



Elk Hunt Area 116

Application Deadlines

Nonresident
(Including: Special, Cow/Calf, Youth**, Preference Points)

Application Dates: Jan. 1 - Jan. 31
Modify & Withdrawal: Feb. 3
Results Available: Feb. 25
Preference Point Only***:
July 1 - Oct. 31

Resident
(Including: Cow/Calf, Youth**, Pioneer/Pioneer Heritage^)

Application Dates: Jan. 1 - May 31
Modify & Withdrawal: May 31
Results Available: June 21

Landowner
(Including: Cow/Calf, Youth**, Resident Pioneer/Pioneer Heritage^)

Nonresident
Application Dates: Jan. 1 - Jan. 20
Modify & Withdrawal: Feb. 3
Results Available: Feb. 25

Resident
Application Dates: Jan. 1 - May 15
Modify & Withdrawal: May 31
Results Available: June 21

License Fees

Nonresident

Full Price: \$591.00
Special: \$1,071.00
Full Price Youth**: \$289.00
Reduced Price Cow/Calf: \$302.00
Reduced Price Cow/Calf Youth**: \$114.00
Full Price Landowner: \$591.00
Full Price Landowner Youth**: \$289.00
Reduced Price Landowner Cow/Calf: \$302.00
Reduced Price Landowner Cow/Calf Youth**: \$114.00
Preference Point Only: \$50
Preference Point Only Youth***: \$10

A nonrefundable application fee of \$14 is included in the amount to be remitted for each big game license applied for in the initial license drawing.

Resident

Full Price: \$57.00
Full Price Youth**: \$30.00
Reduced Price Cow/Calf: \$48.00
Reduced Price Cow/Calf Youth: \$25.00
Full Price Landowner: \$57.00
Full Price Landowner Youth**: \$30.00
Reduced Price Landowner Cow/Calf: \$48.00
Reduced Price Landowner Cow/Calf Youth: \$25.00

A nonrefundable application fee of \$5 is included in the amount to be remitted for each big game license applied for in the initial license drawing.

Resident Pioneer and Pioneer Heritage

Pioneer: \$10.00
Pioneer Heritage: \$37.00
Pioneer Cow/Calf: \$10.00
Pioneer Heritage Cow/Calf: \$32.00
Pioneer Landowner: \$10.00
Pioneer Landowner Cow/Calf: \$10.00
Pioneer Heritage Landowner: \$37.00
Pioneer Heritage Landowner Cow/Calf: \$32.00

A nonrefundable application fee of \$5 is included in the amount to be remitted for each big game license applied for in the initial license drawing.

* All applications, must be submitted by midnight mountain standard time (MST) on the deadline date.

** An applicant may apply for any big game license if he/she is eleven (11) years of age, but must be at least twelve (12) years of age when hunting. Persons who are less than eighteen (18) years of age and at least eleven (11) years of age at the time of application may apply for a youth license and remit youth fees. Applicants must be at least fourteen (14) years of age prior to September 15 of the application year in order to hunt wild bison. Applicants under the age of eighteen (18) may have their parent or legal guardian submit an application on their behalf.

*** An applicant must be at least eleven (11) years old at the time of submitting an application to purchase a preference point and must be at least twelve (12) years old by December 31 of that year.

