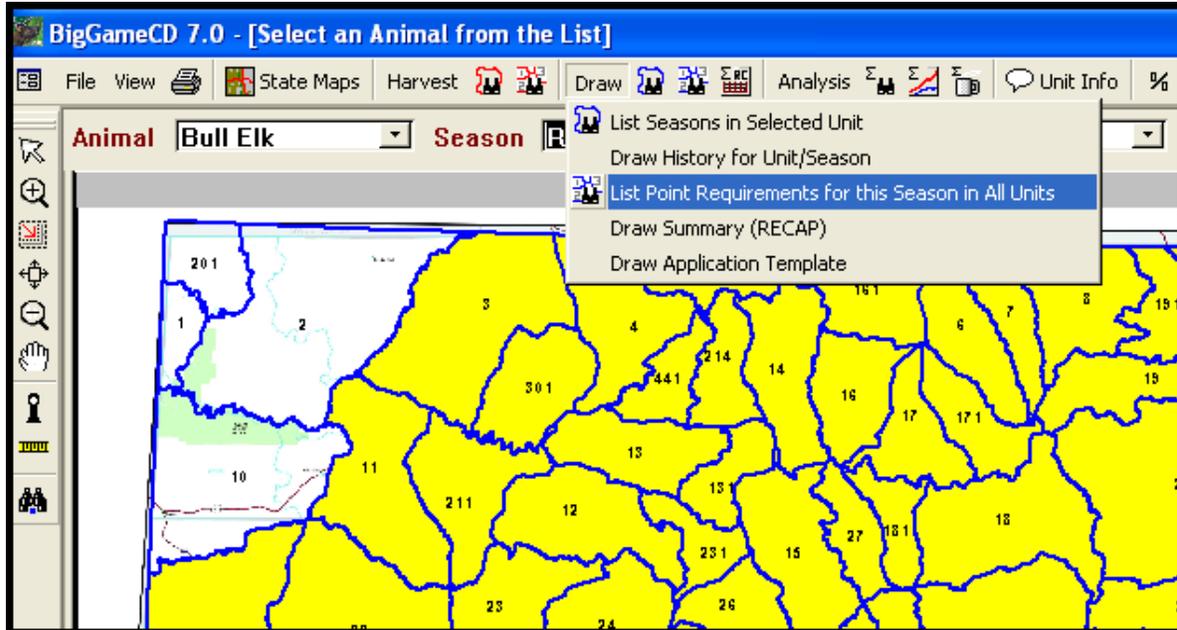


- 1 Click on the lower left shortcut to open the "Quick Overlay" Window.
- 2 Turn on Migration Routes
- 3 Turn on Summer Concentrations
- 4 Click on "Apply" to display the overlays

If the high country (summer concentrations) is no longer safe, check out the top (highest point) of the migration routes. The 6x6 I mentioned earlier was right along a migration route. In this situation, there was only 6 inches of snow, but, the area we were in received a lot of pressure and the bull was moving along his normal migration pattern.

As we mentioned there are trophies in each unit. There are more than just two choices – over-the-counter units or trophy units. There many excellent hunts requiring 4 to 6 points. The limited license system in these units provides an opportunity for a trophy.

BigGameCD can help you identify a great 4 or 5 point hunt. Here are two methods:



Hint: The two most popular measurement methods, Pope & Young and Boon & Crockett list the counties in which the animals were shot. In BigGameCD, the counties are part of the GMU Descriptions. The descriptions are under the "Unit Info" tab, click on "Unit Description".

Above we've selected Bull Elk and First Season Rifle. Then, we moved to the "Draw" menu selection and chose "List Point Requirements for this Season in All Units".

