

AGC Hunter Qualification Procedures

Maryland DNR Hunter Qualifications for Shotgun, Muzzleloader, Bow and Crossbow

For Shotgun and Muzzleloaders:

For the duration of the program, Lanes 71 and 72 on the 100-yard range will be reserved for Hunter Qualification. The yellow chains will be kept in place unless a Qualifier is present.

Qualifiers are to qualify with the shotgun or muzzleloader they intend to use during the actual hunt and under conditions that mimic actual field conditions. No soft or padded rests such as sandbags, jackets, pillows, etc., will be allowed. Hard padded rests (such as the adjustable bars on our benches) are allowed.

In order to qualify, shooters must be observed to handle their firearms safely, and the observing RSO will screen each shooter for the safe handling of their firearms. Unsafe handling disqualifies the shooter.

Shotgun: qualifiers must place 3 out of 5 shots inside the 9" circle.

Muzzleloaders: must place 2 out of 3 shots inside the 9" circle. Shots that cut any part of the 9" boundary line will count as a qualifying shot.

Bow and Crossbow (Includes crossbow, longbow, recurve bow and compound bow):

Archers will qualify by placing 3 out of 5 shots in the 9" circle placed on the green "pillow" target from a distance of 30 yards or less. Shooters may qualify from the ground or the elevated stand, and must use broadhead-equipped arrows.

When the shooter qualifies, they will need to present their government issued photo identification (Driver's License). The on-duty RSO will need to take information from the ID for our records (Shooter's name and Date of Birth).

Shooters that qualify with more than one implement during one session on the same day will receive the same Qualification Number for all implements.

Qualifying shooters will receive a yellow Qualification Card with the shooter's name and date of birth, and the Qualification Number.

The AGC charges a fee for each implement used to qualify.