

Current to February 3rd, 2015

Assistant Hunting Guide

Study Guide



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INTRODUCTION

In the past, guides had to apply to government for an Assistant Guide Licence upon gaining employment with a guide outfitter. Under the new program, in order to act as an assistant hunting guide in British Columbia (BC), you will need to successfully complete the Assistant Hunting Guide Exam, and then secure employment with a guide outfitter. The exam is open-book, but there are only 90 minutes available to answer 75 true/false and multiple choice questions. The threshold to pass is 75%. The fee is \$250, and you are allowed three unsuccessful attempts before you must pay again.

The purpose of the Assistant Hunting Guide Certification Exam is to ensure all guides have consistent and satisfactory knowledge of wilderness safety, and provincial laws and regulations. This study guide has been designed to help you prepare for the Assistant Hunting Guide Exam. It is divided into four sections:

1. The Guide Outfitting Industry in BC
2. Laws and Regulations
3. Wilderness First Aid
4. Firearms

Both the exam and this manual were developed based on the:

- Hunting and Trapping Regulations Synopsis (2014-16)
- *Wildlife Act*
- *Wildlife Act Hunting Regulations*
- *Wildlife Act Commercial Activities Regulations*
- St John's Ambulance Official Wilderness First Aid Guide
- Possession and Acquisition Licence (PAL) Exam
- Conservation Outdoor Recreation Education (CORE)

We recommend that you review all the above documents in addition to studying this manual.

The Guide Outfitters Association of British Columbia (GOABC) was established in 1966 to represent the guide outfitting industry to government and advocate for science-based wildlife management. Today the association represents 60-70% of the guide outfitters in BC, providing marketing assistance, liability insurance, and a voice to government.

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SECTION ONE: THE GUIDE OUTFITTING INDUSTRY IN BC

By the late 1800s, the world's hunting fraternity had learned that British Columbia (BC) harboured one of North America's most magnificent big game populations. Local hunters started guiding services to meet the demand for quality big game hunts.

Guiding licences were first issued by the provincial government in 1913. Guiding territories were established in the late 1940s, and in 1961, legislation provided guide outfitters with the exclusive rights to guide non-resident big game hunters within a specific guiding territory. This exclusivity became the foundation of the guide outfitting industry in BC.

As a result, guide outfitters developed an understanding of wildlife and habitat within their guiding territory, which increased the sense of responsibility; this was the beginning of guide outfitter wildlife stewardship. The success of this model was recognized and quickly adopted in the Yukon and Northwest Territories. The big game populations in BC are healthy and growing, due in part to the science-based wildlife management policies that were developed by government, in cooperation with guide outfitters.

Today, the guide outfitting industry is an important contributor to the health and well-being of rural economies. The guide outfitting industry creates 2,000 jobs in BC's backcountry, and generates approximately \$116 million in annual revenue from the 5,000 hunting clients that come to hunt in BC each year.

Under the *Wildlife Act*, government issues two documents to guide outfitters:

- **Guiding Territory Certificate**
An individual(s) may hold a Guiding Territory Certificate. The certificate provides the exclusive rights to a guide clients within a particular guiding territory.
- **Guide Outfitter Licence**
A Guide Outfitter Licence is issued to an individual for a specific guiding territory (or territories). This person is usually the business manager, who oversees the operation. He or she must be in the territory a minimum of 51% (majority) of the time. A guide outfitter can legally guide for big game within their specified guiding territory.

Ministry of Forests, Lands and Natural Resource Operations		GUIDE OUTFITTER LICENCE GOPG12-78345	
Wildlife Act Sections 15 and 51(1)		This licence is valid from the later of 1. Date of issue 2. April 1, 2012 until March 31, 2013.	
LICENCE HOLDER (name, address and postal code)		LAST NAME	FIRST NAME
		INITIAL	LICENCE FEE \$450.00
			NETF SURCHARGE \$ 50.00
			LATE PAYMENT FEE \$ 0.00
			TOTAL \$500.00
CONDITIONS OF LICENCE	The licence holder (the "holder") is authorized to guide persons to hunt game, subject to the following restrictions: Area within which the holder may guide: As set out in Guiding Territory Certificate number [REDACTED] Game species for which the holder may guide: All game species may be taken in accordance with the Wildlife Act and its regulations subject to the restrictions and quotas set out in Appendix A. * The holder must comply with all laws applicable to the activities carried out under this licence.		
ADVISORY	GENERAL It is the holder's responsibility to be aware of all applicable laws and the limits of this licence. For example, this licence does not allow the holder authority to make within a provincial park, municipality or economic zone.		

Sometimes, the same individual holds both the licence and the certificate; this is not always the case, though. Quotas for certain species will be attached to the Guide Outfitter Licence as an appendix.

To work for a guide outfitter, you will first need to successfully complete the Assistant Hunting Guide Exam, as administered by the Guide Outfitters Association of British Columbia (GOABC).

By law, all hunting guides must be at least 18 years old. It is illegal to act as a guide unless licenced to do so. 'Guide' refers to a person who, for compensation or reward received or promised, accompanies and assists another person to hunt wildlife, but does not include a guide for fish.



The Assistant Hunting Guide Certification Card may assist you in seeking employment within the guide outfitting industry in BC. Your employing outfitter will complete a written authorization, which will permit you to guide within their guiding territory. You must carry the written authorization from your employing guide outfitter with you at all times while you are guiding.

You may work for multiple outfitters in one season. In order to guide in another guiding territory, you need to be employed by that guide outfitter, and hold written authorization from that guide outfitter. Verbal permission is not sufficient.

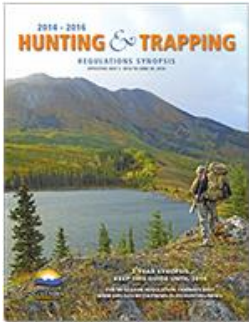
When you work for a guide outfitter, you will spend a significant amount of time getting to know the guiding territory. You should be familiar with its boundaries, Management Units, and hunting regulations. The guide outfitter may have provincial parks, national parks, or Indian reserves within the guiding territory.



You can guide in many provincial parks if the guide outfitter has a Park Use Permit, but there is no hunting in national parks. The guide outfitter will need to have permission to hunt on an Indian reserve, private land, or area covered by a Grazing Lease where livestock are residing.

You do not require a Permit and Acquisition Licence (PAL) to act as an Assistant Hunting Guide. You must have a PAL to possess or acquire a firearm or ammunition.

SECTION TWO: LAWS AND REGULATIONS



As a hunting guide, you should have a strong understanding of the laws and regulations for hunting, along with the laws governing assistant hunting guides. The government releases the Hunting and Trapping Regulations Synopsis every two years, which outlines season dates and other hunting regulations.

Season dates and other regulations may differ from region to region.