The screenshot shows the BigGameCD 7.0 interface. The main window displays a data table for the 'Rifle - Elk Limited Bull 1st Season' in 2007. The table has the following columns: Unit, Licenses, Applicants, Res Min, Res Max, NRes Min, NRes Max, and Under Subscribed. The data is as follows:

Unit	Licenses	Applicants	Res Min	Res Max	NRes Min	NRes Max	Under Subscribed
851	5	89	10	11	13	14	Bosque del oso SWA or
61	111	1688	9	10	14	15	
40	16	244	7	7	11	11	
76	175	1687	5	6	9	10	
49	85	429	4	5	4	5	
69	39	236	3	4	3	4	69,84 Combined
84	39	236	3	4	3	4	69,84 Combined
58	68	175	1	2	1	2	57,58 Combined
48	68	170	1	2	2	3	
501	34	116	1	2	1	2	
500	64	171	1	2	1	2	
57	68	175	1	2	1	2	57,58 Combined
29	9	22	1	2	1	2	
481	77	171	1	2	1	2	
681	375	594	0	1	0	1	Units 68, 681
39	91	110	0	1	0	1	

BigGameCD will list the point requirements for this season in all units. You can see from the list there are many units open in First Season with 4 or less points.

Click on any of the seasons to see a graph of the drawing trends for the season. Repeat the above process using the Success Menu options to select the season with the highest success rates.

Note: The trophy units we mentioned earlier have their own season, "Bull Elk" and "Rifle – Elk – Early Bull". You won't find any 4 point hunts in these units.

### *Meat Hunters*

Meat hunters generally focus on cow elk or either sex tags. In many units cow licenses can be obtained with 0 or 1 points or as leftover tags.

If you are a hybrid like us, that is, you want meat but still want a bull, the Division of Wildlife season structure is built for you. In Colorado, as of 2008, you can get two elk licenses (and in some cases involving private land ownership you can get 3). In the regulations, refer to the "A", "B" and "C" classifications which allow you to purchase more than one license.

What is important is you may only hunt a bull one time. You can hunt cows twice but bulls only once. Any either sex license is an opportunity to hunt a bull.

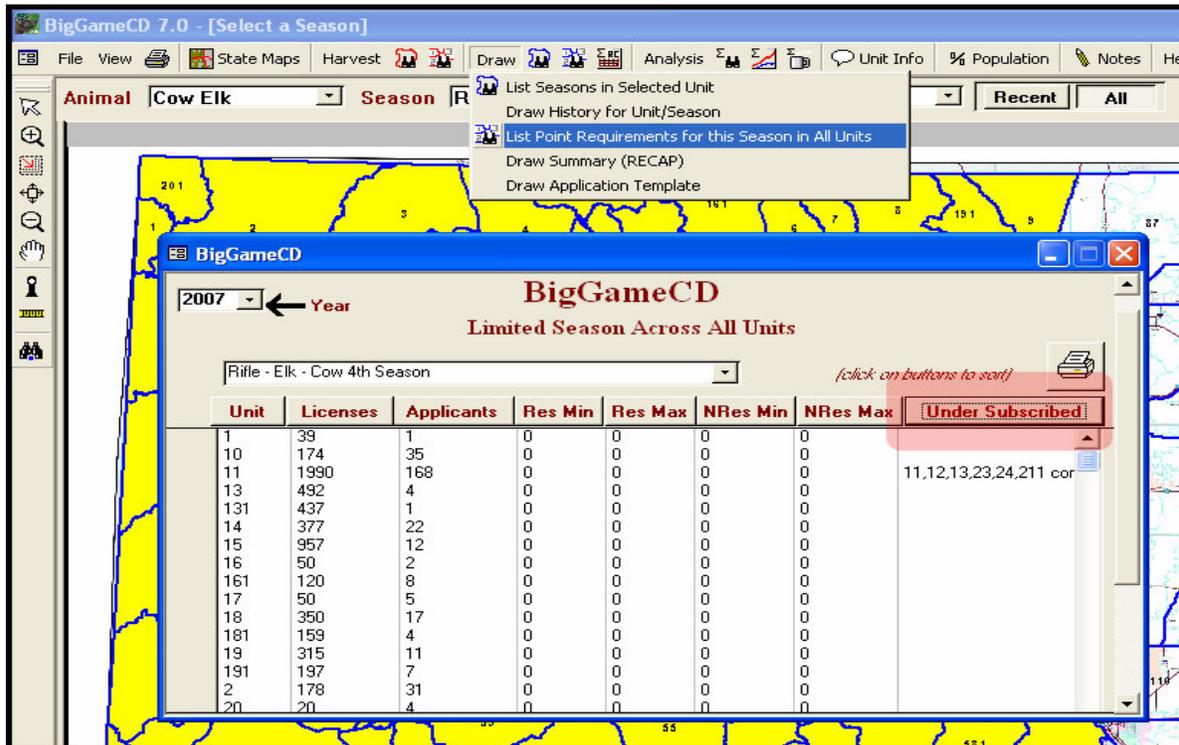
Here's how to use the two tag system:

<b>Add one of these →</b>	<b>OTC Archery Either Sex</b>	<b>OTC Archery Cow</b>	<b>Leftover Bull, First Season</b>	<b>Leftover Cow</b>	<b>OTC Bull, 2<sup>nd</sup></b>	<b>OTC Bull 3<sup>rd</sup></b>
<b>If you draw</b>						
<b>Draw, Bull</b>						
<b>Draw, Cow</b>						

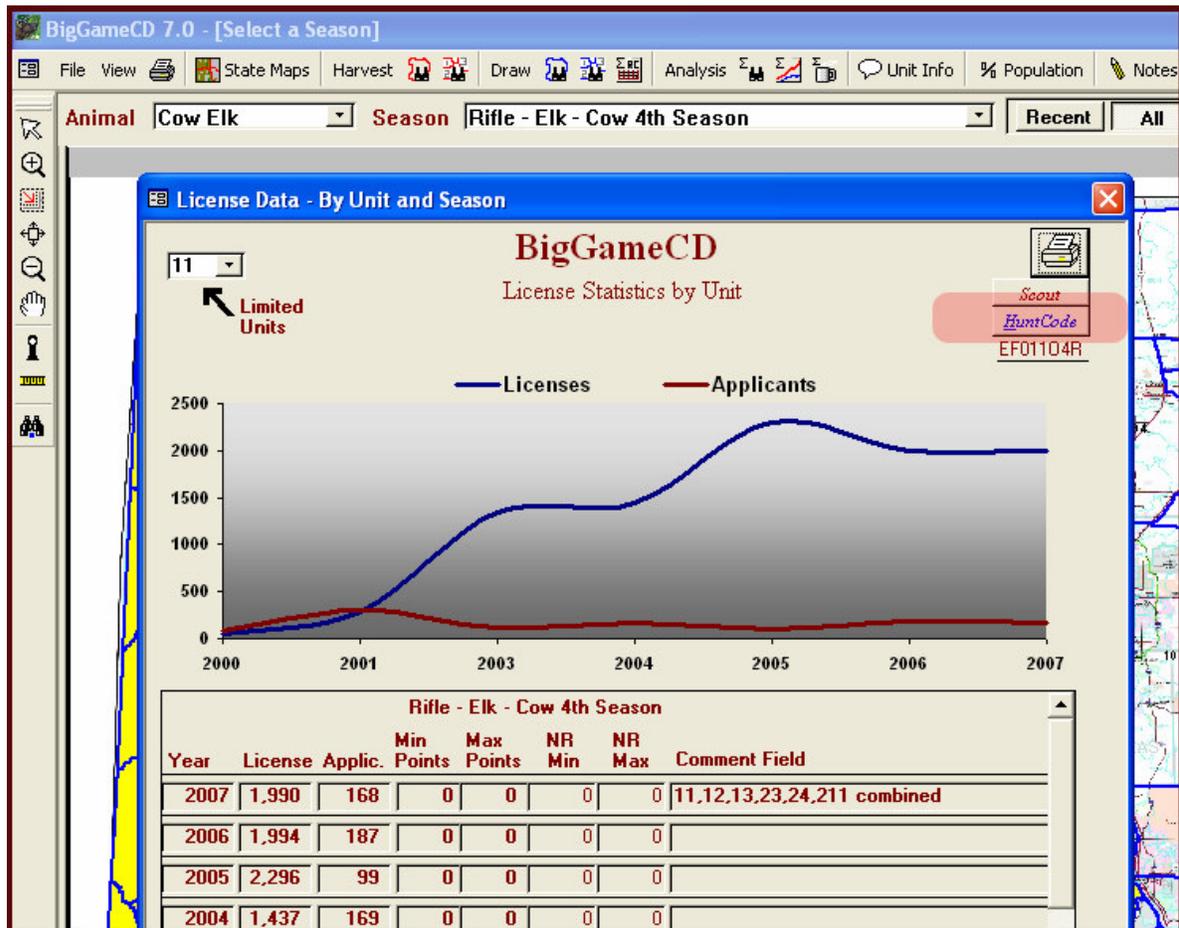
**OTC = Over-the-Counter, Green Shade Indicates a Valid Combination**

Here's the ultimate meat hunt with an eye toward a trophy hunt. Apply for a point for a first choice, "EP-999-99P" and a cow for a second choice. Use BigGameCD to identify undersubscribed cow hunts. Then, buy any over-the-counter license, Archery or Rifle, and hunt both a cow and a bull while you build points (first choice) for the trophy hunt!