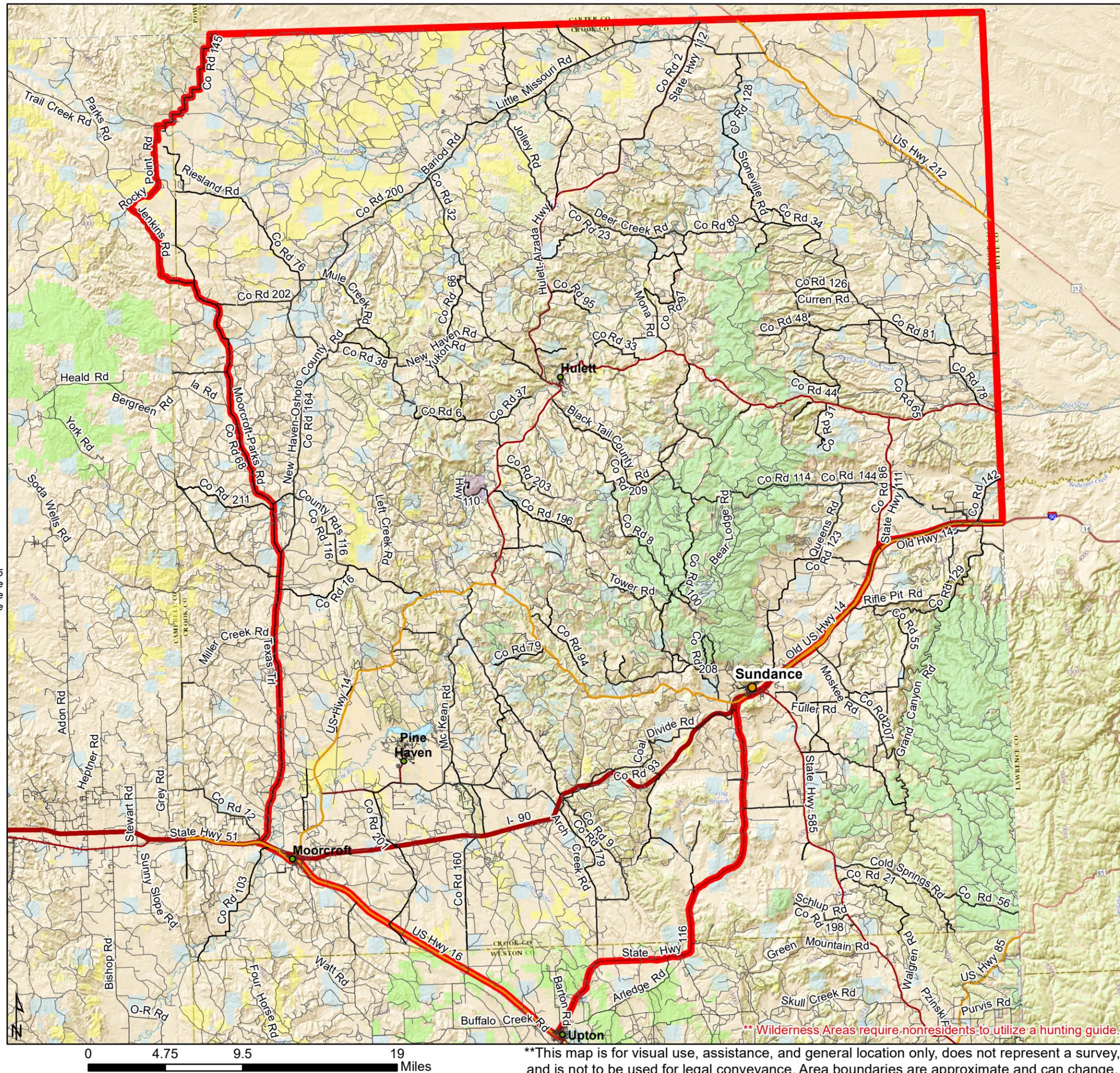
^ To qualify for a pioneer license an applicant must be a Wyoming resident who is at least seventy-five (75) years of age and has continuously resided in Wyoming for at least fifty (50) years immediately preceding the date of application. To qualify for a pioneer heritage license the applicant must be a Wyoming resident who is at least seventy (70) years of age and has continuously resided in Wyoming for at least fifty (50) years immediately preceding the date of application.



Wyoming Game & Fish Department

Date: 5/24/2016

- Antelope Area Boundary
- Wilderness Area
- Bankhead Jones
- Bureau of Indian Affairs
- Bureau of Land Management
- Bureau of Reclamation
- Corps of Engineers
- Department of Defense
- Fish & Wildlife
- Forest Service
- National Grasslands
- National Park Service
- Other Federal
- Private
- State



** Wilderness Areas require nonresidents to utilize a hunting guide.

**This map is for visual use, assistance, and general location only, does not represent a survey, and is not to be used for legal conveyance. Area boundaries are approximate and can change.