There are 9 regions in BC:

- Region 1 – Vancouver Island
- Region 2 – Lower Mainland
- Region 3 – Thompson
- Region 4 – Kootenay
- Region 5 – Cariboo
- Region 6 – Skeena
- Region 7A – Omineca
- Region 7B – Peace
- Region 8 – Okanagan



You will not need to memorize all season dates for this exam, but you should always be aware of all season dates for the area in which you are guiding. Each time a new synopsis is released, you should review it to ensure that you understand any regulation changes.

There may be municipal bylaws that apply to the area where you're guiding, particularly relating to firearms. They are not included in the Hunting and Trapping Regulations Synopsis, and you should contact your municipality for additional information.

Wildlife are a Crown resource. As such, government works to ensure conservation, which is the wise and sustainable use of wildlife. Hunts for Category A species are generally hunts where government controls or distributes the harvest over time and space. The harvest of Category A species is controlled by annual quotas for guide outfitters. Resident recreational hunters are managed through a lottery system called Limited Entry Hunting (LEH). A guide outfitter's quota will be indicated on his Guide Outfitter Licence. Non-Category A species are on General Open Season (GOS), the seasons for which are outlined in the Hunting and Trapping Regulations Synopsis.

All non-residents who wish to hunt big game in BC must use the services of a guide outfitter, or accompanied by a person who holds a Permit to Accompany (PTA). Non-residents who are not Canadians can only hunt with a resident under a PTA if they have one of the following relationships to their British Columbian host:

- Father
- Uncle
- Granddaughter
- Daughter
- Granddaughter
- Father-in-Law
- Daughter-in-Law
- Brother
- Nephew
- Mother
- Aunt
- Grandmother
- Mother-in-Law
- Brother-in-Law
- Son
- Grandson
- Sister
- Niece
- Spouse
- Son-in-Law

The BC resident accompanying the non-resident hunter under the PTA must have held both a BC hunting licence and purchased species licences for 3 of the 5 years preceding the application, or 2 of the 5 years preceding the application in the event that the BC resident has taken the Conservation Outdoor Recreation Education (CORE) program. Permits to Accompany are not issued for Category A species.

Residents of BC with an LEH authorization can use the services of a guide outfitter to help them harvest an animal. Harvest of an animal by a guided BC resident client on LEH will not be subtracted from an outfitter’s quota, although guide outfitters who take BC resident-clients without an LEH authorization will have harvests counted against their quota.

All non-resident hunters still need a Species Licence and a Non-Resident or Non-Resident Alien Hunting Licence (collectively termed a ‘Non-resident licence’) to legally hunt big game. Non-residents do not need a guide for small game or game birds including waterfowl. Non-resident hunters do not need to take the Conservation Outdoor Recreation Education (CORE) course.

Please note that B.C. status Indians do not need any type of permit or hunting licence to hunt for social, ceremonial, or sustenance purposes, provided that this hunting occurs within their traditional area.

A Youth Hunting Licence can be obtained for a client 10-17 years old. A non-resident youth does not need to take the CORE program before going on a guided hunt in BC. A non-resident youth hoping to hunt game birds does not need to use the services of a guide, but they must have a Youth Hunting Licence, and be accompanied by a person who is over 18 years old, who holds a BC Hunting Licence and meets the prescribed qualifications to guide a youth hunter. Youth hunters are the only client section to whom this particular rule exception applies.

You can take up to two clients at one time when guiding. Under the *Wildlife Act*, you must “accompany” them, meaning that you must be able to see them without the aid of any device (other than ordinary corrective lenses), and communicate by unamplified voice. It is never okay to leave your client alone while hunting big game. Hunting for big game can start 60 minutes before sunrise, and continue until 60 minutes after sunset. Knowing sunset and sunrise are important in calculating legal hunting times.

Your client will need to carry their Species Licence (frequently referred to as their “tag”) and Non-Resident Hunting Licence when in the field. Non-Resident Hunting Licences can only be purchased through Service BC; these are typically purchased by the guide outfitter. Your client will need a Non-resident or Non-resident Alien Angling Licence if they want to fish during the hunting trip.



BRITISH COLUMBIA
NON-RESIDENTS' HUNTING LICENCE
NRH 252185

NON REFUNDABLE
LICENCE IS VALID FROM "DATE OF ISSUE" TO MARCH 31st, 20

LICENCE \$.00
HCTF \$.00
GST \$.00
GST REG. NO. R107864738

ISSUER CHECK (✓)
NON-RESIDENT (CANADIAN)
NON-RESIDENT (ALIEN)

ISSUE DATE: YEAR MO. DAY
BIRTH DATE: YEAR MO. DAY

PRINT - DO NOT WRITE

LAST NAME FIRST NAME INITIAL
NUMBER STREET
CITY/TOWN STATE/PROVINCE
ZIP/POSTAL CODE

SEX: M F VENDOR NO.
SIGNATURE

ENVLP. 0245 (03/01)

Most Species Licences can be used on the day that they are purchased, but for some species, a wait of 2 days after purchase is required. The 2 day wait applies to:

- Bobcats
- Lynx
- Cougar
- Sheep
- Goats
- Grizzly bears
- Caribou

Every morning before beginning a hunt, you should make sure that your client is carrying the appropriate licences with them. The Species Licence is specific to the holder and are not transferable, which means that you cannot use one client's Species Licence for another client's kill. If there is a "no-show" hunter, the Species Licence purchased in his or her name is null and void.

If your client shoots an animal for which he or she does not have a Species Licence, whether out of self defense or accident, you must report it. Call the Conservation Officer Service (COS) and your guide outfitter, and leave the carcass at the scene. The next steps will depend on the direction of the COS.

When the animal listed on the Species Licence is harvested, the first thing to do is to cancel the species licence by making notches along the edges of the card. This indicates the location and date of the kill, and is often referred to as "punching a tag."

Outfitters will use different approaches to hunting. Hunts can be done by quad, boat, horseback, backpack/foot, or truck. There are some practices and regulations which you should be aware of concerning hunting methods:

- Planes
Some outfitters will use planes to reach remote locations. When doing fly-in hunts, you will not be able to start hunting until 6 hours after landing. This is done to help ensure hunts are "fair chase." It is not legal to use helicopters to hunt or transport gear/wildlife in BC during the hunting season.
- Boats
It is only legal to shoot from a boat if it is not being propelled by a motor.



