

Wildlife (Game) Regulations 2024

S.R. No. xx/2024

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STATUTORY RULES 2024

S.R. No. xx/2024

Wildlife Act 1975

Wildlife (Game) Regulations 2024

The Governor in Council makes the following Regulations:

Dated: XXDATE

Responsible Minister:

STEVE DIMOPOULOS
Minister for Outdoor Recreation

XXNAME
Clerk of the Executive Council

Part 1—Preliminary

1 Objectives

The objectives of these Regulations are—

- (a) to provide for the effective management of game species and game hunting in Victoria; and
- (b) to make further provision for the procedure for granting and administering game licences; and
- (c) to make further provision for open and close seasons and bag limits; and
- (d) to regulate methods of hunting; and

- (e) to provide for the identification, possession and handling of game; and
- (f) to make further provision for specified hunting areas.

2 Authorising provisions

These Regulations are made under sections 22A, 58C and 87 of the **Wildlife Act 1975**.

3 Commencement

These Regulations come into operation on 7 September 2024.

4 Revocation

The Wildlife (Game) Interim Regulations 2023¹ are **revoked**.

5 Definitions

In these Regulations—

adult hunter means a person who is 18 years of age or over and who is the holder of a game licence;

agreed activity has the same meaning as in section 79 of the **Traditional Owner Settlement Act 2010**;

bag limit, in relation to a taxon of game, means the bag limit prescribed by these Regulations for that taxon of game;

blank ammunition means ammunition that is not cartridge ammunition;

cartridge ammunition has the same meaning as in section 3(1) of the **Firearms Act 1996**;

deer hunting dog means a dog from a breed listed in Part 3 of Schedule 4;

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downed, in relation to a game bird, means the bird—

- (a) has been brought to the ground as a result of being shot; or
- (b) has been shot on the ground;

electronic acoustic lure means an electronic device made or constructed to emit—

- (a) a sound that resembles or represents a sound made by a game bird; or
- (b) a call resembling the call of a game bird —
but does not include mouth-blown or shaker style callers;

established pest animal has the same meaning as in the **Catchment and Land Protection Act 1994**;

game bird means any taxon of bird listed in Schedule 10;

game bird farm means a farm operated by the holder of a Game Bird Farmer Licence within the meaning of the Wildlife Regulations 2024;²

ground includes land, water and any vegetation or other thing on the land or water;

gundog means a dog from a breed listed in Part 1 of Schedule 4;

Hog Deer tag means a tag that is issued in accordance with regulation 73;

hound means a dog from a breed referred to in Part 2 of Schedule 4 that conforms to—

- (a) the maximum height specified in that Part of that Schedule for that breed; and
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Part 1—Preliminary

- (b) the following standard that applies to that breed, other than any specification relating to height in that standard—
- (i) Extended Breed Standard of the Beagle, published by the National Beagle Council and the Australian National Kennel Council as formulated, issued, prescribed or published from time to time;
 - (ii) Bloodhound Breed Standard, published by the Australian National Kennel Council, as formulated, issued, prescribed or published from time to time;
 - (iii) Harrier Breed Standard, published by the Australian National Kennel Council as formulated, issued, prescribed or published from time to time;

hound possessor means a person who keeps or harbours a hound or has a hound in the person's care, whether the hound is at large, is restrained or is in confinement;

motor boat means a boat which has at least one motor fitted or attached which, when operating, is capable of propelling the boat, and includes any craft known as an "airboat" or "hovercraft";

park has the same meaning as in the **National Parks Act 1975**;

possession, in relation to shot, a magazine, ammunition, a firearm or a spotlight, includes any of the following—

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- (a) physical possession of the shot, magazine, ammunition, firearm or spotlight;
- (b) custody or control of the shot, magazine, ammunition, firearm or spotlight;
- (c) access to the shot, magazine, ammunition, firearm or spotlight, either solely or in common with others;

prescribed permanent identification device has the same meaning as in the **Domestic Animals Act 1994**;

recognised deer habitat means an area referred to in Schedule 5;

registered hound means a hound that is registered by the Game Management Authority under regulation 26(1);

Sambar Deer Hunting with Hounds Test means a test that is conducted by the Game Management Authority under regulation 17(1);

secured in a vehicle, in relation to a firearm, a magazine, ammunition or shot, means—

- (a) in the case of a vehicle with a boot or storage area (that is not a glove box), being in a securely fastened case or container locked in the boot or stowed in a storage area of the vehicle that is not readily accessible by an occupant of the vehicle; or
 - (b) in the case of a vehicle without a boot or other storage area (that is not a glove box), being in a securely fastened case or container stowed in a part of the
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Part 1—Preliminary

vehicle that is not readily accessible by any occupant of the vehicle;

spotlight means—

- (a) a source of artificial light; or
- (b) an infrared device; or
- (c) a night viewing device; or
- (d) a thermo-imaging device—

but does not include—

- (e) a domestic source of light used for domestic purposes; or
- (f) an emergency source of light used for emergency purposes; or
- (g) a light fitted to a motor vehicle that complies with any requirement in the Road Safety (Vehicles) Regulations 2021³ relating to a light of that kind;

State Game Reserve means an area classified as a State Game Reserve under section 15(2) of the Act;

take means to gain possession or control of wildlife by any means and also includes causing, permitting or assisting in taking wildlife;

the Act means the **Wildlife Act 1975**;

toxic projectile means ammunition consisting of a bullet, ball or slug that contains lead that is greater than 1 percent by weight;

toxic shot means shot which is not of a class or type described in Schedule 6;

traditional owner group agreement means an agreement under Part 6 of the **Traditional Owner Settlement Act 2010**;

traditional owner group entity has the same meaning as in the **Traditional Owner Settlement Act 2010**;

Waterfowl Identification Test means a test that is conducted by the Game Management Authority under regulation 15(1);

waterway means—

- (a) a river, creek, stream or watercourse; or
- (b) a natural channel in which water regularly flows, whether or not the flow is continuous; or
- (c) a channel formed wholly or partly by the alteration or relocation of any such river, creek, stream, watercourse or channel.

6 Application of these Regulations to traditional owner groups

- (1) If a traditional owner group entity has entered into a traditional owner group agreement, any provision of these Regulations (other than a provision specified in subregulation (2)) that provides for an offence to carry out an agreed activity under that agreement does not apply to a member of a traditional owner group—
 - (a) who is bound by the agreement; and
 - (b) who carries out the agreed activity to which the offence relates in accordance with the agreement and on land to which the agreement applies.
 - (2) For the purposes of subregulation (1), the following provisions are specified—
 - (a) regulation 36;
 - (b) regulation 37(1), (2) and (3);
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- (c) regulation 38;
- (d) regulation 39(1), (2) and (3);
- (e) regulation 42(1), (2) and (3);
- (f) regulation 47;
- (g) regulation 51(1);
- (h) regulation 53(1);
- (i) regulation 55(1) and (5), to the extent that those provisions apply to use of an electronic acoustic lure;
- (j) regulation 56(1) and (2); and
- (k) regulation 57(1) and (3).

7 Game Management Authority or Secretary may give written permission

- (1) The Game Management Authority may give permission in writing to a person to carry out an activity specified in the permission for the purposes of the following regulations—
- (a) 34;
 - (b) 35;
 - (c) 37;
 - (d) 40;
 - (e) 41;
 - (f) 42;
 - (g) 43;
 - (h) 44;
 - (i) 45;
 - (j) 46;
 - (k) 48;
 - (l) 49;
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- (m) 50;
- (n) 51;
- (o) 52;
- (p) 53;
- (q) 54;
- (r) 55;
- (s) 56;
- (t) 61;
- (u) 62;
- (v) 64;
- (w) 65;
- (x) 66;
- (y) 67;
- (z) 68;
- (2a) 69;
- (2b) 70;
- (2c) 71;
- (2d) 81;
- (2e) 82.

(2) The Secretary may give permission in writing to a person to carry out an activity specified in the permission for the purposes of the following regulations—

- (a) 34;
 - (b) 35;
 - (c) 37;
 - (d) 40;
 - (e) 41;
 - (f) 42;
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- (g) 43;
- (h) 44;
- (i) 45;
- (j) 46;
- (k) 48;
- (l) 49;
- (m) 50;
- (n) 51;
- (o) 52;
- (p) 53;
- (q) 54;
- (r) 55;
- (s) 56;
- (t) 61;
- (u) 62;
- (v) 65;
- (w) 66;
- (x) 67;
- (y) 68;
- (z) 70;
- (2a) 71;
- (2b) 81;
- (2c) 82.

Part 2—Game licences

Division 1—Applications, fees, licence documents and ballots

8 Application for a game licence

- (1) A person applying for a game licence must do so in the form provided for that purpose by the Game Management Authority.
- (2) A person who is applying for a game licence may be required by the Game Management Authority—
 - (a) to set out in the application—
 - (i) the applicant's name; and
 - (ii) the applicant's residential address; and
 - (iii) the applicant's telephone number (if any); and
 - (iv) the applicant's email address (if any); and
 - (v) details of any findings of guilt against the applicant for offences under the Act, the **Firearms Act 1996**, the **Prevention of Cruelty to Animals Act 1986**, the **National Parks Act 1975** or any corresponding law of another State or a Territory relating to game hunting during the 10 years preceding the application; and
 - (vi) the taxon or taxa of game for which the licence is required; and

Part 2—Game licences

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- (b) to provide with the application—
- (i) evidence to verify the applicant's name and residential address; and

Example

A copy of the person's driver's licence.

- (ii) the fee to be paid for the licence under regulation 9.

9 Game licence fees

- (1) Subject to subregulations (2) and (3), the fees to be paid to the Game Management Authority by an applicant for a game licence referred to in Column 1 of the Table of Game Licence Fees is the amount set out opposite that licence in Column 2 of the Table.

Table of game licence fees

<i>Column 1</i> <i>Licence</i>	<i>Column 2</i> <i>Fee</i>
A game licence that allows the hunting, taking or destroying of game birds	5.44 fee units per year or part year
A game licence that allows the hunting, taking or destroying of deer	5.44 fee units per year or part year
A game licence that allows the hunting, taking or destroying of game birds and deer	9.2 fee units per year or part year
A game licence that allows the hunting, taking or destroying of non-indigenous game birds on a game bird farm	Nil
A game licence that allows the hunting, taking or destroying of deer by a non-resident of Australia	5.44 fee units per part year

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Part 2—Game licences

<i>Column 1</i>	<i>Column 2</i>
<i>Licence</i>	<i>Fee</i>
A game licence that allows the hunting, taking or destroying of game birds by a non-resident of Australia	5.44 fee units per part year
A game licence that allows the hunting, taking or destroying of game birds and deer by a non-resident of Australia	9.2 fee units per part year
A game licence for one open season that allows the hunting, taking or destroying of duck by a person who is 12 years of age or over but under 18 years of age	Nil
A game licence for one open season that allows the hunting or taking of Sambar Deer with the use of hounds or the destroying of Sambar Deer by a person who is 12 years of age or over but under 18 years of age	Nil

- (2) If an applicant for a game licence satisfies the Game Management Authority that the applicant is an eligible recipient within the meaning of the **State Concessions Act 2004**, the fee to be paid for a game licence is half that of the fee to be paid under subregulation (1).
- (3) Despite subregulation (1), the fee for a game licence for an applicant who is under 18 years of age is nil fee units.
- (4) A person who holds a game licence referred to in Column 1 of the Table of game licence fees in subregulation (1) who applies to have the licence varied to another kind of game licence listed in that Column must pay the difference, if any, between the fees for the relevant categories of
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game licence listed in the Table in addition to the variation fee payable under regulation 10.

10 Fee for variation of game licence

The fee for an application for a variation of a game licence is 1 fee unit.

11 Issue of replacement game licence

- (1) The Game Management Authority may issue a game licence to replace a game licence which has been stolen, lost, damaged or destroyed.
- (2) A holder of a game licence who applies for a replacement game licence may be required by the Game Management Authority—
 - (a) to set out in the application—
 - (i) the licence holder's name; and
 - (ii) the licence holder's residential address; and
 - (iii) the licence holder's telephone number (if any); and
 - (iv) the licence holder's email address (if any); and
 - (b) to provide with the application—
 - (i) evidence to verify the licence holder's name and residential address; and
 - (ii) a fee of 1 fee unit.

12 Licence document

If the Game Management Authority has granted a game licence to a person, the Game Management Authority may issue a document to that person as evidence of that fact.

13 Change of address

A person who holds a game licence must notify the Game Management Authority of any change to the person's residential address within 14 days after changing address.

Penalty: 2 penalty units.

