



## 2023 Mountain Goat Harvest, Hunters, and Recreation Days for All Manners of Take

*\*Note: Hunters who did not submit a mandatory report form and illegal or non-hunter mortalities are not included in Hunter Totals, Harvest Totals, Percent Success, or Average # of Days*

Unit	Licenses Issued (Including Reissues)	Hunter Totals	Harvest Totals			Percent Success	Average # Days
			Male	Female	Total		
G01	7	7	2	1	3	43	8.6
G02	5	5	4	1	5	100	4.4
G03	40	40	23	13	36	90	2.5
G04	9	9	8	1	9	100	2.1
G05	18	17	5	6	11	65	5.3
G06	25	24	14	7	21	88	2.5
G07	17	17	9	5	14	82	1.5
G08	5	5	0	0	0	0	6.4
G10	27	26	6	18	24	92	2.3
G11	14	13	10	0	10	77	5.4
G12	76	73	22	17	39	53	4.6
G15	5	5	2	0	2	40	4.4
G16	20	18	10	7	17	94	2.3
G17	6	5	2	2	4	80	6.4
G18	4	4	4	0	4	100	2.5
<b>Total</b>	<b>278</b>	<b>268</b>	<b>121</b>	<b>78</b>	<b>199</b>	<b>74</b>	



## 2023 Mountain Goat Harvest, Hunters, and Recreation Days for Regular Rifle Seasons

\*Note: Hunters who did not submit a mandatory report form and illegal or non-hunter mortalities are not included in Hunter Totals, Harvest Totals, Percent Success, or Average # of Days

Unit	Licenses Issued (Including Reissues)	Hunter Totals	Harvest Totals			Percent Success	Average # Days
			Male	Female	Total		
G02 - 1st	5	5	4	1	5	100	4.4
G03 - 1st	20	20	13	6	19	95	2.8
G03 - 2nd	20	20	10	7	17	85	2.2
G04 - 1st	3	3	3	0	3	100	3.0
G04 - 2nd	3	3	3	0	3	100	1.7
G04 - 3rd	3	3	2	1	3	100	1.7
G05 - 1st	2	2	1	1	2	100	4.5
G06 - 1st	25	24	14	7	21	88	2.5
G07 - 1st	4	4	2	2	4	100	1.3
G07 - 2nd	4	4	1	2	3	75	1.0
G07 - 3rd	4	4	3	0	3	75	2.0
G07 - 4th	4	4	2	1	3	75	1.5
G10 - 1st	6	5	1	3	4	80	2.4
G10 - 2nd	6	6	2	4	6	100	1.8
G10 - 3rd	8	8	2	6	8	100	2.5
G10 - 4th	7	7	1	5	6	86	2.3
G11 - 1st	6	5	3	0	3	60	4.4
G11 - Rifle-Split1	6	6	6	0	6	100	6.0
G12 - 1st	41	39	13	10	23	59	4.1
G12 - 2nd	35	34	9	7	16	47	5.2
G15 - 1st	2	2	1	0	1	50	4.5
G15 - 2nd	1	1	0	0	0	0	3.0
G15 - 3rd	1	1	1	0	1	100	4.0
G15 - 4th	1	1	0	0	0	0	6.0
G16 - 1st	5	4	2	2	4	100	2.3
G16 - 2nd	5	5	3	2	5	100	1.6
G16 - 3rd	5	4	2	1	3	75	2.5
G16 - 4th	5	5	3	2	5	100	3.0
G17 - 1st	6	5	2	2	4	80	6.4
G18 - 1st	4	4	4	0	4	100	2.5
<b>Total</b>	<b>247</b>	<b>238</b>	<b>113</b>	<b>72</b>	<b>185</b>	<b>78</b>	

**2023 Mountain Goat Harvest, Hunters, and Recreation Days for Female Only Regular Rifle Seasons**



*\*Note: Hunters who did not submit a mandatory report form and illegal or non-hunter mortalities are not included in Hunter Totals, Harvest Totals, Percent Success, or Average # of Days*

Unit	Licenses Issued (Including Reissues)	Hunter Totals	Harvest Totals			Percent Success	Average # Days
			Male	Female	Total		
G07 - 1st	1	1	0	1	1	100	1.0
G07 - 2nd	1	1	0	1	1	100	1.0
G07 - 3rd	1	1	0	0	0	0	5.0
G07 - 4th	1	1	0	1	1	100	3.0
G10 - 1st	3	3	0	3	3	100	1.7
G10 - 2nd	3	3	0	3	3	100	2.0
G10 - 3rd	4	4	0	4	4	100	2.0
G10 - 4th	4	4	0	4	4	100	1.3
G12 - 1st	10	10	0	4	4	40	3.8
G12 - 2nd	8	8	0	2	2	25	4.6
G15 - 1st	1	1	0	0	0	0	5.0
G16 - 1st	1	1	0	1	1	100	6.0
G16 - 2nd	1	1	0	1	1	100	1.0
G16 - 3rd	1	1	0	1	1	100	1.0
G16 - 4th	1	1	0	1	1	100	1.0
<b>Total</b>	<b>41</b>	<b>41</b>	<b>0</b>	<b>27</b>	<b>27</b>	<b>66</b>	

## 2023 Mountain Goat Harvest, Hunters, and Recreation Days for All Archery Seasons



*\*Note: Hunters who did not submit a mandatory report form and illegal or non-hunter mortalities are not included in Hunter Totals, Harvest Totals, Percent Success, or Average # of Days*

Unit	Licenses Issued (Including Reissues)	Hunter Totals	Harvest Totals			Percent Success	Average # Days
			Male	Female	Total		
G01 - 1st	6	6	2	1	3	50	9.7
G05 - 1st	16	15	4	5	9	60	5.4
G08 - 1st	5	5	0	0	0	0	6.4
<b>Total</b>	<b>27</b>	<b>26</b>	<b>6</b>	<b>6</b>	<b>12</b>	<b>46</b>	



## 2023 Mountain Goat Harvest, Hunters, and Recreation Days for All Other Seasons

*\*Note: Hunters who did not submit a mandatory report form and illegal or non-hunter mortalities are not included in Hunter Totals, Harvest Totals, Percent Success, or Average # of Days*

Unit	Licenses Issued (Including Reissues)	Hunter Totals	Harvest Totals			Percent Success	Average # Days
			Male	Female	Total		
G01 - Auction/Raffle	1	1	0	0	0	0	2.0
G07 - Auction/Raffle	1	1	1	0	1	100	3.0
G11 - Damage	2	2	1	0	1	50	6.0
<b>Total</b>	<b>4</b>	<b>4</b>	<b>2</b>	<b>0</b>	<b>2</b>	<b>50</b>	