Photo Credit Blaine Weber

BRITISH COLUMBIA
NON-RESIDENTS' SPECIES LICENCE
NRS 560906

LICENCE IS VALID FROM "DATE OF ISSUE" TO MARCH 31st, 20

LICENCE \$.00
HCTF \$.00
GST \$.00

ISSUER CHECK (✓)
NON-RESIDENT (CANADIAN)
NON-RESIDENT (ALIEN)

ISSUE DATE: YEAR MO. DAY
BIRTH DATE: YEAR MO. DAY

PRINT - DO NOT WRITE

LAST NAME FIRST NAME INITIAL
NUMBER STREET
CITY/TOWN STATE/PROVINCE
ZIP/POSTAL CODE

BASIC HUNTING LICENCE SERIAL NUMBER
NRH

SEE OTHER SIDE FOR:
CANCELLATION INSTRUCTIONS
- CANCELLED BY PUNCHING THE APPROPRIATE SPECIES ONLY
- THIS LICENCE IS INVALID IF NOT PUNCHED OR IF PUNCHED MORE THAN ONCE

PUNCH OUT AGAINST THE APPROPRIATE SPECIES ONLY

MALE DEER WHITE-TAILED DEER
ELK QUEEN CHARLOTTE ISLAND DEER
WOLF MOUNTAIN SHEEP
MOOSE MOUNTAIN GOAT
COUGAR BISON
CARIBOU BLACK BEAR
UPLAND GAME BIRD LYNX
BOBCAT WOLFSPINE
GRIZZLY BEAR

REGION NUMBER

- Vehicles

It is illegal to shoot at wildlife from a motor vehicle.

- Off-Road Vehicles (ORVs)

In 2015, government will introduce new regulations for using Off-Road Vehicles such as side-by-sides, dirt bikes, snowmobiles, and quads. The safety regulations will include the requirement for lights, helmets, eye protection, and supervision for youth. All ORV's will require a one-time registration with the Insurance Corporation of BC. Please ensure that you are aware of the latest ORV regulations. Note that it is not legal to have a loaded firearm in an ORV.

Under the *Forests and Range Practices Act*, you can be fined for using Off-Road Vehicles in a manner that causes environmental damage. No matter the hunting method, one should always strive to “leave no trace” in the backcountry. Any garbage you accumulate should be packed out.

Since your employer is operating on a Crown land tenure, he or she will share the area with other tenure holders. When you are in the backcountry, you may encounter cabins and equipment that do not belong to your employer. Do not trespass onto any private land or cabins you encounter. You can advocate for a respectful relationship between hunter and landowner by reporting any property damage you notice to the landowner. There may also be a licensed trapper within your employer's guiding territory; you cannot legally interfere with their traps.



If you encounter suspicious activity from other hunters, you can report these types of activities to the Conservation Officer Service through the RAPP (Report All Poachers and Polluters) line. The Conservation Officer Service (COS) is responsible for enforcing wildlife-related laws and regulations in BC.

From time to time, the COS will patrol forest service roads, and stop to speak with you and your clients. They are permitted to stop and search a vehicle if they have probable cause. You should always cooperate with a conservation officer, as it is an offence under the *Wildlife Act* to resist or obstruct officers from carrying out their legal duty. In the event that you encounter an animal that has been hit by an automobile or other vehicle, contact the CO Service immediately.

Your clients may come from jurisdictions where baiting is allowed. It is illegal to bait or feed dangerous wildlife in BC. You cannot bait for bears, or hunt bears over “attractants”, such as a gut pile from a previously harvested animal. Decoys are not considered bait. Electronic game calls are allowed for hunting wolves, coyotes, lynx, bobcats, and game birds. From time to time government will undertake studies of big game animals, and collar them to track their movements. It is legal to shoot collared animals, but we recommend that you notify the local Fish and Wildlife Branch after doing so, and return the collar.

Many outfitters use dogs to assist with hunting. They must be leashed when hunting deer, elk, moose, sheep, goat, and caribou. Unleashed dogs can be used to hunt small game, lynx, bobcat, grizzly, black bear, and cougar. If you are taking a client on a pursuit-only hunt for cougar, the hunter must be licenced and must not carry a firearm.

Alcohol should never be consumed while hunting. If your client wants to drink alcohol, you should tell them that doing so marks the end of their hunting day.



It is exhilarating to find the perfect animal for your client, but there are several things you'll need to consider before you shoot. Your priority should be deciding if the shot is safe and clear, and making sure that the animal is legal.

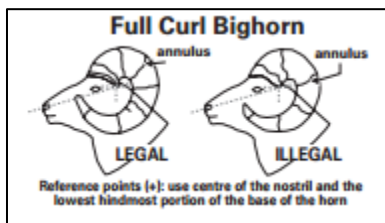
Species Regulations

Here are a few species-specific regulations you should be aware of:

- Bighorn Sheep

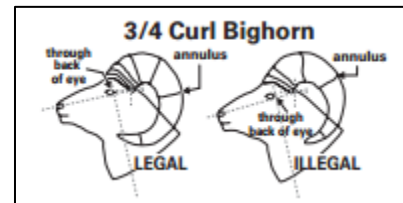
There are two types of bighorn sheep in BC: Rocky Mountain bighorn, and California bighorn. They are slightly different subspecies, located in different areas of the province. Bighorn sheep have a distinguished white rump that can be seen from a distance.

As the name might indicate, Rocky Mountain bighorn sheep are primarily found in Region 4 (Kootenay), along the Rocky Mountains. The name for California bighorns is not indicative of their location, as they are found in Region 8 (Okanagan), Region 3 (Thompson), and Region 5 (Cariboo).

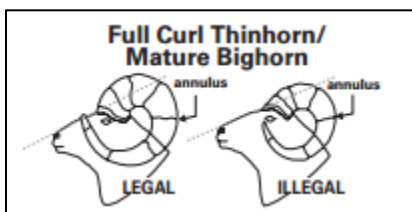


Depending on the region, bighorns must be either full curl or 3/4 curl to be legal. A bighorn sheep is a full curl when the tip of the horn lines up horizontally with the nostril and the eye, when viewed from the side.

It is more difficult to judge a 3/4 curl ram. Draw a horizontal line under the sheep's eye, and then intersect it with a vertical line at a right (90 degree) angle, extending down from the back of the sheep's eye. If the vertical line hits the tip of the horn, the sheep is considered a 3/4 curl sheep.



- Thinhorn Sheep

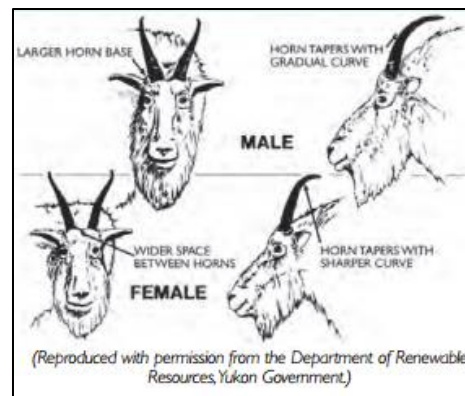


There are two types of thinhorn sheep in BC: Dall sheep and Stone sheep. White Dall sheep primarily reside in the northern section of Region 6 (Skeena). Stone sheep reside primarily in Region 6 (Skeena) and Region 7B (Peace).