14 Ballots

- (1) For the purposes of section 22A(4A) of the Act, a ballot may be conducted by the Game Management Authority in accordance with this regulation.
- (2) The Game Management Authority must publish notice of a ballot proposed to be conducted under subregulation (1) on the website of the Game Management Authority at least 5 business days before the ballot is drawn, including the process for conducting that ballot.
- (3) A holder of a game licence to hunt game is eligible to participate in a ballot conducted under subregulation (1) if the ballot relates to the hunting of game authorised under the licence, unless that person is an employee of or engaged by the Game Management Authority.
- (4) The holder of a game licence who wishes to participate in a ballot may enter the ballot only once.
- (5) The Game Management Authority must notify a successful ballot entrant in writing within 10 business days after the ballot is drawn.

Division 2—Testing

15 Granting of game licence for duck

Subject to regulations 19(1) and 20(1), a person applying for a game licence, or for a variation to a game licence, that allows the hunting, taking or destroying of duck must undertake and obtain a

pass in the Waterfowl Identification Test at a percentage rate determined by the Game Management Authority.

16 Waterfowl Identification Test

- (1) The Game Management Authority may conduct a test in relation to hunting duck which includes the identification of taxa of waterfowl and other waterbirds.
- (2) A person who is required to undertake the Waterfowl Identification Test must pay a fee of 2 fee units to the Game Management Authority.

17 Granting of game licence for hunting Sambar Deer with the use of hounds

Subject to regulations 19(2) and 20(2), a person applying for a game licence, or for a variation to a game licence, that allows the hunting or taking of Sambar Deer with the use of hounds or the destroying of Sambar Deer must undertake and obtain a pass in the Sambar Deer Hunting with Hounds Test at a percentage rate determined by the Game Management Authority.

18 Sambar Deer Hunting with Hounds Test

- (1) The Game Management Authority may conduct a test in relation to hunting Sambar Deer with the use of hounds which includes the following matters—
 - (a) understanding the Act, these Regulations and the law relating to hunting deer;
 - (b) the identification of Sambar Deer and other deer;
 - (c) principles for the use of firearms, bows or crossbows, or all of these, for hunting deer;
 - (d) the ethics of hunting;
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- (e) any other matter relevant to hunting deer determined by the Game Management Authority.
- (2) A person who is required to undertake the Sambar Deer Hunting with Hounds Test must pay a fee of 2 fee units to the Game Management Authority.

Division 3—Exemptions from certain application requirements in specified cases

19 Exemption from requirement to undertake testing for non-residents of Australia

- (1) An applicant for a game licence that allows the hunting, taking or destroying of duck who is a non-resident of Australia is exempt from the requirement set out in regulation 15.
- (2) An applicant for a game licence that allows the hunting or taking of Sambar Deer with the use of hounds or the destroying of Sambar Deer who is a non-resident of Australia is exempt from the requirement set out in regulation 17.

20 Exemption from requirement to undertake testing for certain applicants aged 12 years or over but under 18 years

- (1) An applicant for a game licence that allows the hunting, taking or destroying of duck is exempt from the requirement set out in regulation 15 if the applicant—
 - (a) is 12 years of age or over but under 18 years of age; and
 - (b) has not previously held a game licence that allows the hunting, taking or destroying of duck.
 - (2) An applicant for a game licence that allows the hunting or taking of Sambar Deer with the use of
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hounds or the destroying of Sambar Deer is exempt from the requirement set out in regulation 17 if the applicant—

- (a) is 12 years of age or over but under 18 years of age; and
- (b) has not previously held a game licence that allows the hunting or taking of Sambar Deer with the use of hounds or the destroying of Sambar Deer.

Division 4—Conditions of game licences

21 Condition of game licence that allows a person to hunt or take Sambar Deer with the use of hounds or to destroy Sambar Deer

- (1) For the purposes of section 22A(3) of the Act, a game licence that allows a person to hunt or take Sambar Deer with the use of hounds or to destroy Sambar Deer is subject to the condition that the person must not do so while hunting alone unless the person is using, at the time of hunting—
 - (a) not more than 5 hounds; or
 - (b) not more than 8 hounds, of which 3 hounds must be under 12 months of age and being trained to hunt or take Sambar Deer.
 - (2) For the purposes of section 22A(3) of the Act, a game licence that allows a person to hunt or take Sambar Deer with the use of hounds or to destroy Sambar Deer is subject to the condition that the person must not do so while hunting as part of a team unless—
 - (a) the team is using, at the time of hunting—
 - (i) not more than 5 hounds; or
 - (ii) not more than 8 hounds, of which 3 hounds must be under 12 months of
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age and being trained to hunt or take Sambar Deer; and

- (b) the team consists of—
- (i) not more than 10 persons, each of whom is the holder of a game licence that allows the person to hunt or take Sambar Deer with the use of hounds or to destroy Sambar Deer; or
 - (ii) not more than 12 persons, each of whom is the holder of a game licence that allows the person to hunt or take Sambar Deer with the use of hounds or to destroy Sambar Deer, of which 2 persons must hold a game licence that is subject to a condition under regulation 24(1) or (2).

22 Condition of game licence that allows a person to hunt, take or destroy non-indigenous game birds on a game bird farm

For the purposes of section 22A(3) of the Act, a game licence that allows a person to hunt, take or destroy non-indigenous game birds specified in Part 4 of Schedule 2 on a game bird farm is subject to the condition that the person must not hunt, take or destroy game birds of that kind other than on a game bird farm.

23 Condition of certain game licences that allow certain persons to hunt, take or destroy duck

- (1) For the purposes of section 22A(3) of the Act, a game licence that allows a person to hunt, take or destroy duck and that is granted to an applicant referred to in regulation 19(1) is subject to the condition that the person must not hunt, take or destroy duck unless the person does so under the direct supervision of an adult hunter who—
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Part 2—Game licences

- (a) is the holder of a game licence that allows the adult hunter to hunt, take or destroy duck; and
 - (b) has obtained a pass in the Waterfowl Identification Test at a percentage rate determined by the Game Management Authority.
- (2) For the purposes of section 22A(3) of the Act, a game licence that allows a person to hunt, take or destroy duck and that is granted to an applicant referred to in regulation 20(1) is subject to the condition that the person must not hunt, take or destroy duck unless the person does so under the direct supervision of an adult hunter who—
- (a) is the holder of a game licence that allows the adult hunter to hunt, take or destroy duck; and
 - (b) has obtained a pass in the Waterfowl Identification Test at a percentage rate determined by the Game Management Authority.

24 Condition of certain game licences that allow certain persons to hunt or take Sambar Deer with the use of hounds or to destroy Sambar Deer

- (1) For the purposes of section 22A(3) of the Act, a game licence that allows a person to hunt or take Sambar Deer with the use of hounds or to destroy Sambar Deer and that is granted to an applicant referred to in regulation 19(2) is subject to the condition that the person must not hunt or take Sambar Deer with the use of hounds or destroy Sambar Deer unless the person does so under the direct supervision of an adult hunter who—
- (a) is the holder of a game licence that allows the adult hunter to hunt or take Sambar Deer
-

Part 2—Game licences

- with the use of hounds or to destroy Sambar Deer; and
- (b) has obtained a pass in the Sambar Deer Hunting with Hounds test at a percentage rate determined by the Game Management Authority.
- (2) For the purposes of section 22A(3) of the Act, a game licence that allows a person to hunt or take Sambar Deer with the use of hounds or to destroy Sambar Deer and that is granted to an applicant referred to in regulation 20(2) is subject to the condition that the person must not hunt or take Sambar Deer with the use of hounds or destroy Sambar Deer unless the person does so under the direct supervision of an adult hunter who—
- (a) is the holder of a game licence that allows the adult hunter to hunt or take Sambar Deer with the use of hounds or to destroy Sambar Deer; and
 - (b) has obtained a pass in the Sambar Deer Hunting with Hounds Test at a percentage rate determined by the Game Management Authority.

Division 5—Hounds

25 Hounds used for hunting or taking Sambar Deer must be registered with the Game Management Authority

For the purposes of section 22A(3) of the Act, a game licence that allows a person to hunt or take Sambar Deer with the use of hounds is subject to the condition that the person must not use a hound for hunting or taking Sambar Deer unless that hound is a registered hound.

26 Registration of a hound

- (1) On application by the owner of a hound, the Game Management Authority may register a hound if—
 - (a) the Game Management Authority has consulted with a person or body with relevant expertise in assessing compliance against the relevant breed standard and the maximum height requirements set out in Part 2 of Schedule 4; and
 - (b) the hound is identified by the implantation of a prescribed permanent identification device in accordance with the Domestic Animals Regulations 2015⁴.
- (2) Unless sooner cancelled, suspended or surrendered, the registration of a hound remains in force until the ownership of the hound is transferred to another person.

27 Change of ownership of registered hound

The owner of a registered hound must notify the Game Management Authority within 14 days of transferring ownership of that hound to another person.

Penalty: 2 penalty units

28 Presentation of hound to Game Management Authority for inspection

- (1) Subject to subregulation (2), the Game Management Authority, by written notice given to the owner of a registered hound, may request that the owner present that hound for inspection by the Game Management Authority at the time and place reasonably specified by the Game Management Authority in the notice.
 - (2) The time specified in a notice issued by the Game Management Authority under subregulation (1) must be no less than 28 days after the notice is given to the owner of the hound.
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29 Game Management Authority may cancel registration of a hound

- (1) The Game Management Authority may cancel the registration of a hound, by written notice given to the owner of the hound, if the Game Management Authority is satisfied on reasonable grounds that—
 - (a) the dog is not a hound; or
 - (b) the owner of the hound knowingly provided false or misleading information with the application for registration of the hound; or
 - (c) the hound has been found in circumstances that constitute a contravention of regulation 44(1); or
 - (d) the owner of the hound has been found guilty of an offence against the Act or these Regulations in respect of the hound; or
 - (e) the hound no longer complies with the condition of registration under regulation 26(1)(b), or
 - (f) the owner of the hound has not complied with a notice under regulation 28.
 - (2) Before cancelling the registration of a hound, the Game Management Authority must—
 - (a) notify the owner of the hound that the Authority proposes to cancel the registration; and
 - (b) allow the owner of the hound an opportunity to make a written submission to the Authority.
 - (3) A submission under subregulation (2) must be made within the period specified in the notice.
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- (4) In deciding whether or not to cancel the registration of a hound, the Game Management Authority must—
- (a) have regard to any submission made under subregulation (2) within the period specified in the notice; and
 - (b) notify the owner of the hound of the Game Management Authority's decision.

30 Game Management Authority may suspend registration of a hound

- (1) The Game Management Authority may suspend the registration of a hound, by written notice given to the owner of the hound, if the Game Management Authority is satisfied on reasonable grounds that—
- (a) the dog is not a hound; or
 - (b) the owner of the hound knowingly provided false or misleading information with the application for registration of the hound; or
 - (c) the hound has been found in circumstances that constitute a contravention of regulation 44(1); or
 - (d) the owner of the hound has been found guilty of an offence against the Act or these Regulations in respect of the hound; or
 - (e) the hound no longer complies with the condition of registration under regulation 26(1)(b); or
 - (f) the owner of the hound, has not complied with a notice under regulation 28.
- (2) A suspension under this regulation has effect—
- (a) from the time specified in the notice given under subregulation (1), which must be after the day on which the notice is given; and
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- (b) subject to regulation 31, for the period (not exceeding 90 days) specified in the notice.

31 Making a submission on suspension of the registration of a hound and review of suspension

- (1) On suspending the registration of a hound, the Game Management Authority must allow the owner of the hound an opportunity to make a written submission.
- (2) A submission must be made within the period specified in the notice of suspension.
- (3) On receiving a submission in accordance with subregulation (2), the Game Management Authority must review the decision to suspend the registration, and in doing so must have regard to the submission and may decide—
 - (a) not to revoke or amend the suspension; or
 - (b) to revoke or amend the suspension.
- (4) The Game Management Authority must notify the owner of the hound of the outcome of the review.

Part 3—Open and close seasons and bag limits

32 Close season

For the purposes of paragraph (b) of the definition of *close season* in section 3(1) of the Act, the close season for a kind or taxon of game is set out in Schedule 1.

33 Open season

For the purposes of paragraph (c) of the definition of *open season* in section 3(1) of the Act, the open season for a kind or taxon of game is set out in Schedule 2.

34 Bag limit

- (1) For a kind or taxon of game set out in column 2 of Schedule 3, a person must not take or destroy more than the number of game specified in column 4 of Schedule 3 as the bag limit for that kind or taxon of game in the period set out in column 4 of Schedule 3 for that kind or taxon of game.

Penalty: 20 penalty units.

