

# Fluorescent Orange Requirements

## All Small Game Seasons

A minimum of 250 square inches on head, chest and back, combined, visible 360 degrees.



At All Times

## Deer, Bear & Elk Firearms Seasons

A minimum of 250 square inches on head, chest and back combined, visible 360 degrees.



At All Times

## Wild Turkey Seasons (Fall)

Wildlife Management Units 1A, 1B, 2A & 2B  
(Shotgun, Archery Areas)

Hat containing a minimum of 100 square inches of solid fluorescent orange material, visible 360 degrees at all times when moving. May be removed at stationary calling location.



Moving



Stationary

## Wild Turkey Seasons (Fall)

All Other Wildlife Management Areas  
(Shotgun/Rifle Areas)

A minimum of 250 square inches on head, chest and back combined, visible 360 degrees at all times when moving. May be removed at stationary calling location, providing a minimum of 100 square inches of daylight fluorescent orange material is posted within 15 feet of the location and is visible 360 degrees.



Moving



Stationary

## Groundhog Hunting

A hat containing a minimum of 100 square inches of solid fluorescent orange, visible 360 degrees, must be worn at all times.



At All Times

## Archery Deer/Archery Bear Season:

### (During Overlap with Fall Turkey Season)

When hunting in an area with a concurrent fall turkey season, a hat containing a minimum of 100 square inches of solid fluorescent orange must be worn when moving. The hat may be removed when archer is stationary or on stand.



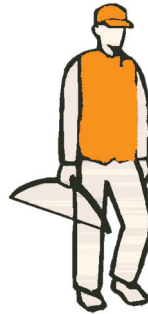
Moving



Stationary

### (During the overlap with the October Muzzleloader/ Special Antlerless Firearms Seasons in October)

When hunting during the early muzzleloader antlerless deer season/special antlerless firearms season, a minimum of 250 square inches on head, chest and back combined, visible 360 degrees at all times when moving. May be removed when archer is stationary in a tree or ground stand, providing 100 square inches of fluorescent orange material is posted within 15 feet of the location and is visible 360 degrees.



Moving



Stationary

### Early Muzzleloader Antlerless Deer Season in October

A minimum of 250 square inches must be worn on the head, chest and back, combined, visible 360 degrees.



At All Times

### None Required

No fluorescent orange is required when hunting waterfowl, doves, spring gobblers, crows and furbearers. None is required during the regular archery deer season, except during an overlap with turkey seasons and during the early muzzleloader deer season/special October antlerless firearms season. Hunters participating in the after-Christmas flintlock muzzleloader or archery deer seasons are not required to wear fluorescent orange (See Special Regulations Areas section in this Digest for additional information). Hunters participating in the spring gobbler season are no longer required to wear a fluorescent orange hat while moving.

### Camouflage Fluorescent Orange

Camouflage fluorescent orange may satisfy orange regulations when 250 square inches of safety material is required if the orange content is at least 250 square inches. When a hat containing 100 square inches of orange is specified, the cap must be solid fluorescent orange.

**Note: The required amount of fluorescent orange for each season must be worn while moving from one hour prior to the start of legal hunting hours and for one hour past the closing of legal shooting hours.** Coyote hunters must wear 250 square inches of daylight fluorescent orange during the regular firearms season for deer or any bear season from one hour before sunrise to one hour after sunset.



Fluorescent Orange Hat (New Low Profile), \$8.95, and a fluorescent orange Alert Band, \$4.95, are available from "The Outdoor Shop" on the PGC website at [www.pgc.state.pa.us](http://www.pgc.state.pa.us) or call 1-888-888-3459.

SPECIES/SEASON	FLUORESCENT ORANGE REQUIREMENTS					REQUIRED LICENSES & STAMPS								
	250 Square Inches At All Times	Solid Orange Hat While Moving	250 Moving, 100 Posted Within 15 feet	Solid Hat All Times	None	Archery License	Hunting License	Muzzleloader License	Bear License	Elk License	Furtaker License	Bobcat/Fisher Permit	Federal Duck Stamp	Migratory Bird License
Archery Deer (Early & Late Seasons) (See Special Regulations Areas section)					X	X	X							
Archery Deer (Overlap w/Turkey)		X				X	X							
Archery Deer (Overlap w/Oct. Muzzleloader/Special Antlerless Firearms)			X			X	X							
Early Muzzleloader Deer	X						X	X						
Late Flintlock Deer (See Special Regulations Areas section)					X		X	X						
Groundhog				X			X							
October Firearms Antlerless Deer	X						X							
Firearms Deer	X						X							
Bear	X						X		X					
Archery Bear (Overlap w/Turkey)		X					X		X					
Elk	X						X			X				
Turkey, Spring (2nd bird requires 2nd license)					X		X							
Turkey, Fall in WMUs (shotgun/archery only) 1A, 1B, 2A & 2B		X					X							
Turkey, Fall in all other WMUs			X				X							
Small Game, Porcupine	X						X							
Waterfowl					X		X					X (16 & up)	X (12 & up)	
Doves					X		X							X (12 & up)
Woodcock	X						X							X (12 & up)
Crow					X		X							
Bobcat, Hunting or Trapping/Fisher, Trapping					X						X	X		
<b>Coyote, Hunting</b>					X		X		<b>OR</b>		X			
— Outside of any big game season					X		X		<b>OR</b>		X			
— During any big game season									X (Hunting License With Valid Big Game Tags)		X (Furtaker License If Tags Were Used)			
Coyote, Trapping					X						X			
All Other Furbearers, Hunting or Trapping					X						X			

Antlerless deer licenses are required to hunt for antlerless deer during any deer season, except by flintlock hunters during the post-Christmas flintlock season, and only then if the hunter has not used his or her general license (buck) tag. An antlerless deer license is valid only in the WMU of issuance.

**Note:** The required amount of fluorescent orange for each season must be worn while moving from one hour prior to the start of legal hunting hours and for one hour past the closing of legal shooting hours.