You can only shoot thinhorn sheep that are full curl, which means the tip of the horn crosses the bridge of the nose, or those that are 8 years old, as indicated by the annuli (dark rings on the horn that indicate age).

- Goats

Science indicates that it is best to limit female harvest on goats to ensure strong populations. As such, guides should strive to harvest males.



It can be difficult to tell male and female goats apart. Some key distinguishing factors are that females have wider spaces between their horns, with horns that are more sharply curved. Although it is not illegal to shoot a female goat, it is illegal to shoot a female goat when it is accompanied by a kid, or in group of goats that contains one or more kids.

- Lynx
You cannot hunt a lynx or bobcat when it is accompanied by one or more lynx or bobcats.
- Cougar
It is illegal to hunt a cougar under the age of 1 year old, or any cougar in its presence.
- Bears
While grizzly bears and black bears may be the same colour, black bears have a longer facial profile while a grizzly bear's is shorter and rounder. Additionally, grizzly bears have distinctive humps on their backs. It is not illegal to shoot sows, but government recommends that hunters target mature males. In the event a client desires to shoot a sow, it is important to know whether the sow is accompanied by a bear less than 2 years of age. If it is, it is not legal to shoot it.

You can legally hunt black bears that are blond, brown (cinnamon), or black, but it is not legal to hunt blue or white (Kermode) colour-phase bears. You also cannot hunt any bear under the age of 2 years old, or any bear in its company. Some clients may be interested in extracting bear gall bladders and genitalia; this is not legal. You may leave these parts at the kill site, or, if you relocate the animal, dispose of them within 48 hours. It is illegal to traffic in bear gall bladders and genitalia, or bear paws that are separate from the carcass or hide.

- Ungulates
Antlers on ungulates (big game with split hooves) have what are called "tines", or "points." In order to be considered a tine, it needs to be longer than its breadth, and at least 2.5 cm in length. Note that a brow tine on a moose that was previously broken off at the $\frac{3}{4}$ inch mark is not considered a tine, even if you can tell that it used to be longer than an inch.

You should learn to identify ungulates by their antlers. Elk have long, backward-sweeping main beams with un-branched, upward sweeping tines. White-tailed and mule deer have forward-sweeping tines. Mule deer tines are branched, while white-tailed deer antlers are not. Another distinguishing trait is that mule deer have a light colored rump, while white-tail deer have a large tail that they hold high when running in distress.

Moose have distinctive paddle-like antlers that are large, forward-sweeping, and palmated. You can also distinguish a moose from other ungulates by the hair-covered skin that hangs from their throats, which is called a "bell."

Caribou are part of the deer family. They are larger than deer, but smaller than elk and moose. Their colouration is usually medium to light brown, with shades of gray and white on their rumps and necks. Both males and females grow antlers, with the male's antlers usually being larger than the females. The males lose their antlers in the early winter, while females retain theirs until their calves are born in spring.

Regulations will dictate different requirements for tines by region and species. For instance, a bull caribou must have five tines above rear point in order to be legal during a GOS caribou season in BC. When people refer to a “six point rule,” they are referring to the number of tines a bull elk must have in order to be legal during a 6 point or greater bull elk season. A mule deer (black-tailed) with at least four tines (excluding the brow tine) on one antler is classified as a four point buck.

- Game Birds

Your non-resident client will not need a guide to hunt for game birds. The client must have a small game species license when transporting a dead game bird and one feathered wing must stay attached to the carcass.

Shooting

Ethics are behaviours considered to be morally justified, and are applicable to hunting. Hunters and guides should strive to limit undue suffering to their quarry; the goal is to dispatch the animal quickly and ethically.

Shooting only when you have a clear shot shows respect for wildlife. Selection of a proper shot involves safety, distance to target, and angle of shot. For instance, if there is a bear in a field of standing oats, you should not assume it is safe to shoot at. Since you cannot see the whole bear, it may be hard to judge gender, or whether or not it has cubs.

If an animal is wounded, you and your client are legally required to make every reasonable effort to retrieve it. As a guide, you are not allowed to dispatch a wounded animal on your client’s behalf. Your guide outfitter may have a policy on retrieving wounded game. Note that you can only shoot a swimming big game animal if it is already wounded.

In the event that either your client or yourself is forced to kill a grizzly bear in an act of self-defence, you should immediately report the incident to the CO Service, as well as to your guide outfitter.

Once an animal is harvested, edible portions – four quarters and the loins – must be removed. This applies to all ungulates and black bears. The exceptions to this rule are:

- Meat that has been damaged and rendered inedible by the method of taking, including meat damaged by shot
- If the possession of the animal is transferred to another person who complies with the requirement; and,
- If the requirement for the species killed is exempted by regulation.

You do not need to remove edible portions from grizzlies, cougars, and any other fur bearing animal.

As a guide, you can only shoot a porcupine if you are protecting property.

Compulsory Inspection

Certain species will need to undergo a Compulsory Inspection (CI) once they are harvested. Compulsory Inspection is done to help government collect data on harvest rates and wildlife populations. An inspection must be completed by a qualified Compulsory Inspector within 30 days of the kill. The exceptions to this are Region 2 and Region 8 elk and caribou, which must be submitted for CI within 30 days of the last day of the season. Harvested grizzly bears must be

submitted within 30 days of the kill or prior to December 5th, whichever comes first. It is possible to get an extension on Compulsory Reporting timelines, but you will need to plan ahead and request a special extension.

Province-wide, the following species must undergo CI (additional CI requirements may exist at the regional level):

- Goat
- Sheep
- Grizzlies
- Cougar
- Caribou

If you are submitting the animal for CI on behalf of your client, you will need to have:

- Date and location of the kill
- Species and sex of animal
- Hunter’s name, address, phone number, Non-Resident (or Resident) Hunter Number, and a Non-Resident Species Licence
- Species Licence Number (LEH Authorization for resident)

Sometimes, certain parts of the animal must be submitted for Compulsory Inspection:

Elk	<ul style="list-style-type: none"> • Incisor (front) tooth, and: <ul style="list-style-type: none"> ○ Males: antlers attached to the upper portion of the skull ○ Females: upper portion of the skull or a portion of the teats or mammary gland
Grizzly Bear Black Bear Lynx Cougar	<ul style="list-style-type: none"> • Skull and: <ul style="list-style-type: none"> ○ Males: a testicle or part of the penis ○ Females: portion of the teats or mammary glands
Sheep	<ul style="list-style-type: none"> • The portion of the skull that includes the nasal bones, eye socket, horns and the associated connective bone structure • The horns for the insertion of a numbered aluminium plug by an officer
Goat	<ul style="list-style-type: none"> • Horns
Caribou	<ul style="list-style-type: none"> • A front incisor tooth • The antlers • For a caribou without at least one main beam measuring over 60 centimetres (24 inches) in length, the hide with evidence of sex attached
Moose	<ul style="list-style-type: none"> • An incisor tooth, and: <ul style="list-style-type: none"> ○ Males: the antlers attached to a portion of the skull ○ Females: the upper portion of the skull, or a portion of the teats or mammary gland

Transporting Game

When transporting or in possession of a dead and skinned big game animal, you will need to leave proof of sex and species. Remember to tell your client to keep proof of sex and species on the animal if they intend to help you skin it. Proof of sex and species can be provided by leaving



an intact piece of the testicle, penis, teats, or mammary glands, as well as a 6cm² piece of hide or a portion of the head that bears the antlers. You should keep the proof of sex and species intact until you are at your place of residence, or until delivery at the butcher.

