

**571—102.2(481A) Migratory bird regulations.** Seasons and limits for taking migratory birds by means of falconry shall be as follows:

**102.2(1) Ducks and coots.** The season for taking ducks and coots statewide by means of falconry may vary among duck hunting zones. Falconry seasons for ducks and coots shall be open whenever the conventional (gun) duck and coot hunting season is open in each zone, as described in rules 571—91.1(481A) and 571—91.2(481A), and shall also be open beginning December 15 in each zone and remain open until the combined total of the conventional hunting season days plus falconry hunting season days reaches 107 for the zone or February 28, whichever occurs first.

**102.2(2) Geese.** The season for taking geese by means of falconry may vary among goose hunting zones. Falconry seasons for white-fronted geese and light geese (white and blue-phase snow geese and Ross' geese) shall begin each year on the first day of the conventional (gun) hunting season for these geese in each zone, as described in rule 571—91.3(481A), and continue in each zone for 107 consecutive days. Falconry seasons for Canada geese and brant shall be open concurrently with the conventional (gun) hunting season for these geese as well as any days between the end of the second segment of the season for Canada geese and brant and the start of the third segment of the season for Canada geese and brant.

**102.2(3) Rails, snipe and woodcock.** The seasons for taking rails, snipe and woodcock by means of falconry shall begin each year on the first day of the conventional (gun) hunting seasons for these species, as described in rules 571—97.1(481A), 571—97.2(481A), and 571—97.3(481A), and continue for 107 consecutive days. The entire state is open for these species.

**102.2(4) Hawking hours and limits.** Hawking hours for migratory game birds are one-half hour before sunrise to sunset. The daily bag limit may include no more than three migratory game birds, singly or in aggregate. The possession limit is twice the daily bag limit.