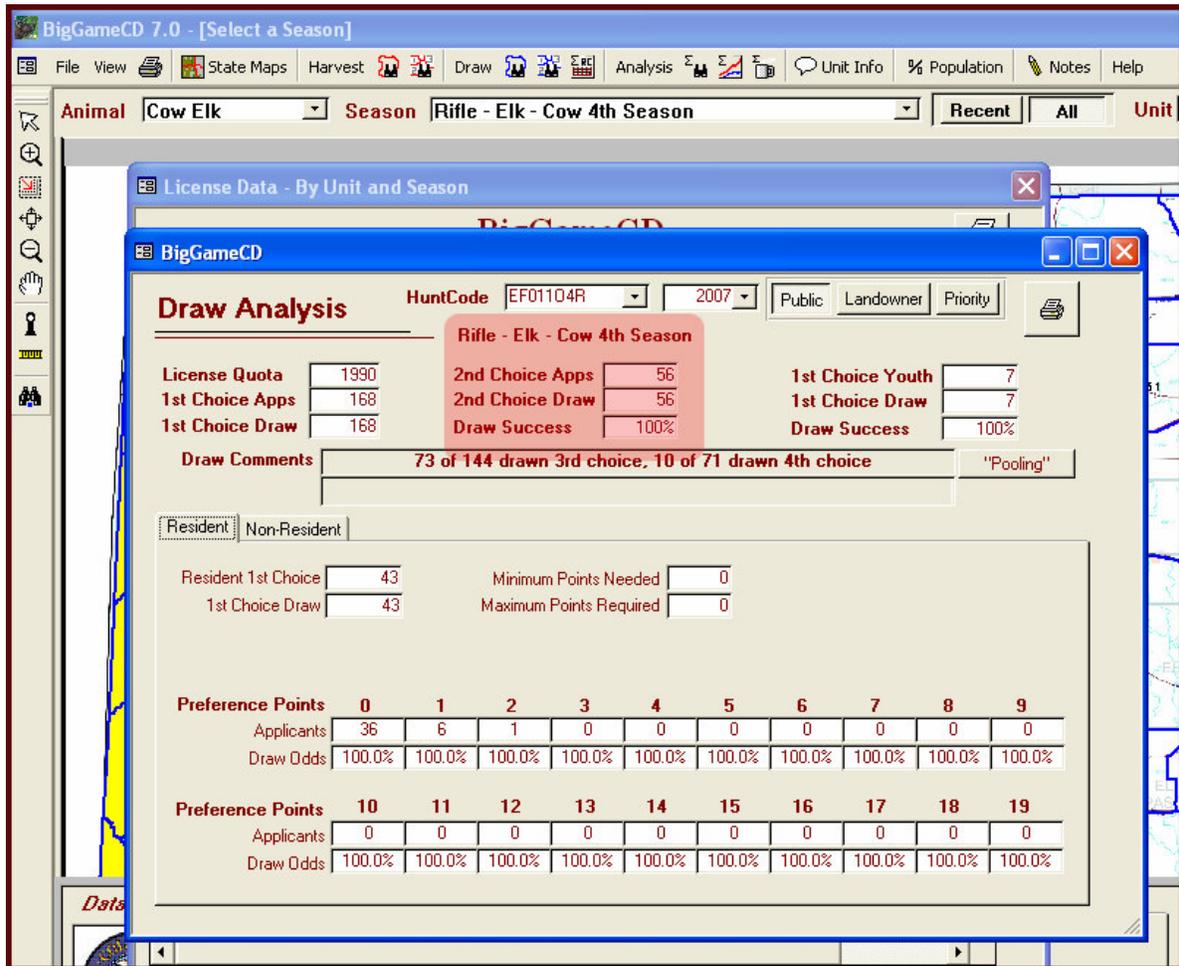
Use BigGameCD to identify the best "Undersubscribed" cow hunts.