- (2) Subregulation (1) does not apply to a person who is—
- (a) carrying out an activity in accordance with an Order made under section 7A of the Act; or
 - (b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
 - (c) carrying out an activity in accordance with an authorisation order; or
 - (d) an employee or contractor of the Secretary and carrying out an activity in accordance
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with the written permission of the Secretary;
or

- (e) an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written permission of the Game Management Authority.

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Division 1—Use of firearms

35 Twelve-gauge shotgun to be used when hunting game birds

- (1) A person must not hunt, take or destroy game birds other than with a firearm that is a shotgun having a gauge that is not greater than 12.

Penalty: 20 penalty units.

- (2) Subregulation (1) does not apply to a person who is—
- (a) carrying out an activity in accordance with an Order made under section 7A of the Act; or
 - (b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
 - (c) carrying out an activity in accordance with an authorisation order; or
 - (d) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary; or
 - (e) an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written permission of the Game Management Authority.

36 Use of toxic shot

A person must not use toxic shot to hunt, take or destroy game birds.

Penalty: 20 penalty units.

37 Possession of toxic shot

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- (1) A person must not be in possession of toxic shot in the course of hunting game birds.
Penalty:20 penalty units.
- (2) A person must not be in possession of toxic shot within an area in which the person intends to hunt game birds.
Penalty:20 penalty units.
- (3) A person must not be in possession of toxic shot within a State Game Reserve.
Penalty:20 penalty units.
- (4) Subregulations (1), (2) and (3) do not apply to a person who is in possession of toxic shot that is secured in a vehicle.
- (5) Subregulations (1), (2) and (3) do not apply to a person who is—
 - (a) carrying out an activity in accordance with an Order made under section 7A of the Act;
or
 - (b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
 - (c) carrying out an activity in accordance with an authorisation order; or
 - (d) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary;
or
 - (e) an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written permission of the Game Management Authority.

38 Use of toxic projectiles

On and from 31 December 2028, a person must not use a toxic projectile to hunt, take or destroy deer.

Penalty: 20 penalty units.

39 Possession of toxic projectile

(1) On and from 31 December 2028, a person must not be in possession of a toxic projectile in the course of hunting deer.

Penalty: 20 penalty units.

(2) On and from 31 December 2028, a person must not be in possession of a toxic projectile within an area in which the person intends to hunt deer.

Penalty: 20 penalty units.

(3) On and from 31 December 2028, a person must not be in possession of a toxic projectile within a State Game Reserve.

Penalty: 20 penalty units.

(4) Subregulations (1), (2) and (3) do not apply to a person who is in possession of a toxic projectile that is secured in a vehicle.

40 Approved methods for hunting deer (other than Hog Deer, Chital Deer or Fallow Deer)

(1) A person must not hunt, take or destroy deer (other than Hog Deer, Chital Deer or Fallow Deer) other than by the use of—

(a) a firearm that is a centre-fire rifle having a calibre of not less than 6.85 millimetres (0.270 inches), with a projectile weight of not less than 8.45 grams (130 grains); or

(b) a firearm that is a muzzle-loading rifle having a calibre of not less than 11.45 millimetres (0.45 inches), with a

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- projectile weight of not less than
14.91 grams (230 grains); or
- (c) a long bow, recurve bow or compound bow having a draw-weight of not less than 22.5 kilograms (50 pounds), using an arrow with a broad-head having a combined minimum weight of not less than 26 grams (400 grains) and a minimum of 2 sharpened cutting blades; or
 - (d) a cross-bow having a draw-weight of not less than 68 kilograms (150 pounds), using a bolt with a broad-head having a combined minimum weight of not less than 26 grams (400 grains) and a minimum of 2 sharpened cutting blades; or
 - (e) a firearm of not less than 20 bore, and not greater than 12 bore, with a single solid projectile having a weight of not less than 15.88 grams (245 grains), and that firearm must be fitted with—
 - (i) a front and rear iron sight (other than a beaded sight or beaded sights); or
 - (ii) a telescopic sight; or
 - (iii) a reflex sight.

Penalty: 20 penalty units.

- (2) Subregulation (1) does not apply to a person who is—
 - (a) carrying out an activity in accordance with an Order made under section 7A of the Act; or
 - (b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
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- (c) carrying out an activity in accordance with an authorisation order; or
- (d) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary; or
- (e) an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written permission of the Game Management Authority.

41 Approved methods for hunting Hog Deer, Chital Deer or Fallow Deer

- (1) A person must not hunt, take or destroy Hog Deer, Chital Deer or Fallow Deer other than by the use of—
 - (a) a firearm that is a centre-fire rifle having a calibre of not less than 6.17 millimetres (0.243 inches), with a projectile weight of not less than 5.18 grams (80 grains); or
 - (b) a firearm that is a muzzle-loading rifle having a calibre of not less than 9.65 millimetres (0.38 inches), with a projectile weight of not less than 12.96 grams (200 grains); or
 - (c) a long bow, recurve bow or compound bow having a draw-weight of not less than 20 kilograms (45 pounds), using an arrow with a broad-head having a combined minimum weight of not less than 22.5 grams (350 grains) and a minimum of 2 sharpened cutting blades; or
 - (d) a cross-bow having a draw-weight of not less than 54.4 kilograms (120 pounds), using a bolt with a broad-head having a combined
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- minimum weight of not less than 22.5 grams (350 grains) and a minimum of 2 sharpened cutting blades; or
- (e) a firearm of not less than 20 bore, and not greater than 12 bore, with a single solid projectile having a weight of not less than 15.88 grams (245 grains), and that firearm must be fitted with—
- (i) a front and rear iron sight (other than a beaded sight or beaded sights); or
 - (ii) a telescopic sight; or
 - (iii) a reflex sight.

Penalty: 20 penalty units.

- (2) Subregulation (1) does not apply to a person who is—
- (a) carrying out an activity in accordance with an Order made under section 7A of the Act; or
 - (b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
 - (c) carrying out an activity in accordance with an authorisation order; or
 - (d) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary; or
 - (e) is an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written permission of the Game Management Authority.

42 Possession of spotlight and firearm

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- (1) A person must not be in possession of a spotlight and a firearm in recognised deer habitat from 30 minutes after sunset until 30 minutes before sunrise.

Penalty:20 penalty units.

- (2) A person must not be in possession of a spotlight and be in the company of a person in possession of a firearm in recognised deer habitat from 30 minutes after sunset until 30 minutes before sunrise.

Penalty:20 penalty units.

- (3) A person must not be in possession of a firearm and be in the company of a person in possession of a spotlight in recognised deer habitat from 30 minutes after sunset until 30 minutes before sunrise.

Penalty:20 penalty units.

- (4) Subregulations (1), (2) and (3) do not apply to a person who is—

- (a) in the process of controlling established pest animals within 250 metres outside of the boundary of freehold land which is owned or occupied by that person or a person for whom that person acts as an agent; or
 - (b) in the company of a person referred to in paragraph (a); or
 - (c) the holder of an authorisation under section 28A of the Act and acting in accordance with that authorisation; or
 - (d) acting in accordance with an authorisation order; or
 - (e) acting in accordance with an Order under section 7A of the Act; or
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- (f) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary; or
- (g) is an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written permission of the Game Management Authority; or
- (h) in a vehicle in which there is a firearm, a magazine or ammunition and—
 - (i) the firearm is unloaded and secured in the vehicle; and
 - (ii) the magazine is unloaded and secured in the vehicle; and
 - (iii) the ammunition is secured in the vehicle; and
 - (iv) any spotlight that is in or on the vehicle is not in use; or
- (i) on foot and in possession of a firearm, a magazine or ammunition and—
 - (i) the firearm is unloaded; and
 - (ii) the magazine is unloaded; and
 - (iii) the ammunition is stored in a closed case or container; and
 - (iv) any spotlight is not fitted to the firearm, or fixture attached to the firearm.

Division 2—Use of dogs and hounds

43 Use of dogs when hunting game birds

- (1) A person must not use a dog when hunting, taking or destroying game birds.

Penalty: 20 penalty units.

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- (2) Subregulation (1) does not apply to a person who, when hunting, taking or destroying game birds during an open season for game birds, uses—
 - (a) gundogs to locate, flush, point or retrieve game birds; or
 - (b) gundogs in any field trials conducted by an organisation approved by the Game Management Authority.
 - (3) Subregulation (1) does not apply to a person who, when hunting, taking or destroying game birds during a close season for game birds—
 - (a) uses gundogs being trained to locate, point or flush game birds; and
 - (b) ensures that any person accompanying the gundogs being trained—
 - (i) is not carrying or using any firearm other than a starter's pistol or a shotgun with blank ammunition; and
 - (ii) is not in possession of any cartridge ammunition.
 - (4) Subregulation (1) does not apply to a person who, when using, hunting, taking or destroying game birds during an open season for game birds, uses a dog that is not a gun dog under and in accordance with a written permission from the Game Management Authority.
 - (5) Subregulation (1) does not apply to a person who is—
 - (a) carrying out an activity in accordance with an Order made under section 7A of the Act; or
 - (b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
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- (c) carrying out an activity in accordance with an authorisation order made under the Act;
or
 - (d) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary;
or
 - (e) is an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written permission of the Game Management Authority.
- (6) A person must not cause or permit a dog to be used when hunting, taking or destroying game birds.
- Penalty:20 penalty units.
- (7) Subregulation (6) does not apply to a person who, when hunting, taking or destroying game birds during an open season for game birds, causes or permits—
- (a) gundogs to be used to locate, flush, point or retrieve game birds; or
 - (b) gundogs to be used in any field trials conducted by an organisation approved by the Game Management Authority.
- (8) Subregulation (6) does not apply to a person who, when hunting, taking or destroying game birds during a close season for game birds—
- (a) causes or permits gundogs to be trained to locate, point or flush game birds; and
 - (b) ensures that any person accompanying the gundogs being trained—
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- (i) is not carrying or using any firearm other than a starter's pistol or a shotgun with blank ammunition; and
 - (ii) is not in possession of any cartridge ammunition.
 - (9) Subregulation (6) does not apply to a person who, when using, hunting, taking or destroying game birds during an open season for game birds, causes or permits a dog that is not a gun dog to be used under and in accordance with a written permission from the Game Management Authority.
 - (10) Subregulation (6) does not apply to a person who is—
 - (a) carrying out an activity in accordance with an Order made under section 7A of the Act; or
 - (b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
 - (c) carrying out an activity in accordance with an authorisation order; or
 - (d) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary; or
 - (e) is an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written permission of the Game Management Authority.
 - (11) For the purposes of subregulations 2(b) and 7(b) the Game Management Authority may approve an organisation to conduct field trials for gundogs.
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44 Use of dogs for hunting deer

- (1) A person must not use a dog for hunting deer other than—
- (a) a registered hound for the purpose of trailing Sambar Deer; or
 - (b) a gundog for the purpose of locating, pointing or flushing deer (other than Hog Deer); or
 - (c) a deer hunting dog for the purpose of locating or flushing deer (other than Hog Deer).

Penalty:20 penalty units.

- (2) Subregulation (1) does not apply to a person who has written permission given by the Game Management Authority to use a dog other than a dog referred to in subregulation (1) for hunting deer.
- (3) Subregulation (1) does not apply to a person who is—
- (a) carrying out an activity in accordance with an Order made under section 7A of the Act; or
 - (b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
 - (c) carrying out an activity in accordance with an authorisation order; or
 - (d) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary; or
 - (e) is an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written
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permission of the Game Management Authority.

45 Hunting alone for deer (other than Hog Deer) with dogs that are not hounds

- (1) A person hunting alone for deer (other than Hog Deer), for the purpose of locating, pointing or flushing that deer, must not use more than—
- (a) 2 gundogs listed in Part 1 of Schedule 4; or
 - (b) 2 deer hunting dogs listed in Part 3 of Schedule 4; or
 - (c) one gundog listed in Part 1 of Schedule 4 and one deer hunting dog listed in Part 3 of Schedule 4.

Penalty: 20 penalty units.

- (2) Subregulation (1) does not apply to a person who is—
- (a) carrying out an activity in accordance with an Order made under section 7A of the Act; or
 - (b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
 - (c) carrying out an activity in accordance with an authorisation order; or
 - (d) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary; or
 - (e) is an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written permission of the Game Management Authority.
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46 Hunting in a team for deer (other than Hog Deer) with dogs that are not hounds

- (1) A person hunting in a team for deer (other than Hog Deer), for the purpose of locating, pointing or flushing that deer, must ensure that the team does not use more than—
- (a) 2 gundogs listed in Part 1 of Schedule 4; or
 - (b) 2 deer hunting dogs listed in Part 3 of Schedule 4; or
 - (c) one gundog listed in Part 1 of Schedule 4 and one deer hunting dog listed in Part 3 of Schedule 4.

Penalty: 20 penalty units.

