

2025-2026 HUNTING SEASONS & EVENTS (GMUS 652 AND 666)

BIG GAME

Deer – Modern Firearm: October 11 - 31 (weekends only)

Deer – Late Modern Firearm: November 13 - 16 (weekends only)

Deer – Archery: September 1 - 26

Deer – Late Archery: November 26 - December 31

Deer – Early Muzzleloader: September 27 - October 5

Deer – Late Muzzleloader (666 only): November 26 - December 15

Elk – Modern Firearm: November 1 - 12 (weekends only)

Elk – Early Archery: September 6 - 18

Elk – Late Archery: November 26 - December 15

Elk – Early Muzzleloader: October 4 - 10

Elk – Late Muzzleloader (652): November 26 - December 8

Elk – Late Muzzleloader (666): November 26 - December 15

Black Bear: August 1 – November 15 (high velocity weekends only)

Cougar: September 1 – March 31 or when cap (4) is reached, whichever occurs first

GAME BIRDS AND SMALL GAME

Waterfowl

- Youth Hunt – September 20
- Duck/Scaup – October 11 - 19; October 22-January 25; Nov 1 - Jan 25 (Scaup)
- Youth, Veterans, Active Duty – January 31
- Goose (Management Area 3) – September 6 - 14; October 11 - 19; November 1 – January 25

Pheasant

- Youth Hunt – September 13 -14
- Senior/Hunters with Disabilities – September 15-19
- General release season – September 20 – November 30
- Extended season (no releases) - December 1-15

Quail: September 20 – November 30

Mourning Dove: September 1 – October 31

Spring Turkey

- Youth – April 1-7

- General season – April 15 – May 31

Falconry: August 1 – March 15

- Mourning Dove – September 1 – December 16

Other Small Game: September 1 – March 15

Coyote: Year round

FISHING

Salmon, trout, other game fish: July 1 – November 22 (closed to all fishing Sun, Mon, Tues Aug 3 – Sept 30; closed Sun, Mon Oct 1 – Nov 22)

Solo Point closed to shellfishing year round

GENERAL RECREATION EVENTS

Woodbrook Hunt Club hunts: October – Early April

Fern collection: April

Endurance Rides: First weekend in April, last weekend in September

Western Washington English Springer Spaniel Club Field Trial: mid-August or mid-September