

DCLT Official Hunting Map:

White Cliff
Nature Preserve

Property Address


8248 White Cliff Road

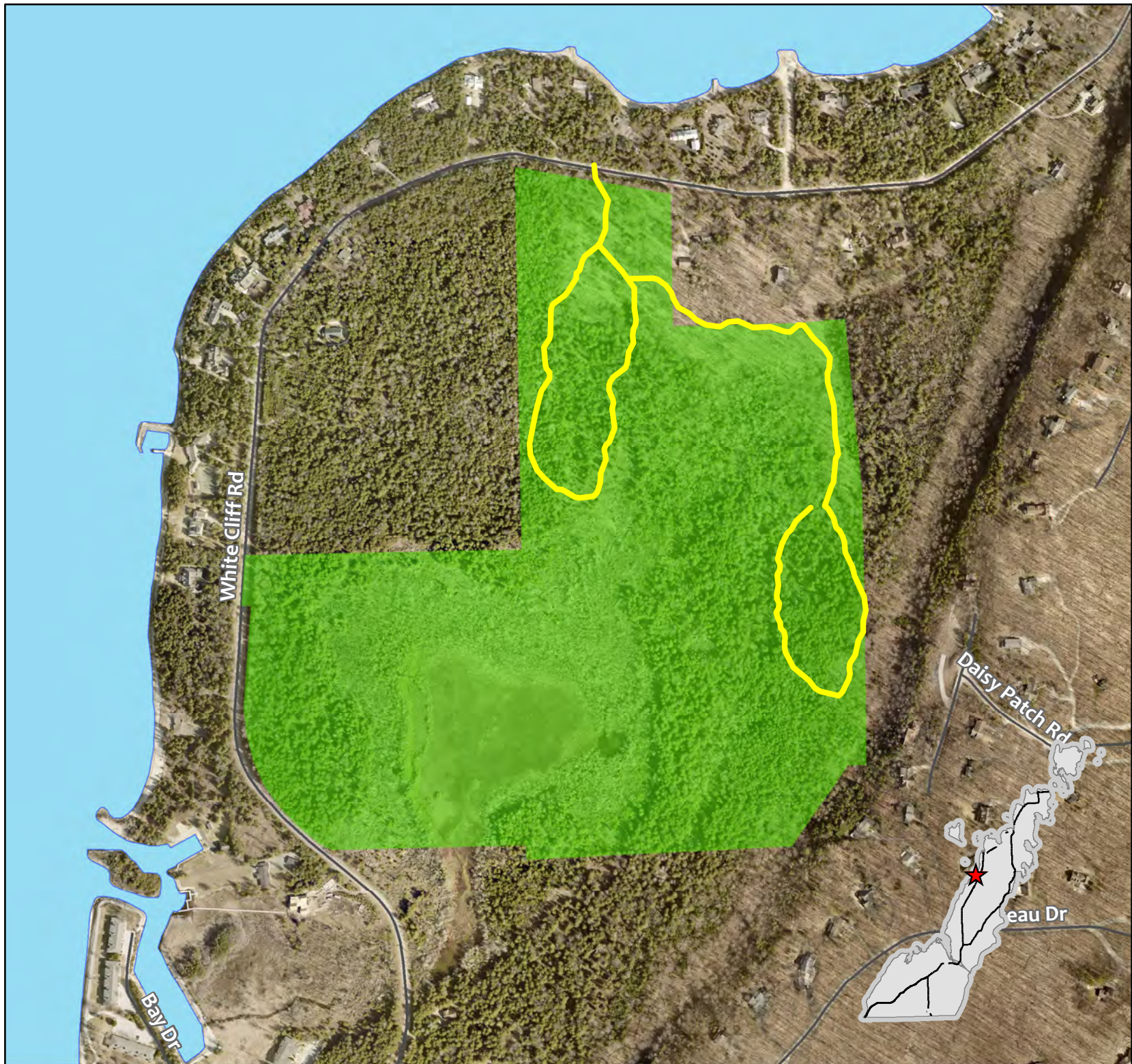
Map Legend

Trail Type

 Rustic Hiking Trail

Hunting Status

 Deer bow, Deer gun,
fall Turkey bow, spring
Turkey gun and bow



For more Hunting information pertaining to Door County Land Trust Properties visit our website:
<https://www.doorcountylantrust.org/how-we-save-land/hunting-program/>



Rules for Hunting at Door County Land Trust Preserves

(Updated February 2018)

- Prior to the hunt, hunters are requested to contact the Land Trust by completing the Hunter Information Form on our website (www.doorcountylandtrust.org/how-we-save-land/hunting-program)
- Use of Door County Land Trust Preserves is a privilege extended to all legally-permitted hunters who abide by the rules and regulations of the WI-DNR and the Door County Land Trust. Failure to do so may result in loss of hunting privilege and if warranted, referral to the WI-DNR and/or Door County Sheriff for possible enforcement action.
- Portable hunting stands and structures (including trail cameras) are permitted for day use only and must be removed each night. All stands and structures must contain ownership information (name, address and phone number). If a stand or other structure is left overnight it will be dismantled and removed by staff or preserve stewards.
- The following activities are not allowed:
 - cutting trees or vegetation or removing brush from properties
 - baiting
 - motorized vehicles of any kind
- Hunters must respect adjacent private property. If a hunter needs to follow a wounded animal onto private lands, prior permission must be obtained from the landowner.
- Dogs actively engaged in hunting may be off leash, except that all dogs must be kept on leash from April 15 to July 31 to protect ground-nesting birds.
- Hunters are asked to help “keep an eye” on things when hunting and to inform the Land Trust if there are any activities taking place on the property of which we should be aware.