- (2) Subregulation (1) does not apply to a person who is—
- (a) carrying out an activity in accordance with an Order made under section 7A of the Act; or
 - (b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
 - (c) carrying out an activity in accordance with an authorisation order; or
 - (d) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary; or
 - (e) is an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written permission of the Game Management Authority.

47 Dogs must not attack, bite or maim wildlife

A person who uses a hound, gundog or deer hunting dog for hunting deer must ensure that the hound, gundog or deer hunting dog does not attack, bite or maim wildlife.

Penalty: 20 penalty units.

48 Use of dogs in recognised deer habitat

- (1) A person who is hunting on public land in recognised deer habitat must not have in the person's care or control a dog that is not a hound, gundog or deer hunting dog unless the dog is restrained or confined.

Penalty: 20 penalty units.

- (2) Subregulation (1) does not apply to a person who has written permission given by the Game Management Authority to have a dog other than a hound, gundog or deer hunting dog in the person's care or control while hunting on public land in recognised deer habitat.

- (3) Subregulation (1) does not apply to a person who is—

- (a) carrying out an activity in accordance with an Order made under section 7A of the Act; or
 - (b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
 - (c) carrying out an activity in accordance with an authorisation order; or
 - (d) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary; or
 - (e) is an employee or contractor of the Game Management Authority and carrying out an
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activity in accordance with the written permission of the Game Management Authority.

49 Location of hound while hunting Sambar Deer

- (1) A hound possessor who is hunting or taking Sambar Deer with the use of hounds, must ensure that none of those hounds is found on private land, unless the hound possessor has permission from the owner or occupier of the private land to hunt or take Sambar Deer with the use of hounds on that land.

Penalty: 20 penalty units.

- (2) A hound possessor who is hunting or taking Sambar Deer with the use of hounds, must ensure that none of those hounds is found in a park, other than in accordance with the **National Parks Act 1975**.

Penalty: 20 penalty units.

- (3) A hound possessor who is hunting or taking Sambar Deer with the use of hounds, must ensure that none of those hounds is found in any area prohibited by these Regulations or in any other area closed under Part XI of the Act.

Penalty: 20 penalty units.

- (4) Subregulations (2) and (3) do not apply to a person who is—

- (a) carrying out an activity in accordance with an Order made under section 7A of the Act; or
(b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
(c) carrying out an activity in accordance with an authorisation order; or
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- (d) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary;
or
 - (e) is an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written permission of the Game Management Authority.
- (5) Subregulation (3) does not apply to a hound possessor if the hound possessor has written permission given by the Secretary to hunt or take Sambar Deer with the use of hounds in the area in which the hound is found.

50 Hound must be identified

- (1) A person who uses a registered hound for hunting Sambar Deer must ensure that the hound is wearing a collar to which is securely attached a permanent tag or label on which is legibly printed—
- (a) the full name of the hound owner; and
 - (b) the hound registration number of the hound issued by the Game Management Authority.

Penalty: 20 penalty units.

- (2) Subregulation (1) does not apply to a person who is—
- (a) carrying out an activity in accordance with an Order made under section 7A of the Act;
or
 - (b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
 - (c) carrying out an activity in accordance with an authorisation order; or
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- (d) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary; or
- (e) is an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written permission of the Game Management Authority.

Division 3—General

51 Use of spotlights for hunting

- (1) A person must not use a spotlight to hunt or take game.
Penalty: 20 penalty units.
 - (2) Subregulation (1) does not apply to the use of a hand-held thermal imaging device that is not mounted on a firearm.
 - (3) Subregulation (1) does not apply to a person who is—
 - (a) carrying out an activity in accordance with an Order made under section 7A of the Act; or
 - (b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
 - (c) carrying out an activity in accordance with an authorisation order; or
 - (d) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary; or
 - (e) is an employee or contractor of the Game Management Authority and carrying out an
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activity in accordance with the written permission of the Game Management Authority.

52 Game fleeing from fire or smoke not to be hunted

- (1) A person must not hunt, take or destroy game that is fleeing from fire or smoke.

Penalty: 20 penalty units.

- (2) Subregulation (1) does not apply to a person who is—

- (a) carrying out an activity in accordance with an Order made under section 7A of the Act; or
- (b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
- (c) carrying out an activity in accordance with an authorisation order; or
- (d) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary; or
- (e) is an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written permission of the Game Management Authority.

53 Hunting at night prohibited

- (1) A person must not hunt, take or destroy game during the period commencing 30 minutes after sunset on any day and ending 30 minutes before sunrise on the next day.

Penalty: 20 penalty units.

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- (2) Subregulation (1) does not apply to a person who is—
- (a) carrying out an activity in accordance with an Order made under section 7A of the Act; or
 - (b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
 - (c) carrying out an activity in accordance with an authorisation order; or
 - (d) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary; or
 - (e) is an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written permission of the Game Management Authority.

54 Additional prohibited hunting times – ducks

- (1) Despite regulation 33, a person must not hunt ducks during the period on the first 5 days of the open season for ducks, commencing 30 minutes before sunrise and ending at 8 am on each of these days.
- Penalty: 20 penalty units.
- (2) Subregulation (1) does not apply to a person who is—
- (a) carrying out an activity in accordance with an Order made under section 7A of the Act; or
 - (b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
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- (c) carrying out an activity in accordance with an authorisation order; or
- (d) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary; or
- (e) is an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written permission of the Game Management Authority.

55 Use of baits, lures and decoys when hunting game

- (1) A person must not hunt, take or destroy game using any bait, lure (including an electronic acoustic lure), decoy or live animal to attract game.
Penalty: 20 penalty units.
 - (2) Subregulation (1) does not apply to a person who hunts, takes or destroys--
 - (a) game using a decoy made or constructed to resemble or represent a waterbird or a call resembling the call of game that is not an electronic acoustic lure; or
 - (b) deer using a deer decoy that is painted or fixed with a fluorescent orange colour that is highly visible on the heart, lungs or torso of the deer of a cumulative area no smaller than 0.25 square metres.
 - (3) Subregulation (1) does not apply to a person who hunts, takes or destroys Hog Deer using a lure consisting of an artificial supply of water provided on private land for the sole purpose of attracting Hog Deer if—
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- (a) the owner of the land is the holder of an authorisation under section 28A(1AB) of the Act for the taking of Hog Deer on that land; and
 - (b) a Hog Deer Management Plan approved by the Game Management Authority applies to that land.
- (4) Subregulation (1) does not apply to a person who is—
- (a) carrying out an activity in accordance with an Order made under section 7A of the Act; or
 - (b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
 - (c) carrying out an activity in accordance with an authorisation order; or
 - (d) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary; or
 - (e) is an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written permission of the Game Management Authority.
- (5) A person must not cause, permit or assist in the hunting, taking or destroying of game using any bait, lure (including an electronic acoustic lure), decoy or live animal to attract game.
- Penalty: 20 penalty units.
- (6) Subregulation (5) does not apply to a person who causes, permits or assists in the hunting, taking or destroying of—
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Part 4—Hunting methods

- (a) game using a decoy made or constructed to resemble or represent a waterbird or any call resembling the call of game that is not an electronic acoustic lure; or
 - (b) deer using a deer decoy that is painted or fixed with a fluorescent orange colour that is highly visible on the heart, lungs or torso of the deer of a cumulative area no smaller than 0.25 square metres.
- (7) Subregulation (5) does not apply to a person who causes, permits or assists in the hunting, taking or destroying of Hog Deer using a lure consisting of an artificial supply of water provided on private land for the sole purpose of attracting Hog Deer if--
- (a) the owner of the land is the holder of an authorisation under section 28A(1AB) of the Act for the taking of Hog Deer on that land; and
 - (b) a Hog Deer Management Plan approved by the Game Management Authority applies to that land.
- (8) Subregulation (5) does not apply to a person who is—
- (a) carrying out an activity in accordance with an Order made under section 7A of the Act; or
 - (b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
 - (c) carrying out an activity in accordance with an authorisation order; or
 - (d) an employee or contractor of the Secretary and carrying out an activity in accordance
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with the written permission of the Secretary;
or

(e) is an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written permission of the Game Management Authority.

(9) For the purposes of regulations (3)(b) and (7)(b) the Game Management Authority may approve a Hog Deer Management Plan.

56 Aircraft and motor vehicles not to be used for hunting game

(1) A person must not hunt, take or destroy game from an aircraft or motor vehicle.

Penalty: 20 penalty units.

(2) A person must not cause, permit or assist in the hunting, taking or destroying of game from an aircraft or motor vehicle.

Penalty: 20 penalty units.

(3) Subregulations (1) and (2) do not apply to a person who is—

(a) carrying out an activity in accordance with an Order made under section 7A of the Act;
or

(b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or

(c) carrying out an activity in accordance with an authorisation order; or

(d) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary;
or

- (e) is an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written permission of the Game Management Authority.

57 Hunting duck from motorboats prohibited

- (1) A person must not hunt, take or destroy duck from a motor boat when the motor on that boat is running (whether in gear or not).

Penalty: 20 penalty units.

- (2) Subregulation (1) does not apply to a person who hunts, takes or destroys duck from—
 - (a) a motor boat under power which is operating at a speed of 5 knots or less in any waterway; or
 - (b) a motor boat under power which is operating at a speed of 5 knots or less for the purpose of retrieving a dead or wounded duck.

- (3) A person must not cause, permit or assist in the hunting, taking or destroying of duck from a motor boat when the motor on that boat is running (whether in gear or not).

Penalty: 20 penalty units.

- (4) Subregulation (3) does not apply to a person who causes, permits or assists in the hunting, taking or destroying of duck from—
 - (a) a motor boat under power which is operating at a speed of 5 knots or less in any waterway; or
 - (b) a motor boat under power which is operating at a speed of 5 knots or less for the purpose of retrieving a dead or wounded duck.
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Part 5—Possession and handling of game

58 Game alive when recovered

A person who takes game which is alive when recovered must immediately kill that game.

Penalty: 20 penalty units.

59 Downed game birds to be recovered

A person who hunts, takes or destroys a game bird must make all reasonable efforts to recover the downed game bird immediately after the bird is struck.

Penalty: 20 penalty units.

60 Deer alive when struck

If a person strikes a deer by use of a firearm, bow or crossbow and the deer is alive after being struck, the person must make all reasonable efforts to immediately kill that deer.

Penalty: 20 penalty units

61 Breast meat of game bird to be kept in possession

- (1) Subject to subregulation (2), a person who hunts, takes or destroys a game bird must keep the meat of both breasts of the game bird in the person's possession until—
 - (a) immediately before cooking that game bird;
or
 - (b) that game bird has been taken to the person's place of residence.

Penalty: 20 penalty units.

Note

Regulation 62 sets out certain requirements in relation to the possession of duck.

- (2) Subregulation (1) does not apply if the meat on the breast of a game bird cannot be eaten because
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Part 5—Possession and handling of game

of the way that the game bird was hunted, taken or destroyed.

- (3) Subregulation (1) does not apply to a person who is—
- (a) carrying out an activity in accordance with an Order made under section 7A of the Act; or
 - (b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
 - (c) carrying out an activity in accordance with an authorisation order; or
 - (d) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary; or
 - (e) is an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written permission of the Game Management Authority.

62 Possession of duck

- (1) A person who has in the person's possession any taxon of duck must leave one fully feathered wing attached to the duck, or duck breast, or duck breasts, until—
- (a) immediately before cooking that duck; or
 - (b) that duck has been taken to the person's place of residence.

Penalty: 5 penalty units.

- (2) Subregulation (1) does not apply to a person who is—
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Part 5—Possession and handling of game

- (a) carrying out an activity in accordance with an Order made under section 7A of the Act; or
- (b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
- (c) carrying out an activity in accordance with an authorisation order; or
- (d) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary; or
- (e) is an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written permission of the Game Management Authority.

63 Storage of game on commercial premises

- (1) A person who has game in the person's possession or control in any shop, commercial premises or business premises must comply with the following conditions—
 - (a) the game must be contained within a bag or receptacle;
 - (b) the bag or receptacle containing the game must have a tag securely attached on which the following details are written legibly—
 - (i) the name and address of the owner of the game;
 - (ii) the date on which the game was placed in the shop, commercial premises or business premises;
 - (iii) the game licence number under which the game was taken.
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Part 5—Possession and handling of game

Penalty: 20 penalty units.

