



KEN & ALICE FOGLE BLOCK MANAGEMENT AREA #12

WELCOME SPORTSMEN,

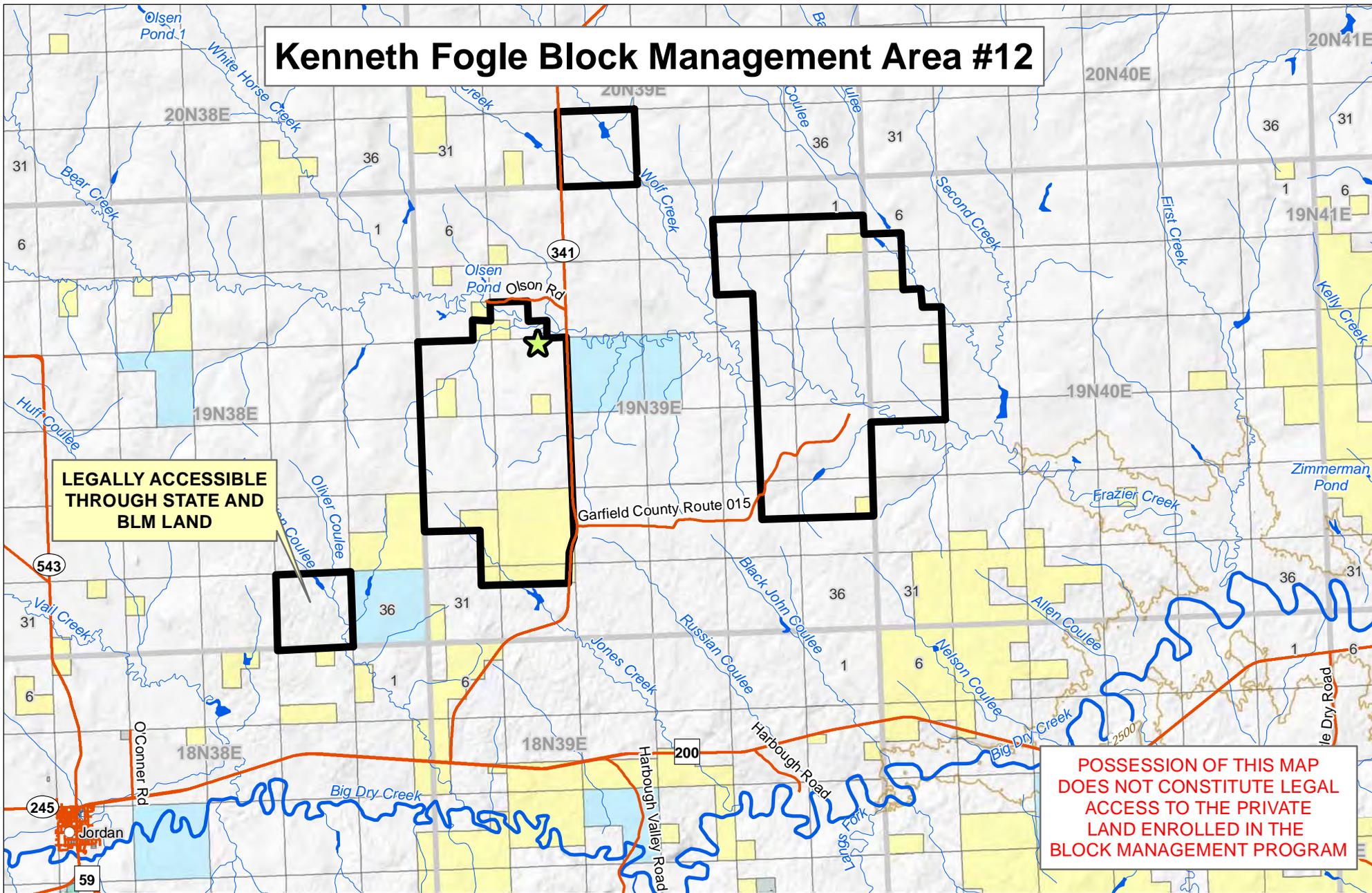
PLEASE OBSERVE THE FOLLOWING:

- **Written permission obtained on-site from landowner (Type 2 BMA).**
- Please drive on established roads only.
- Refrain from using roads when wet or muddy.
- Do not park vehicles in such a manner as to obstruct traffic or block any gate.
- Use of ATV's or similar vehicles is prohibited.
- Please watch for livestock and leave all gates as you find them.
- Please be careful about fire hazards.
- Pack everything out that you bring in with you.
- It is unlawful to commercially outfit on this BMA.
- Unless otherwise noted, **BMA is open to any species legal to hunt with a license or permit during a defined season from August 15 – January 1.**
- **The Block Management Area rules do not apply to federal lands that are legally accessible (via public roads or watercourses, or other legal means of access) unless specifically authorized by the applicable agency.**
- **TO ASSURE YOUR FUTURE HUNTING PRIVILEGES ON THIS PROPERTY, PLEASE OBEY THESE REGULATIONS AND RESPECT PRIVATE PROPERTY.**

CONTACT:	MT FWP R7 BLOCK MANAGEMENT (406) 234-0930
USE PERIOD:	AUG. 15 – JAN. 1
BLM MAPS:	JORDAN
PRIMARY HUNTING OPPORTUNITIES:	MD WT ANT BIRDS WF

REPORT VIOLATIONS: During office hours call R-7 FWP. During evenings, weekends or holidays, phone 1-800-TIP-MONT (1-800-847-6668) or phone 9-1-1

Kenneth Fogle Block Management Area #12



**LEGALLY ACCESSIBLE
THROUGH STATE AND
BLM LAND**

**POSSESSION OF THIS MAP
DOES NOT CONSTITUTE LEGAL
ACCESS TO THE PRIVATE
LAND ENROLLED IN THE
BLOCK MANAGEMENT PROGRAM**

BMA Rules - See Reverse Page

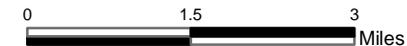
Disclaimer - This map is not intended to depict property ownership outside the Block Management Area. Contact the appropriate land management agency for information on public land ownership and travel guidelines.

Montana Fish Wildlife and Parks Region 7

BLM 100K Map(s): Jordan

 Ranch Headquarters

 BMA Boundary



**Montana Fish
Wildlife & Parks**



Date: 5/26/2015