- Choose Cow Elk, then a season. For the above example, we chose “Rifle – Elk – Cow 4<sup>th</sup> Season”.
- Choose “Draw” from the top menu, then select “List Point Requirements for this Season in All Units”.
- Click on “Undersubscribed”. This will display the units where there were more licenses than first choice hunters.
- Click on unit number to view a graph of the draw results. **IMPORTANT:** Just because a unit is undersubscribed doesn’t mean you can draw a license as a second choice. Open and review the RECAP report. Look at the second choice drawing odds. The second choice draw is a pure mathematical draw, everyone has the same chance. If second choice drawing odds are 100% it means everyone who applied as a second choice drew a license.



From the License Graph Window above, click on the “HuntCode” button to open the RECAP Window (below) for this unit/season.



Note: One hunter above wasted 2 points on an undersubscribed season!

## General Hunts

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### ***Quality Hunts***

A quality hunt has many definitions. Hunters generally define a quality hunt as few hunters and many animals.

There are several options for these types of hunts:

- 1) Limited License Hunts**
- 2) Wilderness Hunts**
- 3) High Country Hunts**
- 4) Drop Camp Hunts**
- 5) Guided Hunts**
- 6) Back Country Hunts**

### ***Limited License Hunts***

A Limited License Hunt typically requires multi-year planning. The higher the point requirement, typically, the better the hunt is due to fewer hunters and more animals. Research the limited license hunts and manage your point accumulation.

### ***Wilderness Hunts***

Wilderness Hunts offer solitude and excellent hunting opportunities. Access to wilderness areas is restricted to foot or horseback. In addition, camp sizes and other limitations apply. If you have the horses and gear, a wilderness hunt (found in several areas with over the counter licenses) may be your best option. If you set out on a wilderness hunt prepare with a visit to the area before the elements are an issue. The remote characteristics as well as the elevation of most wilderness areas make sudden, intense snowstorms very likely.

### ***High Country Hunts***

High Country Hunts offer outstanding challenges for the conditioned hunter. The physical challenges associated with high country hunts weed out many hunters. In addition, the high country has fewer roads which improves habitat and reduces hunting pressure.

The earlier archery and muzzleloading hunters are more successful if they concentrate on the high country. First rifle season hunters should also concentrate on the highest points of the unit if the weather cooperates. Early deer season hunters and bighorn sheep hunters need to also concentrate on the high country hunts.

***Drop Camp Hunts***

When a licensed outfitter provides transportation to a hunting location and hunting equipment it is called a "drop camp". The outfitter provides only gear and transportation into a remote location. While an outfitter may provide hunting tips they do not provide guide services. Physical fitness and knowledge of the area are required. Most drop camp hunts are moderately priced. If you select a drop camp, study your target area and glean as much information as possible from your outfitter. A GPS for this type of hunt may keep a hunter from becoming lost. BigGameCD has a list of guides and outfitters in the "Unit Information" section of the CD.

***Guided Hunts***

A guided hunt can provide both a trophy hunt and a quality hunt. All guides and outfitters must be registered with the Division of Wildlife. Most guides are reputable and offer decades of area hunting expertise. There are, however, a few whose commitment ends after the fee is collected. Guide agreements are required by law to be written. Ask a prospective guide for a list of services and references before you pay.

***Back Country Hunts***

The final hunt method of improving hunt quality involves a simple yet effective method – walking to the back country.

The increasing popularity of ATV's has improved the enjoyment for many hunters and helped some hunters access areas otherwise inaccessible. However, their increased popularity has also created many groups of hunters committed to road hunting. When these hunters are unsuccessful on the roads they begin to make their own roads, illegally. Many hunters have become outspoken against the use of ATV's during hunting season.

The same comments were made in the early 70's about 4x4's. Now, they are a preferred method of transportation. A wise hunter once wrote, "go to the end of the road and walk two miles, four if you know the area". If you are looking for fewer hunters walk a while, spend some time with a map, and find road less areas, away from the pressure.