If you are transporting dead wildlife or meat on behalf of your client, you need to complete the Record of Receipt for Transporting Wildlife included in the Hunting and Trapping Regulations Synopsis. Sometimes clients will leave some of their meat with their guides as a “thank you.” It is illegal for anybody to traffic in wildlife meat.

Record of Receipt for Transporting Wildlife	
Date: _____	Place of Receipt: _____
Species: _____	Species Sex: _____
Name, Address and phone of person who killed the animal: _____	
BC Resident Hunter Number of person who killed the animal: _____	
Species Licence Number under which the animal was taken: _____	
Name and Address of the person to whom the wildlife parts are to be delivered: _____	
Signature of hunter: _____	Witness: _____
For wildlife or parts of wildlife destined for taxidermists, tanners, meatcutters, fur traders and cold storage plant operators the following information is required.	
Date of kill: _____	
Hunting Licence Number RHC or NHC: _____	
Compulsory Inspection Number (if applicable): _____	

Following the hunt, the guide outfitter will complete a guide declaration, and provide it to government within 30 days of the completion of a hunt. A copy of the guide declaration must be given to the hunter. It contains much of the same information as included on the Non-Resident Hunting Licence and cancelled

Species Licence.

SECTION THREE: WILDERNESS FIRST AID

As a guide, it is important that you have a sound knowledge of Wilderness First Aid to help keep you and your client safe while hunting. This section explores some of most common First Aid issues:

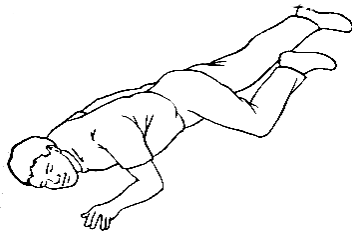
- Breathing problems
- Cold
- Dehydration
- Shock
- Bleeding

When you are in the bush, either with clients or on your own, you should remain in regular contact with your employer. It is good practice to communicate with the guide outfitter every evening. You should always have an emergency plan to communicate with your guide outfitter.

You will also need to keep your clients safe from dangerous wildlife. One way to keep bears away from camp is to keep the camp clean, by properly storing and disposing of garbage.

Breathing Problems

A person can die in 4 minutes without proper oxygen intake. If your client is having difficulty breathing, you should put them in a sitting or semi-sitting position to allow them or her to regain their breath.



If your client is unconscious, it is not good to leave them lying on their back, as they could choke on their tongue or vomit.

A client experiencing breathing problems should be moved into the *recovery position*, characterized as lying on one's side with opposite knee slightly bent and balanced on the ground, and one arm raised above the head. This position is also beneficial if someone is bleeding from the face, as it ensures blood collected in the nose and mouth does not cause suffocation.

In either case, if the person who is having difficulty breathing, or who is unconscious, is sitting on snow, you should place a blanket or sleeping bag underneath them to reduce heat loss.

Cold

Hypothermia, *exposure*, and *frostbite* can be caused by excessive cold. Exposure is the early stages of hypothermia. A person who is already sick or injured is at greater risk in cold temperatures. Seniors are also more susceptible to *hypothermia*.

Regular body temperature is 36 or 37 degrees. Falling to 34°-35° will result in some shivering, stumbling, sleepiness, and foggy-thinking. Shivering is the body's way of trying to heat up. When your core temperature falls to 32 degrees, your thinking will continue to deteriorate, you will stop shivering, and your movements will slow down. At 30 degrees, you will become unconscious and at 25 degrees your heart will stop beating.

If your client has *exposure*, the first thing you should do is remove any wet clothing, and replace it with dry clothing. You should then cover them with spare clothing, a blanket, or a sleeping bag, to provide extra warmth.

Remember to also put something underneath the client, especially if they are on snow, as much of their heat can be lost this way. Heat will be lost the quickest through the head and neck, meaning that insulating headwear, such as a toque or hat, is a good idea.

It is not a good idea to rub hands, feet, or limbs in an attempt to warm them up, as this can siphon heat from your core temperature, which is not ideal. Be careful when trying to heat the person back up with heated objects, as they may not be able to feel how hot an object is, which could lead to unintentional burning of the skin. You should always err on the side of caution, and never apply a hot object to a person suffering from exposure. Warming items should be comfortably warm. Start by placing heating pads or water bottles on the individual's major arteries: chest, groin, and neck. Fire is an option to warm up your client, but is not ideal when a person is suffering from exposure.

Starchy foods with lots of sugar, such as candy, bread, dried fruit, or granola bars, can help warm a person. Warm beverages are very effective, but opt for hot chocolate or soup in place of coffee in order to limit dehydration. Coffee and tea can actually serve to further dehydrate a person, which is detrimental to the process.

Frostbite occurs when hands or feet become wet and freeze, or are exposed to cold for too long. It can generally be spotted by checking for white, numb skin. When the tissue remains soft underneath, the frostbite is still mild. If the area grows hard and becomes purple, it is serious frostbite.

If your client experiences mild frostbite, you will want to do your best to protect the area from further exposure by covering the frostbitten areas. Skin-to-skin contact is an excellent way to warm them up. When hands are frozen, armpits are an excellent place to generate heat. For feet and faces, gentle exposure to a warm object can help heat the affected areas.

For serious frostbite, seek medical attention as soon as possible. Keep the rest of your body fed and hydrated. Heating some water to around 40 degrees and submerging the frostbitten area can help. Never pour boiling water on a frostbitten area. Once removed, keep the frostbitten area warm, but do not wrap it tightly or apply significant pressure. It is normal for blisters to form after frostbite occurs.

Shock

A person goes into shock when there is not enough oxygen passing through their organs. This can occur when a person is bleeding, burned, having an allergic reaction, or responding to a broken bone. Some symptoms of shock are:

- Anxiety
- Confusion
- Pale, clammy skin
- Quick pulse
- Rapid breathing
- Nausea and vomiting
- Decreased urine output

- Thirst

Shock can be very serious. If one of your clients goes into shock, you should ensure that they can get enough oxygen, then gently lay them down with their feet raised. Keep them warm, control any bleeding, and try to reduce their pain as much as possible.