- (2) Subregulation (1) does not apply to a person who has game in the person's possession or control in any part of a shop, commercial premises or business premises that is used primarily for domestic purposes.
- (3) Subregulation (1) does not apply to a person who has game listed in Part 1 or 4 of Schedule 2 in the person's possession or control in any part of a shop, commercial premises or business if the game was obtained from a commercial farm.
- (4) Subregulation (1) does not apply to a person who has game listed in Part 1 of Schedule 2 in the person's possession or control in any part of a shop, commercial premises or business premises if—
 - (a) the game was legally obtained from a person who is—
 - (i) acting in accordance with an Order under section 7A of the Act; or
 - (ii) the holder of a licence under section 22 of the Act and acting in accordance with that licence; or
 - (iii) the holder of an authorisation under section 28A of the Act and acting in accordance with that authorisation; or
 - (iv) acting in accordance with an authorisation order made under section 28G of the Act; and
 - (b) the game is accompanied by documentation or a tag that identifies in a legible manner—
 - (i) the name and address of the person from whom the game was sourced; and

- (ii) the address of the property or location from which the game was sourced; and
- (iii) the date on which the game was placed in the shop, commercial premises or business premises.

64 Game prohibited on commercial premises where food is cooked

- (1) A person must not have any game in the person's possession or control on commercial premises in which food is cooked or served other than—
 - (a) game listed in Part 4 of Schedule 2 that has been obtained from a game bird farm; or
 - (b) game listed in Part 4 of Schedule 2 that has been obtained from a commercial farm for game birds; or
 - (c) game listed in Part 1 of Schedule 2 that has been obtained from—
 - (i) a commercial farm; or
 - (ii) a meat processing facility licensed under the **Meat Industry Act 1993**; or
 - (d) game that has been obtained from a wildlife processor licensed under a corresponding law of another State or a Territory.

Penalty: 20 penalty units.

- (2) Subregulation (1) does not apply to a person who—
 - (a) is a member or acts on behalf of an organisation that has been given written permission by the Game Management Authority to have game referred to in subregulation (1) in its possession or control; and
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- (b) has that game in the person's possession or control on commercial premises in which food is cooked or served.

65 Sale of game prohibited unless obtained lawfully

- (1) A person must not sell, or expose for sale, any game.

Penalty: 20 penalty units.

- (2) Subregulation (1) does not apply to any person who—

- (a) holds one of the following which entitles the person to sell any taxon of wildlife declared to be game—

- (i) a licence issued under section 22 of the Act;
- (ii) an authorisation given under section 28A of the Act;
- (iii) an authorisation order made under the Act;
- (iv) written permission of the Secretary and the person is an employee or contractor of the Secretary;
- (v) written permission of the Game Management Authority and the person is an employee or contractor of the Game Management Authority; and

- (b) is acting in accordance with that licence, authorisation, order or permission.

- (3) Subregulation (1) does not apply to any person who receives game from a commercial source that is authorised under the laws of another State or a Territory to sell the game.
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- (4) Subregulation (1) does not apply to any owner of game that has been legally obtained and has legally undergone taxidermy.
- (5) Subregulation (1) does not apply to any person who has taken and destroyed game listed in Part 1 of Schedule 2 in accordance with an Order under section 7A of the Act.
- (6) Subregulation (1) does not apply to the operator of a meat processing facility licensed under the **Meat Industry Act 1993** who legally obtains game listed in Part 1 of Schedule 2 from a person referred to in subregulation (2) or (5).

Part 6—Hog Deer and Hog Deer tags

Division 1—Hog Deer

66 Hog Deer in possession must be tagged

- (1) A person must not have the body of any female Hog Deer in the person's possession unless a Hog Deer tag marked with the letter "F"—
- (a) is attached to one of the hind legs; or
 - (b) has been removed from the body of the deer in accordance with regulation 69.

Penalty: 20 penalty units.

- (2) A person must not have the body of any male Hog Deer in the person's possession unless a Hog Deer tag marked with the letter "M"—
- (a) is attached to one of the hind legs; or
 - (b) has been removed from the body of the deer in accordance with regulation 69.

Penalty: 20 penalty units.

- (3) Subregulations (1) and (2) do not apply to a person who is—
- (a) carrying out an activity in accordance with an Order made under section 7A of the Act; or
 - (b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
 - (c) carrying out an activity in accordance with an authorisation order; or
 - (d) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary; or
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- (e) is an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written permission of the Game Management Authority.

67 Requirement to attach tags to Hog Deer killed

- (1) A person who kills a Hog Deer must immediately attach a Hog Deer tag to one of the hind legs of the deer in the following manner—
 - (a) the tag must be attached above the hock by inserting the end of the tag between the main bone of the leg and the main tendon; and
 - (b) the tag must then completely encircle the main bone and must be securely locked in position.

Penalty: 20 penalty units.

- (2) Subregulation (1) does not apply to a person who is—
 - (a) carrying out an activity in accordance with an Order made under section 7A of the Act; or
 - (b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
 - (c) carrying out an activity in accordance with an authorisation order; or
 - (d) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary; or
 - (e) is an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written
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permission of the Game Management Authority.

68 Hog Deer not to be removed until tag is attached

- (1) A person who kills any Hog Deer must not remove the Hog Deer from where it has been killed unless a Hog Deer tag is attached to one of its hind legs in accordance with regulation 67.

Penalty: 20 penalty units.

- (2) Subregulation (1) does not apply to a person who is—
- (a) carrying out an activity in accordance with an Order made under section 7A of the Act; or
 - (b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
 - (c) carrying out an activity in accordance with an authorisation order; or
 - (d) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary; or
 - (e) is an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written permission of the Game Management Authority.

69 Removal of Hog Deer tags

- (1) A person must not remove the Hog Deer tag from the body of any Hog Deer to which a Hog Deer tag has been attached until the person who took the Hog Deer has given a harvest return to the Game Management Authority in accordance with regulation 71.
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Part 6—Hog Deer and Hog Deer tags

Penalty:20 penalty units.

- (2) Subregulation (1) does not apply to a person who has been given written permission by the Game Management Authority to remove the Hog Deer tag without giving the Game Management Authority a harvest return under regulation 71.
- (3) A person must not remove a Hog Deer tag from the body of any Hog Deer unless—
 - (a) the person who took the Hog Deer is the holder of a game licence and the Hog Deer tag is removed at the person’s premises; or
 - (b) the person is the holder of a Wildlife Taxidermist Licence and the Hog Deer tag is removed in the process of taxidermy at the person’s premises; or
 - (c) the person is the operator of a meat processing facility licensed under the **Meat Industry Act 1993** and the Hog Deer tag is removed at the facility for the purpose of processing the Hog Deer.

Penalty: 20 penalty units.

70 Removal of Hog Deer head and dismemberment

- (1) A person must not remove the head of or dismember any Hog Deer that has been killed until the person who took the Hog Deer has given a harvest return to the Game Management Authority in accordance with regulation 71.

Penalty:20 penalty units.

- (2) Subregulation (1) does not apply to a person who is—
 - (a) carrying out an activity in accordance with an Order made under section 7A of the Act; or
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Part 6—Hog Deer and Hog Deer tags

- (b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
 - (c) carrying out an activity in accordance with an authorisation order; or
 - (d) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary; or
 - (e) is an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written permission of the Game Management Authority.
- (3) Subregulation (1) does not apply to a person who has been given written permission by the Game Management Authority to remove the Hog Deer tag without giving the Game Management Authority a harvest return under regulation 71.
- (4) A person must not remove the head of or dismember any Hog Deer that has been killed unless—
- (a) the person who took the Hog Deer is the holder of a game licence and the head is removed or the Hog Deer is dismembered at the person's premises; or
 - (b) the person is the holder of a Wildlife Taxidermist Licence and the head is removed or the Hog Deer is dismembered in the process of taxidermy at the person's premises; or
 - (c) the person is the operator of a meat processing facility licensed under the **Meat Industry Act 1993** and the head is removed or the Hog Deer is dismembered at the
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facility for the purpose of processing the Hog Deer.

Penalty: 20 penalty units.

- (5) Subregulation (4) does not apply to a person who is—
- (a) carrying out an activity in accordance with an Order made under section 7A of the Act; or
 - (b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
 - (c) carrying out an activity in accordance with an authorisation order; or
 - (d) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary; or
 - (e) is an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written permission of the Game Management Authority.

71 Hog Deer harvest return

- (1) A person who takes a Hog Deer must lodge with the Game Management Authority a harvest return in accordance with subregulations (2) and (3), unless the person has a reasonable excuse.

Penalty: 2 Penalty Units

- (2) A harvest return must be lodged—
- (a) in the form and manner determined by the Game Management Authority; and
 - (b) within 24 hours after the Hog Deer is taken.
- (3) A harvest return must include the following—
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Part 6—Hog Deer and Hog Deer tags

- (a) the name, address and game licence number of the person who took the Hog Deer; and
 - (b) the tag number of the Hog Deer Tag used for the Hog Deer; and
 - (c) the time and place the Hog Deer was taken;
 - (d) the sex of the Hog Deer;
 - (e) if the Hog Deer was male, a frontal photograph of the Hog Deer which contains both antlers in full and is unobstructed;
 - (f) any other details that the Game Management Authority requires in relation to the taking of Hog Deer.
- (4) Subregulation (1) does not apply to a person who is—
- (a) carrying out an activity in accordance with an Order made under section 7A of the Act; or
 - (b) carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
 - (c) carrying out an activity in accordance with an authorisation order; or
 - (d) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary; or
 - (e) is an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written permission of the Game Management Authority.
- (5) For the purposes of regulations (2)(a) and (3)(f), the Game Management Authority may determine
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the form and manner of lodging a harvest return and the details that a harvest return must contain.

Division 2—Hog Deer tags

72 Application for Hog Deer tags

- (1) A person who applies for Hog Deer tags must do so in a manner determined by the Game Management Authority.
- (2) The Game Management Authority may require a person who applies for Hog Deer tags to provide evidence that the person holds a game licence.

73 Issue of Hog Deer tags

The Game Management Authority may issue 2 Hog Deer tags per year as follows to a person who holds a game licence that authorises the person to hunt, take or destroy Hog Deer—

- (a) one Hog Deer tag for hunting, taking or destroying a male Hog Deer;
- (b) one Hog Deer tag for hunting, taking or destroying a female Hog Deer.

74 Validity of Hog Deer tags

A Hog Deer tag is valid only for the year for which it is issued.

75 Hog Deer tags to be in possession

A person to whom Hog Deer tags have been issued must not hunt, take or destroy Hog Deer during the year for which those Hog Deer tags were issued without having in the person's possession—

- (a) if the person has not taken any Hog Deer in that year, 2 Hog Deer tags, one marked with the letter "F" for female and one marked with the letter "M" for male; or
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- (b) if the person has taken one Hog Deer in that year, one Hog Deer tag marked with the letter of the sex of Hog Deer that has not been taken by the person.

Penalty: 20 penalty units.

76 Hog Deer tags not to be sold etc.

A person to whom a Hog Deer tag has been issued must not sell, give, lend or transfer that Hog Deer tag to any other person.

Penalty: 20 penalty units.

77 Hog Deer tags not to be altered, defaced or reproduced

A person must not alter, deface or reproduce a Hog Deer tag.

Penalty: 20 penalty units.

78 Hog Deer return forms

- (1) A person to whom Hog Deer tags have been issued must give to the Game Management Authority a complete and accurate return in accordance with this regulation for the year for which those Hog Deer tags were issued.

Penalty: 10 Penalty Units.

- (2) A return under subregulation (1) must include the following details—

- (a) the person's name and address;
 - (b) the game licence number of the licence under which the Hog Deer tags have been issued;
 - (c) if the person has taken any Hog Deer in that year, where and when the person took the Hog Deer;
 - (d) the amount of time the person spent hunting for Hog Deer;
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Part 6—Hog Deer and Hog Deer tags

- (e) any other details that the Game Management Authority requires in relation to the taking of Hog Deer by the person.
- (3) A return under subregulation (1) must be—
- (a) in the form determined by the Game Management Authority; and
 - (b) given to the Game Management Authority within 28 days after the last day of the open season for Hog Deer in that year.
- (4) For the purposes of subregulations (2)(e) and (3)(a), the Game Management Authority may determine details required in a return under subregulation (1) and the form of that return.

Part 7—Specified hunting areas and specified times—open season for duck

Part 7—Specified hunting areas and specified times—open season for duck

79 Specified hunting areas

For the purposes of section 58C(2) of the Act, the following are declared to be specified hunting areas—

- (a) the waters of any State Game Reserve and the land within 25 metres of the water shoreline of those waters;
- (b) the waters of the hunting areas described in Schedule 7 and the land within 25 metres of the water shoreline of those waters.

80 Prohibited entry times

For the purposes of section 58C(1)(d) of the Act, a person to whom section 58C(1) applies must not enter on or remain in any specified hunting area on the first 5 days of the open season for ducks from the beginning of each day until 11 a.m. on that day.