The weather plays an important factor for big game hunting. While its not possible to predict the effect of the weather and adjust your hunt based on the weather. Head higher if the weather is warm and low if there are heavy snows. A good rule of thumb is to follow the green vegetation. If there is still green vegetation in the high alpine meadows concentrate on the summer concentration areas in the high country, if the green vegetation is gone and there are heavy snows, head to the

winter areas. During the first few snows, concentrate on the areas where natural landscapes will influence the animal's migration route.

## ***Hunting Terms***

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### ***Background***

Welcome to Hunting in Colorado! Colorado offers some of the best big game hunting in the country. Hunting in Colorado can be very rewarding. However, the fieldwork needed to prepare to hunt can be confusing and frustrating. Here is a brief overview of some of the more important items.

### ***Hunting Seasons***

Why is Colorado such a popular hunting destination? Colorado is the ONLY state where an “Over-the-counter” license can be purchased for elk. An over the counter license can be purchased by anyone up until the opening day the season. An over-the-counter license, available for bull elk only, is good for only the specified season and animal. The licenses can be purchased at any major sporting goods store in Colorado. Over-the-counter licenses are NOT valid in all units. To view the over the counter units, choose an over-the-counter season, then in the Data Criteria Window, enter 1% as a success rate.

All other licenses are delivered through the limited license draw in April of each year. Each animal, each unit, and each season have a unique “HuntCode” assigned by the Division of Wildlife. This HuntCode is used to apply for a license through the limited draw.

### ***Limited Licenses***

Limited licenses are awarded through the draw process during April of each year. Hunter’s apply for a limited license using a “HuntCode”. The HuntCode is a unique identifier that identifies the animal, unit, and season. Limited licenses are awarded through a preference point system. Hunters with the most points are chosen first. Preference points are earned through the draw process.

Hunters can earn only one point per year. Additional points cannot be purchased.

### ***Preference Points***

If a hunter applies for a limited license and is unsuccessful he/she is awarded a preference point. The preference point is associated with a particular species, regardless of season or method or sex. For example, if someone has a preference point for elk they may use this point to apply for a bull or cow license for any of the archery, muzzleloading, or rifle seasons. If a hunter is awarded a limited license their points for that particular species are reset to zero.

Several units are managed for trophy bull hunting. The preference point system is used to allocate licenses to hunters for these units based on seniority. If a hunter applies unsuccessfully for six years for elk, he or she will have accumulated six preference points. This hunter will take precedence over all other hunters, for that particular season, who have less than six points.

### ***Weighted Draw***

The weighted point process applies to the draw process for Bighorn Sheep and Mountain Goats. Prior to the 2000 hunting season 3 points could be accumulated by applying for Sheep or Goats for 3 years. All hunters with 3 points were placed in a random drawing pool.

After the 2000 hunting season, the Division of Wildlife leveraged a weighted drawing process. After an individual has earned 3 points they will be awarded one position in the draw for each year they have applied. This will increase their odds of drawing. For example, if a hunter has 3 points and has applied for 2 years after achieving the 3 point level they will be awarded 2 entries in the drawing pool. After 4 years they will be given 4 entries, etc. Each entry increases the hunter's drawing odds.

### ***First Choice***

When applying for a limited license the hunter has a first and second choice option. A hunter should enter their most desired HuntCode as their first choice. If they are awarded a license based on their first choice code, their preference points are reset to zero. If the hunter is unsuccessful they are awarded an additional preference point. If a hunter is unsuccessful, the limited license program looks at the hunter's second choice.

### ***Second Choice***

After the computer program finishes awarding licenses based on first choice it will move unsuccessful hunters into a pool of applicants with identical second choices. If the season listed as a second choice is undersubscribed, these applicants are randomly selected and licenses are issued to those selected. If a hunter is awarded a second choice license their preference points remain intact. Second choice licenses do not reduce a hunter's preference points for that animal.

***Use of a second choice is an extremely important element of a successful hunting strategy.***

### **Undersubscribed**

*Undersubscribed seasons are those seasons where the number of hunters applying is less than the allotted number of licenses for the animal/season/unit combination. The undersubscribed seasons should be targeted as a second choice.*

### **Private Land Only**

*Private Land Only licenses are awarded to land owners or hunters with written permission to hunt on private lands. Please refer to the Division of Wildlife regulations for qualification and limitations. Private Land Only licenses are not valid on public lands.*

### **Ranching for Wildlife**

Private Land Only licenses **Ranching for Wildlife** is a program initiated in 1985 by the Colorado Wildlife Commission. It provides incentives to large landowners to encourage them to manage their lands for wildlife benefits. This program has opened up over a million acres of prime private wildlife habitat to limited public hunting. Land owners must have 12,000 contiguous acres that contains significant number of the species that they wish to hunt.