Dehydration

It is important to be aware of how much water your client is drinking while you are hunting, especially since you are likely more used to hiking than your client.

Many people think dehydration is more common in hot weather, but cold, dry air can also result in rapid dehydration, particularly when you are working hard. Your urine should always be fairly clear, and you should be producing about 4 cups of urine every 24 hours. Symptoms of dehydration include nausea, sleepiness, pale skin, quick pulse, thirst, and dry tongue. You can also test by pinching the skin on your hand; if it returns to normal quickly, you are hydrated. If it flattens slowly, you may be dehydrated.

An electrolyte mix will help you rehydrate – either Gatorade, or a mix of salt, soda, and sugar. Liquid poured off boiled meat is also full of nutrients.

Water found in the backcountry may appear to be pure and clean, but it can in fact harbour dangerous viruses, bacteria, and parasites. You should treat it by boiling, filtration, or applying appropriate chemicals before drinking.

Bleeding

The two greatest dangers from cuts and bleeding are shock and blood loss. A person may go into shock when they are losing blood; this can start once they have lost 500-700 ml of blood. Serious bleeding from an artery can cause shock in a matter of minutes. You can tell if an artery has been punctured, as the blood will surge outwardly with each heartbeat.

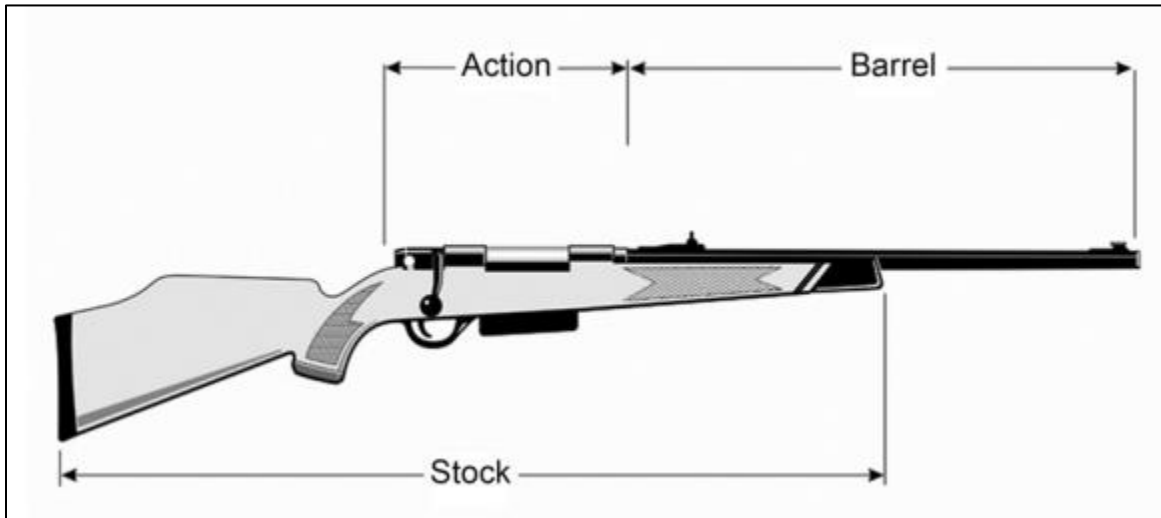
To help prevent shock, stop moving, and lay the person down to lower the pulse. Elevate the wound; this will help ensure that the brain and other organs get the blood flow they need, which can help prevent shock. If you are unsure if a bone has been fractured, you should treat the limb as if a fracture exists.

To slow bleeding, you can do two things: apply direct pressure, and encourage rest. When applying direct pressure, take a piece of clean cloth and place it directly on the wound. You can hold it tight to the skin by using (or making) a bandage. This reduces blood flow, and blocks the opening. If resting and direct pressure alone do not help the bleeding, you can make a tourniquet using a piece of non-stretchy cloth tied around an arm or leg tightly enough to stop blood flow. Tie it slightly above the wound and make it tight enough so that the bleeding stops. You must try and get medical help after applying a tourniquet. You can remember this response by thinking “RED” – rest, elevate, and direct pressure.

In any of these situations, it's of vital importance that you keep the client's morale up. Be encouraging, and provide as much reassurance as you can; feeling afraid and alone can worsen the individual's condition. Don't discuss their condition in front of them, and always keep them informed of your plan to return them home safely.

SECTION FOUR: FIREARMS

The first firearms were developed in the 1400s. Early rifles were muzzleloaders, meaning the propellant and projectile were loaded into the barrel from the open end (muzzle). Initially breech-loading guns were not as effective as muzzleloaders because the expanding gases would escape through the loading mechanism.



Used from PEI PAL Manual

Modern firearms are comprised of three parts:

- barrel
- action
- stock

The *barrel* is the metal tube through which the shot travels when fired. The interior of the barrel is referred to as the *bore*, and the *stock* is the handle. As its name indicates, the *action* is the part of the gun in which the cartridge is placed and readied for firing. Another part of the gun is the *trigger*; when a person pulls the trigger, the firing pin strikes the primer on the cartridge or shell, igniting the gunpowder in the cartridge. This creates the explosion, which that causes the bullet to travel down the barrel. There are multiple different kinds of actions: bolt, lever, pump, semi-automatic, and revolving.

There are three types of firearms:

- shotguns
- rifles
- handguns

It is not legal to hunt with handguns in BC.



A rifle gets its name from the *rifling* (continuous spiral grooves) on the inside of the barrel. The flat areas in between the grooves are referred to as *lands*.

This structure helps keep the bullet stable in motion, which provides a more accurate shot.

Rifles are classed by *calibre*, which is the bore diameter when measured from either groove-to-groove, or land-to-land. There will be a stamp on the barrel of the gun indicating what type of ammunition is appropriate for it. If there is no stamp, verify with a qualified dealer what the appropriate ammunition type for the rifle is.

In contrast, shotgun barrels are classed by gauge, which is classified as the measurement of barrel diameter. Shotguns have smooth bores (no rifling), and are often tapered at the muzzle. This tapering is referred to as the choke, and its purpose is to provide greater control over the pellets.



There are multiple regulations associated to hunting with shotguns in BC. You can use a shotgun to hunt black bears, bobcats, cougar, deer, lynx, wolf, and wolverine, but it must be 20 gauge or larger, and use shells size No. 1 Buck or larger. You cannot use shotguns to hunt bison, caribou, elk, grizzly bears, moose, goat, or sheep.

It is not legal to hunt wildlife using a shotgun with a magazine capable of holding more than 3 shells.