Part 8—Deer hunting areas

81 Prohibited deer hunting areas

- (1) A person must not hunt, take or destroy deer within the areas of Victoria shown by shading on the plans in Parts 1, 2, 3, 4 and 5 of Schedule 8.

Penalty: 20 penalty units.

- (2) Subregulation (1) does not apply to—
- (a) a person who has written permission given by the Secretary to hunt, take or destroy deer within the areas referred to in that subregulation; or
 - (b) a person carrying out an activity in accordance with an Order made under section 7A of the Act; or
 - (c) a person carrying out an activity in accordance with an authorisation given under section 28A of the Act; or
 - (d) a person carrying out an activity in accordance with an authorisation order made under the Act; or
 - (e) an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary; or
 - (f) is an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written permission of the Game Management Authority; or
 - (g) a person who is an owner or occupier of private land when hunting, taking or destroying deer on that private land; or
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- (h) a person who has permission given by the owner or occupier of private land to hunt, take or destroy deer on that private land, when doing so on that private land.

82 Areas for hunting Sambar Deer with the use of hounds

- (1) A person must not hunt or take Sambar Deer with the use of hounds or destroy Sambar Deer in any area of Victoria.

Penalty: 20 penalty units.

- (2) Subregulation (1) does not apply to a person who hunts or takes Sambar Deer with the use of hounds or destroys Sambar Deer—
 - (a) within the permitted hunting area; or
 - (b) other than within the permitted hunting area, if the person has written permission given by the Secretary to do so; or
 - (c) within the areas shown by shading on the plans in Part 3 and 4 of Schedule 9 if the person—
 - (i) is an owner or occupier of private land when hunting or taking Sambar Deer with the use of hounds or destroying Sambar Deer on that private land; or
 - (ii) has permission given by the owner or occupier of private land to hunt or take Sambar Deer with the use of hounds or destroy Sambar Deer on that private land, when doing so on that private land; or
 - (d) who is carrying out an activity in accordance with an Order made under section 7A of the Act; or
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Part 8—Deer hunting areas

- (e) who is carrying out an activity in accordance with an authorisation made under section 28A of the Act; or
 - (f) who is carrying out an activity in accordance with an authorisation order made under the Act; or
 - (g) who is an employee or contractor of the Secretary and carrying out an activity in accordance with the written permission of the Secretary; or
 - (h) who is an employee or contractor of the Game Management Authority and carrying out an activity in accordance with the written permission of the Game Management Authority.
- (3) In this regulation—
- permitted hunting area* means the area shown by shading on the plan in Part 1 of Schedule 9 (part of the boundary of which is shown in greater detail on the plans in Parts 2, 3 and 4 of Schedule 9).

Schedule 1—Close seasons for game

Schedule 1—Close seasons for game

Regulation 32

<i>Common Name</i>	<i>Scientific Name</i>	<i>Close Season</i>
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Part 1—Deer

Hog Deer	<i>Axis porcinus</i>	From 30 minutes before sunrise on 1 April until 30 minutes after sunset on 30 April in each year.
Sambar Deer	<i>Cervus unicolor</i>	When hunted or taken with the use of hounds or destroyed- (a) from 30 minutes after sunset on 30 November in each year to 30 minutes before sunrise on 1 April in the next year; and (b) if Easter Sunday is in April, in the next year, to the extent not already covered in paragraph (a), from 30 minutes after sunset on the Thursday before Easter Sunday until 30 minutes before sunrise on the Thursday after Easter Sunday .

Part 2—Indigenous game birds (quail)

Stubble Quail	<i>Coturnix pectoralis</i>	From 30 minutes after sunset on the last day in June in each year to 30 minutes before sunrise on the first Saturday in April in the next year.
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Schedule 1—Close seasons for game

<i>Common Name</i>	<i>Scientific Name</i>	<i>Close Season</i>
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Part 3—Indigenous game birds (waterfowl)

Pacific Black Duck	<i>Anas superciliosa</i>	} From 30 minutes after sunset on the second Monday in June in each year until 8 am on the third Wednesday in March in the next year.	
Chestnut Teal	<i>Anas castanea</i>		
Grey Teal	<i>Anas gracilis</i>		
Hardhead Duck (White-eyed)	<i>Aythya australis</i>		
Australian Shelduck (Mountain Duck)	<i>Tadorna tadornoides</i>		
Pink-eared Duck	<i>Malacorhynchus membranaceus</i>		
Australian Wood Duck (Maned Duck)	<i>Chenonetta jubata</i>		
Australasian (Blue-Winged) Shoveler	<i>Anas rhynchos</i>		For the whole of each year.

Part 4—Indigenous game birds (other)

Latham's (Japanese or Jack) Snipe	<i>Gallinago hardwickii</i>	For the whole of each year.
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Schedule 2—Open seasons for game

Schedule 2—Open seasons for game

Regulations 22, 33, 63(3) and (4), 64(1) and 65(5) and (6)

<i>Common Name</i>	<i>Scientific Name</i>	<i>Open Season</i>
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Part 1—Deer

Chital Deer	<i>Axis axis</i>	For the whole of each year.
Fallow Deer	<i>Dama dama</i>	For the whole of each year.
Hog Deer	<i>Axis porcinus</i>	From 30 minutes before sunrise on 1 April until 30 minutes after sunset on 30 April in each year.
Red Deer	<i>Cervus elaphus</i>	For the whole of each year.
Rusa Deer	<i>Cervus timorensis</i>	For the whole of each year.
Sambar Deer	<i>Cervus unicolor</i>	When not hunted or taken with the use of hounds, for the whole of each year.

When hunted or taken with the use of hound or destroyed—

- (a) from 30 minutes before sunrise on 1 April until 30 minutes after sunset on 30 November in each year;
or
- (b) [if Easter Sunday falls in April], 30 minutes before sunrise on the first Thursday after Easter Sunday until 30 minutes after sunset on 30 November in each year.

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Schedule 2—Open seasons for game

<i>Common Name</i>	<i>Scientific Name</i>	<i>Open Season</i>
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Part 2—Indigenous game birds (quail)

Stubble Quail	<i>Coturnix pectoralis</i>	From 30 minutes before sunrise on the first Saturday in April until 30 minutes after sunset on 30 June in each year.
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Part 3—Indigenous game birds (waterfowl)

Pacific Black Duck	<i>Anas superciliosa</i>	From 8 am of the third Wednesday in March in each year until 30 minutes after sunset on the second Monday in June in each year.
Chestnut Teal	<i>Anas castanea</i>	
Grey Teal	<i>Anas gracilis</i>	
Hardhead (White-eyed Duck)	<i>Aythya australis</i>	
Australian Shelduck (Mountain Duck)	<i>Tadorna tadornoides</i>	
Pink-eared Duck	<i>Malacorhynchus membranaceus</i>	
Australian Wood Duck (Maned Duck)	<i>Chenonetta jubata</i>	

Wildlife (Game) Regulations 2024
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Schedule 2—Open seasons for game

<i>Common Name</i>	<i>Scientific Name</i>	<i>Open Season</i>
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Part 4—Non-indigenous game birds

Pheasant	<i>Phasianus spp.</i>	} For the whole of each year.
Partridge	<i>Alectoris and Perdix spp.</i>	
European Quail	<i>Coturnix coturnix</i>	
Japanese Quail	<i>Coturnix japonica</i>	
Californian Quail	<i>Lophortyx californicus</i>	

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Schedule 3—Bag limits for game

Schedule 3—Bag limits for game

Regulation 34

<i>Column 1</i>	<i>Column 2</i>	<i>Column 3</i>	<i>Column 4</i>
<i>Item number</i>	<i>Common Name</i>	<i>Scientific Name</i>	<i>Bag Limit</i>
1.	Chital Deer	<i>Axis axis</i>	No limit.
2.	Fallow Deer	<i>Dama dama</i>	No limit.
3.	Hog Deer	<i>Axis porcinus</i>	A maximum of one male and one female during an open season.
4.	Red Deer	<i>Cervus elaphus</i>	No limit.
5.	Rusa Deer	<i>Cervus timorensis</i>	No limit.
6.	Sambar Deer	<i>Cervus unicolor</i>	No limit.
7.	Stubble Quail	<i>Coturnix pectoralis</i>	A maximum of 20 on any day during an open season.
8.	Pacific Black Duck	<i>Anas superciliosa</i>	A maximum of 10 ducks on any day during an open season.
	Chestnut Teal	<i>Anas castanea</i>	
9.			
10.	Grey Teal	<i>Anas gracilis</i>	
11.	Hardhead (White-eyed Duck)	<i>Aythya australis</i>	
12.	Australian Shelduck (Mountain Duck)	<i>Tadorna tadornoides</i>	
13.	Pink-eared Duck	<i>Malacorhynchus membranaceus</i>	

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Schedule 3—Bag limits for game

<i>Column 1</i>	<i>Column 2</i>	<i>Column 3</i>	<i>Column 4</i>
<i>Item number</i>	<i>Common Name</i>	<i>Scientific Name</i>	<i>Bag Limit</i>
14.	Australian Wood Duck (Maned Duck)	<i>Chenonetta jubata</i>	} No limit.
15.	Pheasants	<i>Phasianus spp.</i>	
16.	Partridges	<i>Alectoris and Perdix spp.</i>	
17.	European Quail	<i>Coturnix coturnix</i>	
18.	Japanese Quail	<i>Coturnix japonica</i>	
19.	Californian Quail	<i>Lophortyx californicus</i>	

Schedule 4—Approved dogs for hunting

Regulations 5, 26, 45 and 46

Part 1—Gundogs

Bracco Italiano
Brittany Spaniel (Epagneul Breton)
Chesapeake Bay Retriever
Clumber Spaniel
Cocker Spaniel
Cocker Spaniel (American)
Curly Coated Retriever
English Setter
English Springer Spaniel
Field Spaniel
Flat Coated Retriever
German Shorthaired Pointer
German Wirehaired Pointer (Deutsch Drahthaar)
Golden Retriever
Gordon Setter
Hungarian Vizsla
Hungarian Wirehair Vizsla
Irish Red and White Setter
Irish Setter
Irish Water Spaniel
Italian Spinone
Labrador Retriever
Lagotto Romagnolo
Large Munsterlander
Murray River Retriever

Wildlife (Game) Regulations 2024
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Schedule 4—Approved dogs for hunting

Nova Scotia Duck Tolling Retriever
Pointer
Sussex Spaniel
Weimaraner
Weimaraner (longhair)
Welsh Springer Spaniel
Wirehaired Slovakian Pointer

Part 2—Hounds

<i>Column 1</i>	<i>Column 2</i>
<i>Breed</i>	<i>Maximum height measured at withers</i>
Bloodhound	69 centimetres
Beagle	40 centimetres
Harrier	53.5 centimetres

Part 3—Deer hunting dogs

Border Terrier
Dachshund
Finnish Spitz
Fox Terrier (smooth)
Fox Terrier (wire)
German Hunting Terrier (Jagd Terrier)
Jack Russell Terrier
Norwegian Elkhound

Schedule 5—Recognised deer habitat

Regulation 5

All Crown land in the municipal districts of the following Councils—

Alpine Shire Council
Ararat Rural City Council
Baw Baw Shire Council
Benalla Rural City Council
Cardinia Shire Council
Colac-Otway Shire Council
Corangamite Shire Council
East Gippsland Shire Council
Glenelg Shire Council
Horsham Rural City Council
Mansfield Shire Council
Mitchell Shire Council
Moyne Shire Council
Murrindindi Shire Council
Northern Grampians Shire Council
Pyrenees Shire Council
South Gippsland Shire Council
Southern Grampians Shire Council
Strathbogie Shire Council
Towong Shire Council
Wangaratta Rural City Council
Wellington Shire Council

Wildlife (Game) Regulations 2024
S.R. No. XX/2024

Schedule 5—Recognised deer habitat

West Wimmera Shire Council

Whittlesea City Council

Yarra Ranges Shire Council

Schedule 6—Shot which is not toxic shot

Schedule 6—Shot which is not toxic shot

Regulation 5

Shot commonly known by the description set out in Column 1 and constituted by percentage composition by weight as described in the corresponding part of Column 2

<i>Column 1*</i>	<i>Column 2</i>
Bismuth-tin	(a) at least 97 per cent by weight bismuth; and (b) not more than 3 percent by weight tin.
Copper-clad iron	84 to 56.59 per cent by weight iron core and copper cladding up to 44.1 per cent by weight
Corrosion-inhibited copper	Not less than 99.9 per cent by weight copper with benzotriazole and thermoplastic fluorescent power coatings
Iron (steel)	any per cent by weight iron and carbon.
Iron-tungsten	(a) any per cent by weight tungsten; and (b) not more than 1 per cent by weight iron.
Iron-tungsten-nickel	(a) any per cent by weight tungsten; and (b) not more than 40 per cent by weight nickel; and (c) not more than 1 per cent by weight iron.
Tungsten-bronze	(a) 51.1 per cent by weight tungsten, 44.4 per cent by weight copper and 0.6 per cent by weight iron; or (b) 60 per cent by weight tungsten, 35.1 per cent by weight copper, 3.9 per cent by weight tin and 1 per cent by weight of iron.

