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© NATE MAY, GARY HUBBELL 2001, 2004, 2005, 2007 ATTACHMENT "C" TO STANDARD LETTER CONTRACT OF AGREEMENT (STANDARD OUTFITTING CONTRACT)

Dear Hunters:

This letter is to give you an idea of what to expect on a Colorado big-game hunt with OutWest Guides, LLC. (Colorado license number 1995.) Our goal is to make your hunt the highest-quality experience possible while avoiding unrealistic expectations from either the outfitter or the hunters.

Below you'll find a lot of information! Please read it carefully and incorporate these suggestions into your hunting plans. We've been hunting in the Colorado high country for a long time, and believe us, we know what works. Do the best you can to follow our suggestions, and your hunt will go more smoothly. Our goal is to provide you with a top-quality experience. Safety is one of our primary concerns, and bagging a nice game animal is right at the top of the list as well. We know that other outfitters may promise you the moon and the stars, but we want to be able to deliver what we promise. This Hunter Intro Package is a good start:

1. OUR HUNTING AREA

We hunt basically the entire Crystal River drainage surrounding the old mining town of Marble, Colorado. We're right in the middle of the Elk Mountain Range in Western Colorado. Locate Aspen on the map, look south to Crested Butte, and we're between the two and a little to the west. Our territory is comprised of several hundred square miles of the Maroon Bells-Snowmass Wilderness, the White River National Forest, and the Raggeds Wilderness. For those of you hunting in the Maroon Bells area, it's known as Game Management Unit 43 when you apply for limited licenses. If you're interested in hunting our two camps in the Raggeds Wilderness, just south of Marble, that's Game Management Unit 521. Our camps include the following: Little Kline Creek, Big Kline Creek, Sinkhole (Elk Mountain, coordinates 39 degrees 7' lat, 107 degrees 12' 30" longitude), Hawk Creek, Lost Trail Creek, Love's Cabin (on the North Fork of the Crystal River--and there's no longer a cabin there), Raspberry Creek (right on the ridge between the Marble valley and the massive Anthracite basin, which is where the world-record elk

was taken by John Plute in 1899), Anthracite Creek, and we can set camps in Lead King Basin and Yule Creek if we so desire. Some prominent peaks in our area include the Maroon Bells (we hunt just to the south), Treasury Mountain, White House Peak, Snowmass Peak, Mount Daly, and Hagerman Peak. Several of the peaks are over 14,000 feet.

TOPO MAPS: If you want to locate us on a USGS topo map, look at the following quadrangles: Marble, Redstone, Snowmass Peak, and Marcellina Mountain. (By the way, we recommend the website www.mytopo.com to log onto the area, select a map of the area you'll be hunting, and they'll send you a waterproof copy.)

Our terrain is gorgeous. This is beautiful, beautiful country. If seeing absolutely stunning scenery is important to you, then you've come to the right place. ***Our topography is challenging.*** The valley floor is 7,800 feet, and our terrain goes up to several 14,000-foot peaks. Most of our hunting is done between 9,000 and 11,000 feet in elevation. Some of the terrain is steep, though most of it can be covered by horseback and almost all of it by hiking. ***WE HUNT HARD.*** We hunt by horseback and on foot. There is very little terrain in our area that is accessible by vehicle or ATV. Most of our terrain is in wilderness areas, where no motorized devices are permitted. All our camps are at least 1 1/2 hours by horseback into the wilderness. Our furthest camp is close to 4 hours by horseback.

This is not a private-land hunt where the animals stand around and look at you. There are no game fences holding semi-domesticated animals captive. It is a fair-chase hunt of wild animals. If you want to be successful, you must be prepared. That means knowing your rifle and how to shoot it well, being in the best physical condition of your life, knowing how to sit a horse for a couple of hours at a time, and having the stamina to hunt several days in a row. Our success is due to spending time in the woods.

This doesn't mean that we work our butts off all day long. There are certainly many relaxing moments on our hunts, and hunters do well by sitting on stands. From time to time we'll make a drive to push game to our hunters, and we do our best to scout out the game in advance of your hunt.

VEGETATION: Down near the valleys, there's quite a lot of oak brush, chokecherry, serviceberry, mountain mahogany, ponderosas, Douglas fir, juniper and pinyons. We have lots of aspen stands--in fact, Elk Mountain, one of our main destinations, is covered mostly with aspens. At higher elevations, there are vast stands of Englemann spruce and sub-alpine fir--what we call "dark timber." It's a sure bet to find elk bedded in dark timber, and it's difficult to hunt. Some of the rims are lined with bristlecone pines, and of course, there are many open grassy meadows, which we call "parks." Timberline is at 11,500 feet, above which there are some stands of very short, very dense Englemann spruce. These are favorite bedding areas for big mule deer bucks.