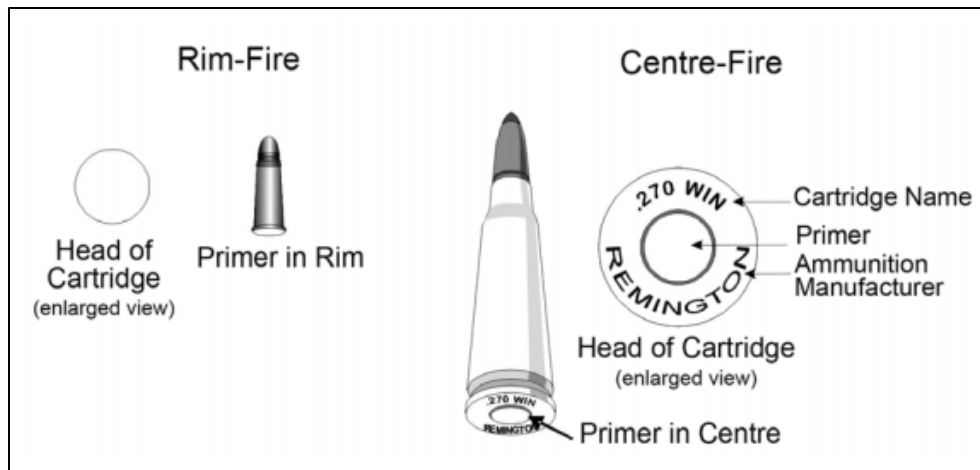
Ammunition

The development of cartridges drastically changed the use of guns by combining the primer, bullet, and powder within a casing. This paved the way for guns which could house multiple cartridges. Note that the language surrounding cartridges can occasionally be misleading; some people refer to cartridges as bullets, while others say that only the projectile is a bullet. In this manual, we will refer to bullets as the projectile only.

The name of a cartridge will indicate the calibre and type of firearm it is meant to be used for. For instance, a cartridge may be classified as a .300 Winchester, but that doesn't mean it will work in a .300 Weatherby. Using the wrong ammunition can be dangerous for the hunter.

There are two types of cartridges for rifles:

- Rim fire
In a rim fire cartridge, the primer is located in the bottom outer rim of the cartridge. When the firing pin hits the cartridge, a tiny explosion is created, and the powder is ignited. A .22 rifle is a common rim fire calibre. In BC, you can only use rim fire cartridges when hunting bobcat, lynx, and wolverine, as they are not powerful enough to humanely kill other big game species. Centre fire rifles are permitted for all big game species.
- Centre Fire
In a centre fire cartridge, the primer is located within a small round compartment at the bottom-centre of a cartridge. When struck by the firing pin, the primer explodes and ignites the powder. Centre fire cartridges are typically used for higher power firearms. Types of centre fire weapons include: 30.06 Springfield, .45 auto, and 12 gauge.



Shotgun shells are a type of cartridge meant to be used in shotguns. They typically have a plastic shell that contains the primer, powder, and bullets, as well as a wad made of fibre, paper, or plastic that separates the bullet from the powder. Bullets in shotguns can be slugs or shot; slugs are a single bullet, shot is made of pellets.

Cartridges and shotgun shells will have their calibre information printed on the base. Shotgun shells will also indicate their length. This is important because it must match the length printed on the barrel of the gun.

To ensure safety and respect for wildlife, the BC government makes some regulations on what guns can be used for various game. For example:

- To hunt bison your ammunition must be 175 grain bullet or larger.
- The minimum barrel length of a firearm used for hunting is 305 mm (12 inches).
- You cannot use a .22 calibre rifle to hunt waterfowl.
- It is legal to use a rifle to hunt grouse or ptarmigan.
- You cannot use a centre fire rifle to hunt turkeys.
- Lead shots are prohibited for hunting ducks, geese, coots, and snipe, because other birds may eat the shots and be poisoned. Steel, bismuth, tungsten or iron/tungsten polymer, or tin are all acceptable non-toxic shots for waterfowl.

Safety

Firearms under your control are your responsibility 24 hours a day. This means they should always be locked when they are not in use – at home, in a locked cabinet, and in a locked case while travelling. Guns should always be stored unloaded, and ammunition should be stored in a separate place, and locked to ensure no unauthorized use.

When the firearm is loaded, clients should keep the safety on until ready to shoot. We recommend that you don't rely solely on the safety. Most guns will include a *safety* that prevents the *action* from firing, but most experts consider a firearm to be "safe" when the action is open. Here are a few other tips can help keep you and your clients safe:

- consider every firearm loaded

- always check to make the sure the chamber and magazine are empty when you pick up an unfamiliar firearm
- resist the urge to put your finger on trigger
- only pass or accept a firearm when it is unloaded or open
- never run with a firearm
- refrain from leaning a firearm against a tree or other object when not in use
- only load a firearm when you reach your shooting destination and are ready to take the shot
- prove the firearm is unloaded before cleaning

Common firearm hazards include:

- Squib Load
This happens when there is no powder in the cartridge. The primer will cause a small explosion, and create enough force to push the bullet into the barrel. Be careful as this can be dangerous, and could cause an explosion if another shot is fired when there is a bullet trapped in the barrel.
- Hang Fire
Hang fire is a delayed shot where the pin hits the primer, but the resulting explosion is not strong enough to light the powder. If this happens, wait for at least 60 seconds before moving the gun. Keep the muzzle pointed in a safe direction when you unload the gun, and make sure there is no blockage in the barrel.
- Misfire
A misfire is a faulty cartridge that does not fire.

As a hunting guide, you will encounter clients with different ideas about firearm safety. It is important that you understand some basic firearm safety:

- Be careful, as a bullet will ricochet off water.
- You should never have a loaded firearm in your vehicle or on an ORV. This is against the law, and is also very dangerous.
- If you are travelling over slippery ground or climbing over objects, it is recommended to unload your gun.
- If you lay your firearm down, be sure to inspect it for dirt afterwards. Debris in the muzzle can be very dangerous.
- Scopes and binoculars serve different purposes. The scope is designed to help you shoot accurately. Binoculars exist to find game and identify animals. Sighting in your firearm is the first step in ensuring the accuracy of the gun, and in helping the hunter make a humane kill.
- You should also make sure your shot is clear and safe. Always consider what could be hidden from sight behind the animal prior to making the decision to shoot.

- If you encounter road kill, do not touch the animal or remove any part of it. Since wildlife is property of the Crown, you cannot take it without permission from government. Call the CO Service to report the road kill.