Wildlife (Game) Regulations 2024
S.R. No. XX/2024

Schedule 6—Shot which is not toxic shot

<i>Column 1*</i>	<i>Column 2</i>
Tungsten-iron-copper-nickel	(a) not less than 40 per cent and not more than 76 per cent by weight tungsten; and (b) not less than 10 per cent and not more than 37 per cent by weight iron; and (c) not less than 9 per cent and not more than 16 per cent by weight copper; and (d) not less than 5 per cent and not more than 7 per cent weight nickel.
Tungsten-matrix	95.9 per cent by weight tungsten and 4.1 per cent by weight polymer.
Tungsten-polymer	95.5 per cent by weight tungsten and 4.5 per cent by weight Nylon 6 or 11.
Tungsten-tin-iron	(a) any per cent by weight tungsten and tin; and (b) with not more than 1 per cent by weight iron.
Tungsten-tin-bismuth	Any per cent by weight tungsten, tin, and bismuth.
Tungsten-tin-iron-nickel	(a) 65 per cent by weight tungsten; and (b) 21.8 per cent by weight tin; and (c) 10.4 per cent by weight iron; and (d) 2.8 per cent by weight nickel.
Tungsten-iron-polymer	(a) not less than 41.5 per cent and not more than 95.2 per cent by weight tungsten; and (b) not less than 1.5 per cent and not more than 52 per cent by weight iron; and (c) not less than 3.6 per cent and not more than 8 per cent by weight fluopolymer.

* coatings of copper, nickel, tin, zinc, zinc chloride and zinc chrome on shot is non-toxic.

Wildlife (Game) Regulations 2024
S.R. No. XX/2024

Schedule 7—Specified Hunting areas

Schedule 7—Specified Hunting areas

Regulation 79

<i>Area</i>	<i>Municipal district of the Council of</i>
Backwater Morass	Wellington and East Gippsland
Browns Lake (Cope Cope)	Buloke
Cullens Lake	Gannawarra
Cundare Pool	Colac-Otway
Fosters Swamp	Gannawarra
Grassy Lake	Buloke
Green Lake	Campaspe
Lake Batyo Catyo	Northern Grampians
Lake Boort	Loddon
Lake Buloke	Buloke
Lake Charm	Gannawarra
Lake Colongulac	Corangamite
Lake Coradgill	Corangamite
Lake Gnarpurt	Corangamite
Lake Kakydra	Wellington
Lake Kanagulk	Horsham
Lake Kelly	Gannawarra
Lake Lalbert	Gannawarra
Lake Leaghur	Loddon
Lake Lyndger	Loddon
Lake MacDonald	Gannawarra
Lake Marmal	Loddon
Lake Martin	Corangamite and Colac-Otway
Lake Melanhydra	Wellington
Lake Murphy	Gannawarra
Lake Nillahcootie	Delatite

Wildlife (Game) Regulations 2024
S.R. No. XX/2024

Schedule 7—Specified Hunting areas

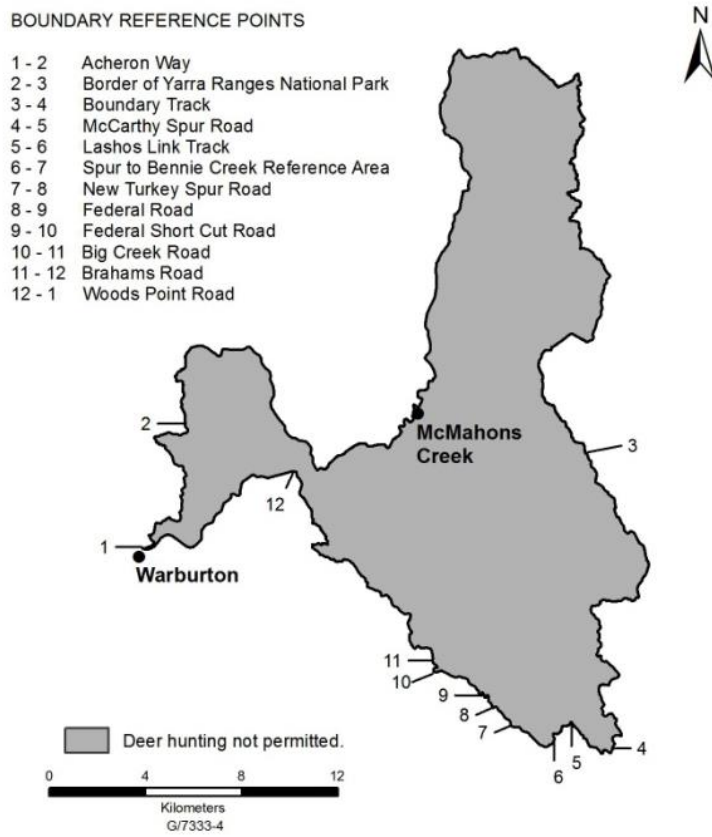
<i>Area</i>	<i>Municipal district of the Council of</i>
Lake Nurrumbeet	Buloke
Lake Reeve	Wellington
Lake Tutchewop	Gannawarra
Lake William	Gnangara
Little Lake Buloke	Buloke
Little Lake Charm	Gannawarra
Loch Garry	Greater Shepparton
Meridian Road Basins	Mildura
Morley Swamp	Wellington
Racecourse Lake	Campaspe
Red Morass	Wellington
Town Swamp	Gannawarra
Two Tree Swamp	Campaspe
Victoria Lagoon	Wellington
Wooroonook Lakes	Buloke

Schedule 8—Prohibited deer hunting areas

Schedule 8—Prohibited deer hunting areas

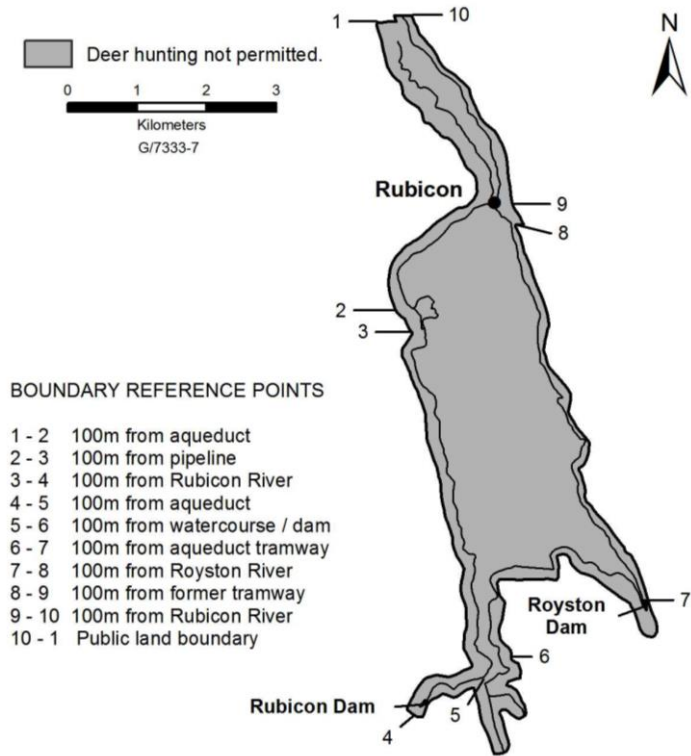
Regulation 81(1)

Part 1—Warburton and surrounds



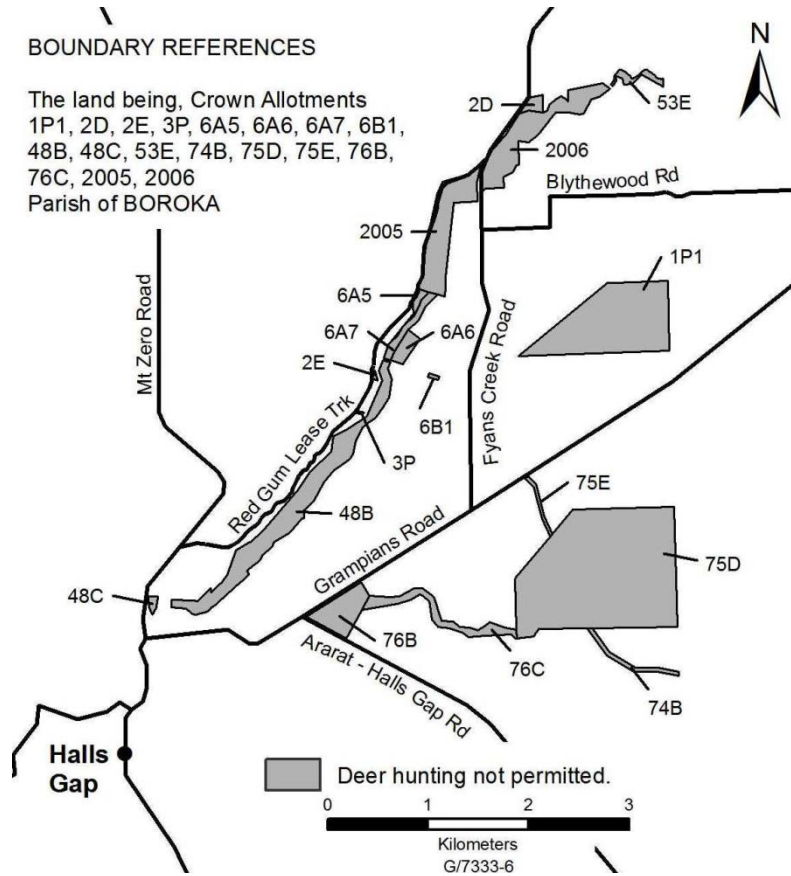
Schedule 8—Prohibited deer hunting areas

Part 2—Rubicon and surrounds



Schedule 8—Prohibited deer hunting areas

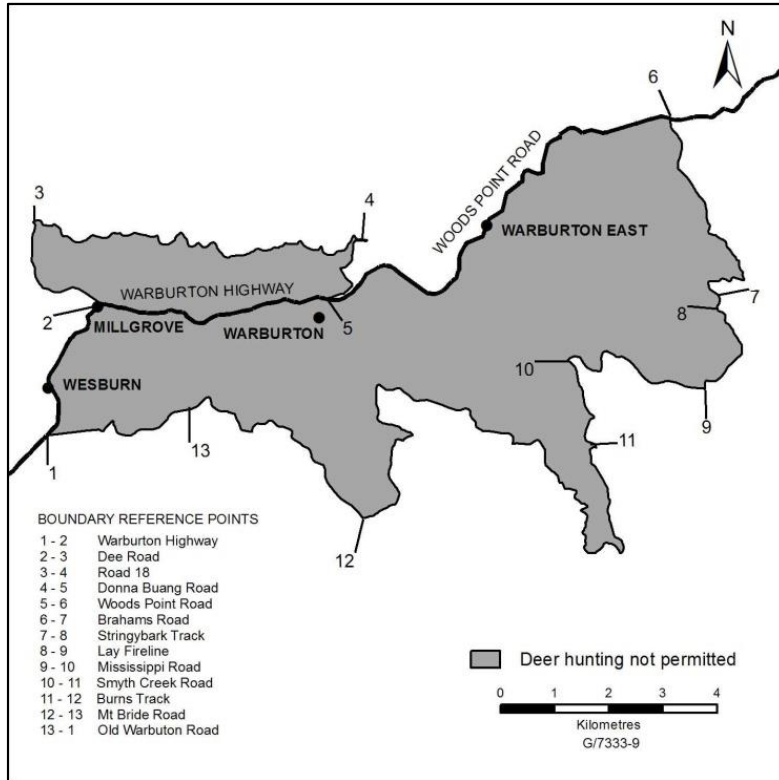
Part 3—Halls Gap and surrounds



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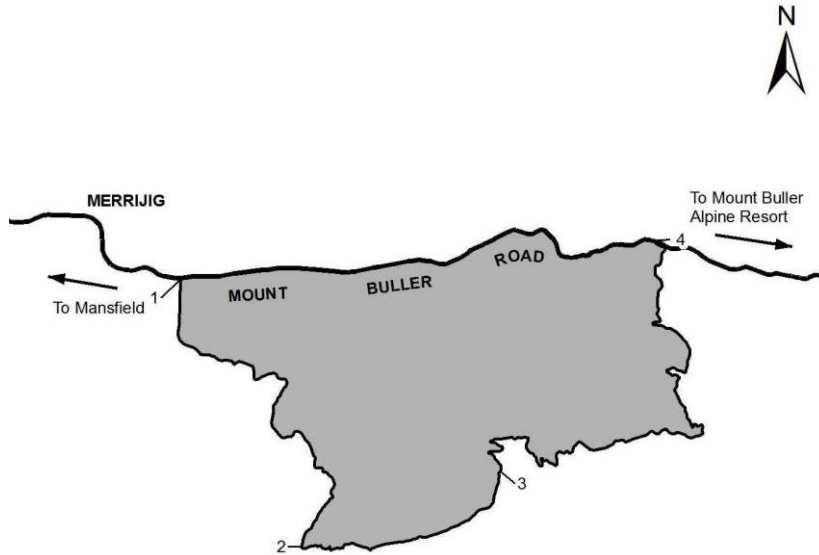
Schedule 8—Prohibited deer hunting areas

Part 4—Warburton township



Schedule 8—Prohibited deer hunting areas

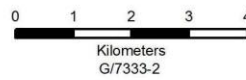
Part 5—Mount Timbertop area



BOUNDARY REFERENCE POINTS

- 1 - 2 Howqua Track
- 2 - 3 Timbertop Walking Track
- 3 - 4 Doughty Road
- 4 - 1 Mount Buller Road

■ Deer hunting not permitted.

