



## **MOORE RANCH BLOCK MANAGEMENT AREA #315**

**WELCOME HUNTERS,**

**PLEASE OBSERVE THE FOLLOWING:**

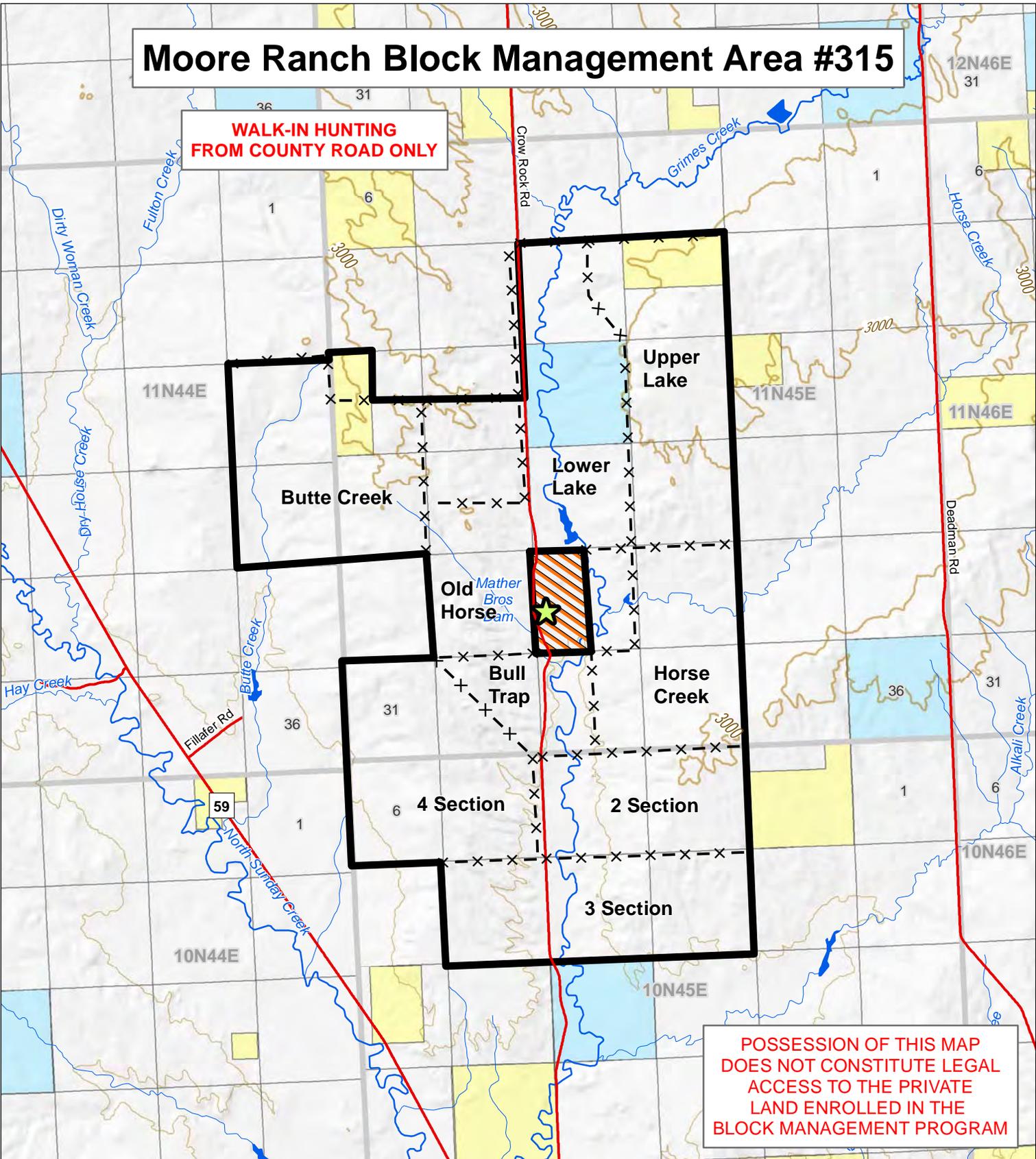
- Written permission obtained by contacting FWP Region 7 Block Management (Type 2 BMA).
- **WALK-IN HUNTING ONLY, FROM CROW ROCK ROAD.**
- **PLEASE DO NOT DRIVE OFF THE COUNTY ROAD, EVEN FOR GAME RETRIEVAL.**
- **PARK SAFELY ALONG THE COUNTY ROAD AND DO NOT BLOCK GATES.**
- Use of ATV's or similar vehicles 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.
- **No camping allowed.**
- **The Block Management Area rules do not apply to state or 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: TERRY & ANGELA  
PRIMARY HUNTING  
OPPORTUNITIES: ANTELOPE

**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**

# Moore Ranch Block Management Area #315

**WALK-IN HUNTING  
FROM COUNTY ROAD ONLY**



**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.**

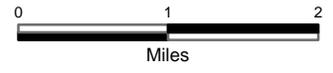
Montana Fish Wildlife and Parks Region 7  
BLM 100K Map(s): Terry, Angela

 Ranch Headquarters

x - x - x - Fence

 BMA Boundary

 Safety Zone - No Hunting



**Montana Fish,  
Wildlife & Parks**

Date: 7/6/2015