Archery

There are four main types of bows that are legal to use during an archery season in BC. It must have a pull weight of at least 40lbs to ensure an ethical and humane shot (with the exception of bison, which require a higher pull weight). The four types of bows are:

1. *Longbow*
This type of bow is the most traditional model, with a history dating back thousands of years. A longbow includes a slightly curved piece of wood and a string.
2. *Recurve*
This type of bow is recognized for its distinctive shape, as the limbs curve away from the shooter. The recurve design delivers more energy than a long bow, sending the arrow with more speed.
3. *Compound*
This type of bow uses a system of pulleys and cables to achieve a mechanical advantage. A compound bow allows the archer to draw a heavier poundage, and reduces the draw weight while at full draw. This makes holding an arrow at full draw less strenuous, and allows for more accurate aiming. When using a compound bow, it is recommended that you shoot within 40 meters of your target.
4. *Crossbow*
A crossbow brings together elements of a gun with those of a bow. They look similar to firearms, but have a short bow fixed perpendicular to the muzzle. The hunter draws with a crank mechanism, and the trigger releases the bolt. It is legal to use a crossbow during archery season.

When using a bow, the best shot for big game such as elk, moose, or grizzly bear, is broadside; with the animal 'quartering away.'

Shooting Positions

Making a clean ethical kill is the responsibility of the hunter. Using a rest and knowing the shooting positions will help improve your accuracy. There are four shooting positions:

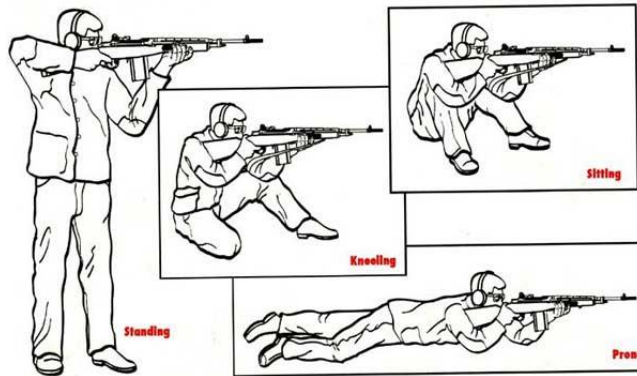
1. Standing
For right-handed shooters, turn your body 45 degrees to the right of the target, ensuring that your feet are shoulder width apart. Lean into your lead foot, which should be on the same side of your body as the arm supporting the gun. Support the rifle, and hold the stock tightly against your shoulder, using your opposite hand to pull the trigger. If this does not feel steady, or if the barrel is wavering, you should not shoot from this position.
2. Kneeling
Turn your body so that you are at a 45 degree angle in relation to your target. Kneel with your right knee on the ground and your left knee as a balance for your elbow. Secure the stock of the gun into your right shoulder, using the left hand to support the firearm, and your right hand to fire.

3. Sitting

You can sit on the ground in either a cross-legged or open legged position, at a 30 degree angle from your target. If you are sitting open-legged, use your knee to support your arm and gun while shooting. Pull the gun into your right shoulder, and use you left hand to support the firearm.

4. Prone

This is the most stable shooting position, and it is best for trying to shoot over long distances. Keeping your legs relaxed and right leg slightly bent, lay on your stomach with your body slightly angled to the left of your target. You can use the ground to support your elbows, which is part of what makes this position so stable.



Canada's Gun Laws

When a non-resident client crosses the border, they will need to complete a *Non-Resident Firearm Declaration Form (RCMP 5589)*. If they have more than 3 guns, they will also need to complete the *Non-Resident Firearm Declaration Continuation Sheet*.

When travelling, they will need to store their ammunition and gun separately in locked containers. Some large capacity magazines are not permitted in Canada; in general, the maximum permissible magazine capacity is 5 for centre-fire semi-automatic long guns.

Under the *Canadian Firearms Act*, there are three classes of firearms:

- Non-restricted
- Restricted
- Prohibited

Royal Canadian Mounted Police / Gendarmerie royale du Canada	
Non-resident Firearm Declaration	
A - Personal Information	
1. a) Last Name	1. b) First Name
2. c) Middle Name	2. Date of Birth (yyyy-mm-dd)
3. Gender <input type="radio"/> Male <input type="radio"/> Female	
4. Address type: If you are staying in Canada for more than 60 days, provide your address in Canada. If less than 60 days, provide your outside Canada address.	
4. a) Street / Land Location	
4. b) Apt. / Unit	
4. c) City	4. d) Province / State
4. e) Country	4. f) Postal / Zip Code
5. Photo identification (see notes required)	
5. a) Type of ID / License	5. b) Province / State / Country of Issue
5. c) ID No.	
6. Provide the reason for bringing firearms into Canada: <input type="radio"/> Hunting <input type="radio"/> Competition <input type="radio"/> Personal <input type="radio"/> Private ownership / collectible <input type="radio"/> Other, specify:	
B - Firearms	
7. Number of firearms imported	Continuation sheets attached
8. Destination of firearms in Canada	
8. a) Town	8. b) Province / Territory
Firearm No. 1 a) Type of firearm: <input type="radio"/> Shotgun <input type="radio"/> Rifle <input type="radio"/> Combination gun <input type="radio"/> Handgun <input type="radio"/> Other, specify:	
b) Make	c) Serial No.
d) Gauge / Calibre	e) Barrel Length <input type="radio"/> mm <input type="radio"/> in
f) Active	

The vast majority of your clients will use non-restricted rifles. Firearms must have a barrel length of at least 470mm to fall into this class.

Restricted firearms include most handguns, as well as firearms that have barrels less than 470 mm in length, and which are capable of discharging centre-fire ammunition in a semi-automatic

manner. Any firearm that has been adapted to a length less than 660 mm by folding, telescoping, etc., is also classified as Restricted

Prohibited firearms are:

- handguns that have barrels equal to or shorter than 105 mm in length
- adapted rifles or shotguns (cutting, sawing or any other alteration)
- is less than 660 mm in length or greater than 660mm in length with a barrel less than 457 in length
- an automatic firearm, regardless of whether or not it has been altered

Non-restricted firearms can be brought into Canada using the *Non-Resident Firearm Declaration* Form (RCMP Form 5589). Any non-resident hoping to bring a restricted firearm will need to contact the Royal Canadian Mounted Police (RCMP). Prohibited firearms are not permitted in Canada under any circumstance. If you have any concerns about firearms your client has brought into Canada, you should talk to your outfitter.

If your client is planning to borrow one of the outfitter's gun, they will need to apply for *Temporary Firearms Borrowing Licence* (RCMP Form 5513) prior to their trip. It is not legal for a client to use one of the outfitter's guns without the Borrowing Licence.

You cannot discharge a firearm within 100 m of a church, school building/yard, playground, regional district park, farm, ranch, or house that is occupied by people or domestic animals. Additionally, you cannot discharge a firearm within 15 meters of the edge of a two lane highway. In heavily populated areas, this distance often increases to 400m, so watch for and obey the local signage and municipal bylaws.