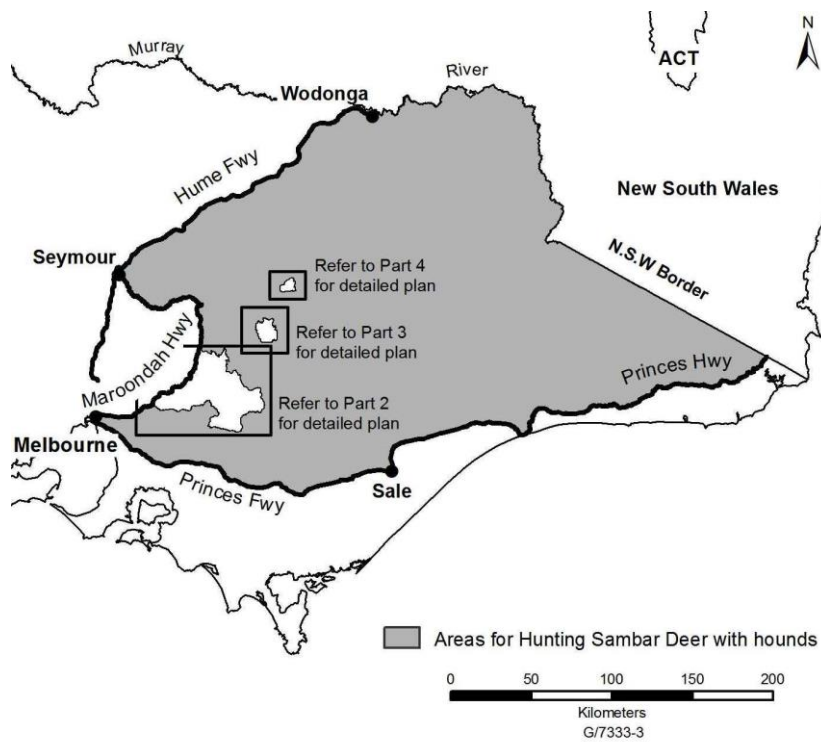


Schedule 9—Hunting Sambar Deer with the use of hounds

**Schedule 9—Hunting Sambar Deer
with the use of hounds**

Regulation 82(2) and (3)

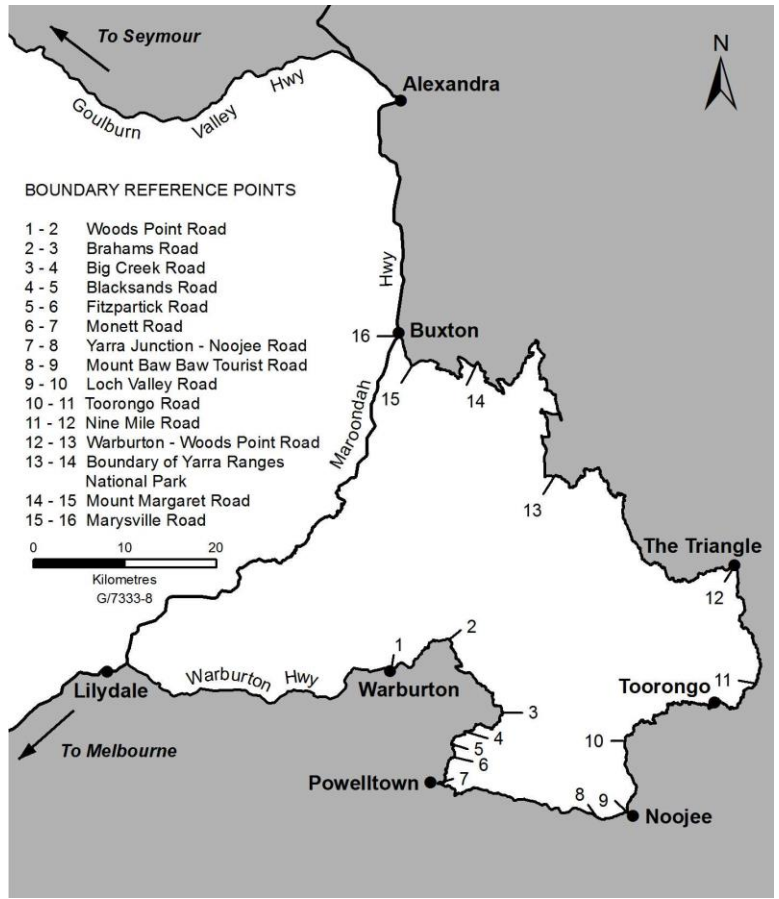
Part 1—Eastern Victoria



Wildlife (Game) Regulations 2024
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Schedule 9—Hunting Sambar Deer with the use of hounds

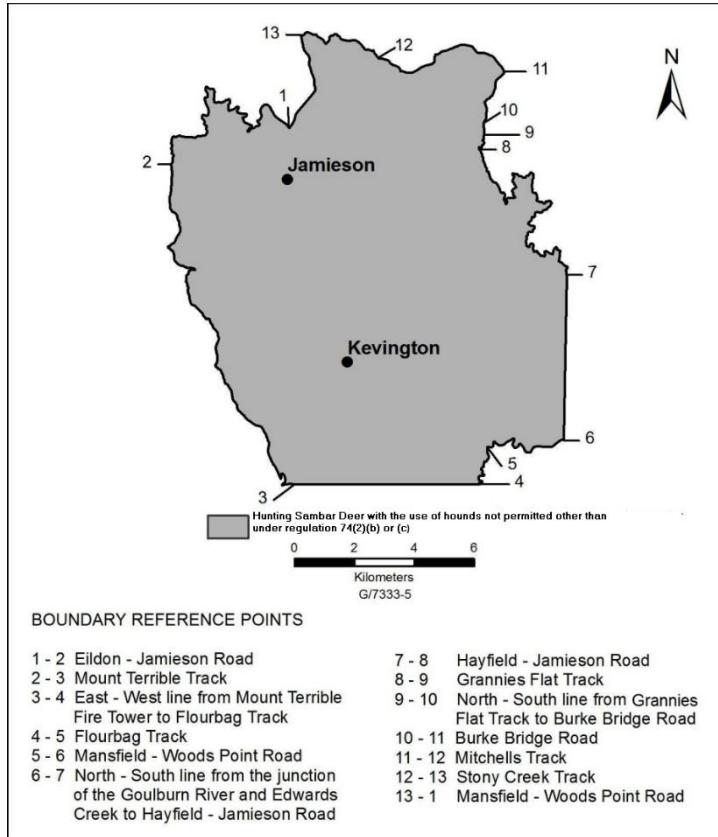
Part 2—Marysville and surrounds



Wildlife (Game) Regulations 2024
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Schedule 9—Hunting Sambar Deer with the use of hounds

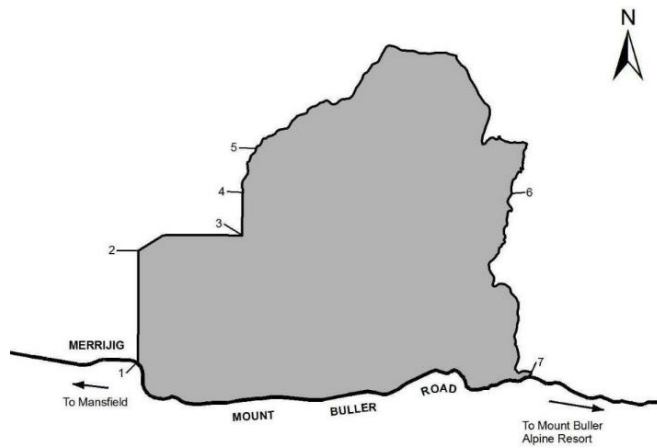
Part 3—Jamieson and surrounds



Wildlife (Game) Regulations 2024
S.R. No. XX/2024

Schedule 9—Hunting Sambar Deer with the use of hounds

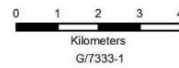
Part 4—Merrijig and surrounds



BOUNDARY REFERENCE POINTS

- 1 - 2 School Lane
- 2 - 3 Buttercup Road
- 3 - 4 Greenways Lane
- 4 - 5 Bakers Creek Road
- 5 - 6 Buttercup Jeep Track
- 6 - 7 Carters Road
- 7 - 1 Mount Buller Road

■ Hunting Sambar Deer with the use of hounds not permitted other than under regulation 4(2)(b) or (c)



Schedule 10—Game birds

Regulation 5

Part 1—Indigenous game birds (quail)

<i>Column 1</i>	<i>Column 2</i>
<i>Common Name</i>	<i>Scientific Name</i>
Stubble Quail	<i>Coturnix pectoralis</i>

Part 2—Indigenous game birds (waterfowl)

Pacific Black Duck	<i>Anas superciliosa</i>
Australasian (Blue-winged) Shoveler	<i>Anas rhynchotis</i>
Chestnut Teal	<i>Anas castanea</i>
Grey Teal	<i>Anas gracilis</i>
Hardhead (White-eyed Duck)	<i>Aythya australis</i>
Australian Shelduck (Mountain Duck)	<i>Tadorna tadornoides</i>
Pink-eared Duck	<i>Malacorhynchus membranaceus</i>
Australian Wood Duck (Maned Duck)	<i>Chenonetta jubata</i>

Part 3—Indigenous game birds (other)

Latham's (Japanese or Jack) Snipe	<i>Gallinago hardwickii</i>
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Wildlife (Game) Regulations 2024
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Schedule 10—Game birds

Part 4—Non-indigenous game birds

<i>Column 1</i>	<i>Column 2</i>
<i>Common Name</i>	<i>Scientific Name</i>
Pheasant	<i>Phasianus spp.</i>
Partridge	<i>Alectoris and Perdix spp.</i>
European Quail	<i>Coturnix coturnix</i>
Japanese Quail	<i>Coturnix japonica</i>
Californian Quail	<i>Lophortyx californicus</i>

Endnotes

¹ S.R. No. 97/2023.

² Reg. 5 def. of *game bird farm* S.R. No. 45/2024.

³ Reg. 5 def. of *spotlight* paragraph (g): S.R. No. 116/2021 as amended by S.R. Nos 47/2022, 51/2022, 129/2022, 130/2022, 53/2023, 54/2023 and 67/2023.

⁴ Reg. 25(1)(b): S.R. No. 136/2015 as amended by S.R. Nos 165/2015, 1/2018, 35/2018, 36/2019, 52/2020, 74/2022 and 77/2022.

Table of Applied, Adopted or Incorporated Matter

The following table of applied, adopted or incorporated matter was included in S.R. No. 97/2023 in accordance with the requirements of regulation 5 of the Subordinate Legislation Regulations 2014.

Statutory rule provision	Title of applied, adopted or incorporated document	Matter in applied, adopted or incorporated document
Regulation 5 (definition of <i>hound</i> , paragraph (b))	Extended Beagle Standard of the Beagle published by the National Beagle Council and the Australian National Kennel Council, last amended on 12 March 2012	The whole (other than any specification relating to height)
Regulation 5 (definition of <i>hound</i> , paragraph (b))	Bloodhound Breed Standard published by the Australian National Kennel Council, last amended on 2 July 2009	The whole (other than any specification relating to height)
Regulation 5 (definition of <i>hound</i> , paragraph (b))	Harrier Breed Standard published by the Australian National Kennel Council, last amended on 1 January 2001	The whole (other than any specification relating to height)