**Ranching for Wildlife public licenses are resident only.** According to the Division of Wildlife's records the majority of Ranching for Wildlife (RW) private licenses are currently sold to nonresidents. In addition, many public RW licenses are drawn by nonresidents, including over half of the public bull elk licenses in 1999. As a result, the Commission voted to limit the public licenses to residents only to balance both resident and nonresident opportunities.

### **Ranching for Wildlife - Guidelines**

#### **PSee DOW website for Participating Ranches**

#### **Advantages the program gives to landowners:**

- Guaranteed number of male licenses that they can market for trophy fees;
- 90-day season window to hold their hunts (they can hunt in the rut);
- They can hunt with rifles during archery or muzzleloader seasons;
- The knowledge that you're preserving and enhancing prime wildlife habitat.

**Benefits the public receives from the program:**

- 10% of the male licenses and opportunity to harvest trophy animals for just the cost of the license;
- 100% of the female licenses issued for the ranch;
- Equal access to all parts of the ranch that are hunted by the private clients;
- Wildlife habitat improvements implemented on the ranch as per a management plan;
- Quality hunting experience on prime habitat at low hunter densities;
- State has no liability for wildlife damage on these ranches

Species hunted include all those that are limited in drawings; Elk, Deer, Antelope, Bear and Turkey. The number of licenses on these ranches is determined through negotiations between the landowner and the Division. Most of these ranches manage their big game populations to increase the age and size of their male animals. The number of male licenses is generally more conservative than on public land. The limited licenses for these ranches are available to the public through the DOW's drawing process. The hunts are very popular with public hunters and it requires a number of preference points to draw the male licenses.

Licenses issued for these ranches can only be used on the specified ranch. Hunters obtaining a license to hunt on these private ranches are given access to private property that would otherwise be closed. The agreements with these ranches allow them to impose additional conditions on the public hunters to relieve concerns that they have about security and liability. Hunting on these ranches is a privilege and public hunters need to present a favorable impression of a good sportsman. Successful applicants will receive information from the ranch that will address specific ranch rules.

**Some common ranch rules are:**

- Each hunter is allowed to bring one non-hunting companion;
- Each hunter must sign a liability release;
- Each hunter must check in and check out;
- Hunters are often assigned areas to hunt on a daily basis to spread hunting pressure;
- Hunters are not allowed to hunt other species or discharge firearms unnecessarily;

- Certain areas of the ranches may be closed for safety reasons.

Season dates for each ranch vary and change each year. They are listed in the Divisions Big Game Brochure, available around March 1. You can view the Big Game Regulations on-line from the [Big Game Hunting Page](#). Look in the special section on Ranching for Wildlife under each species. Turkey and Bear licenses are issued through special drawings for those species.

In BigGameCD the Ranching for Wildlife license information is broken out separately by season. Success statistics, however, are combined for all RFW seasons in one unit. For example, all Rifle Elk (cows, bulls, 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> seasons) are combined.

### **GMU – Game Management Unit**

*The state is divided into over 160 Game Management Units. The use of GMU's allows the division to allocate and control hunting pressure and harvest.*

### **HuntCode**

*Each limited license hunt is uniquely defined by a HuntCode. The naming convention for a HuntCode is as follows:*

- “E”** First position is species, in this case, “E” for Elk
- “F”** Second position, sex, in this case, “F” for Female
- “076”** The 5<sup>th</sup> position is unit number. In this case, ZERO 76.
- “O1”** Season Number. Letter “O” and 1.
- “R”** Method, ‘R’ifle, ‘M’uzzleloading, ‘A’rchery.

*The code for the example HuntCode is EF076O1R. The initial “0” is the number zero and the second “O” is the letter O.*

*Some HuntCodes may cover multiple units and may change from year to year. Validate your HuntCode with the current Division of Wildlife Big Game Hunting Season brochure prior to applying for a license using the codes.*