2. GAME

ELK: Our area is home to many healthy herds of elk with lots of animals. It's not uncommon to see a herd of 60 or 80 head of elk. In our entire outfitting area, it's hard to say how many elk are there, but certainly several hundred, if not thousands of elk. Our outfitting territory is part of Unit 43, which was surveyed to hold 4,600 elk by the Colorado Division of Wildlife. It's not certain if they are able to spot all the elk in an area

when they do the surveys in winter, so there may be more elk than that. Your chances of seeing a mature 5x5 bull and getting an opportunity at a legal branch-antlered bull (4x4) are excellent. It is, however, mostly public land, so we can't control who hunts it and how many bulls they take. Consequently, the big 420" 6x6 bulls are not as common as on private ranches in New Mexico, for example, though they are present. The game biologists say there are 23 bulls per hundred head of cows in Unit 43 in general, but our terrain is some of the more difficult terrain in the area. We may have a higher bull:cow ratio than that. We saw more nice branch-antlered bulls this fall than ever before, and the DOW has gone to a statewide antler restriction of four points or better to a side, sparing many spike bulls from a certain demise in the later seasons. All in all, the news is good on branch-antlered bull elk.

If you have a group of 3 or 4 hunters, we suggest that at least one person in the group apply for a cow tag. We'd rather see you shoot a big cow than a small bull--it helps with the bull:cow ratio of the elk herd, and helps limit an ever-expanding elk population. Hunters must apply for bull elk licenses in the first and fourth rifle seasons. Bull tags may be purchased over the counter for the second and third rifle seasons. Cow tags are issued through the draw, but cow tags and muzzleloader tags can also be purchased over the counter, if there are cow tags left over after the drawing, first come, first served. Licenses can be purchased online through the Division of Wildlife, and applications for limited licenses can be accomplished online, www.wildlife.state.co.us. The deadline for the drawing is April 1.

Contrary to many unreliable reports of 1,000-pound elk, the typical 2 ½ -year-old bull will weigh 450-550 pounds on the hoof, with a large mature bull topping out at 750 pounds or so. A big cow may go up to 700 pounds. A yearling bull or cow will weigh about 350-400 pounds live weight.

Non-resident bull elk tags will be around \$480. Cow tags are \$250. Also, during some seasons, hunters who apply for a cow tag prior to the application deadline on April 1 may also buy a bull tag over the counter. That's right, one hunter can carry both a cow tag and a bull tag and fill both tags on the same hunt.

It typically takes 2-3 years to draw a muzzleloader tag for our area. Muzzleloader hunting is excellent. Archery tags may be bought over the counter, and are either-sex tags.

MULE DEER: Our high country bucks are phenomenal! Contrary to many of the reports you hear about the condition of the Colorado mule deer population, we have a pretty good deer herd. The deer are not as numerous as the elk, but we've got good numbers. The number of good bucks is excellent--we consistently spot several bucks over 30" wide each year. Many hunters were unaware that 1999 was the first year that buck tags were issued by draw only, and there are no deer tags available at all during the first rifle season. (That will also be the case in 2008.) Other hunters simply concentrate on hunting elk and don't go after the mulies. Consequently, quite a few big bucks escape the hunting pressure, and many smaller bucks grow into trophy-size bucks each year. We consider anything over 22-24" and 4 points to a side as a nice buck, with real trophies starting at 26" wide and heavy. We've killed several deer that weighed well over 300 pounds. It's common for our deer to score between 150 and 180, with some scoring even better than that. Of course, these bucks are not easy to hunt, so anyone who wants to go after them should know that it will be a challenging hunt. Hunters should have a good

chance of drawing a rifle deer tag the first year, and if they have preference points, it's almost a certainty that they will draw a deer tag.

We typically find the big bucks hanging out above 11,000 feet in elevation during the first two rifle seasons. They like extreme high elevation above timberline. During the latter two seasons, the deer start to come down to lower elevations for the rut, making them more vulnerable to hunting. There are no antler point restrictions on mule deer, but we suggest that you restrict yourself to 4x4 bucks or better. Deer typically move out of the Marble area by the fourth rifle season, so your best options for bagging a nice mule deer are either archery or muzzleloader in September or second or third and fourth rifle season in late October and early November on our private land lease. Non-resident deer tags will cost about \$290 in 2008. **NOTE: One of your best options for bagging a nice mule deer is to apply for a September muzzleloader tag. Licenses are usually undersubscribed and sometimes there are even leftover tags.**

BIGHORN SHEEP: It's difficult to get a bighorn sheep tag in Colorado, but for those who do, we've got a nice huntable population with excellent rams. Most of the sheep in our area are in the northern part of our territory, in areas 13 and 25. It usually takes 7 years to get a tag. Every fall some of our hunters report running into a big full-curl ram.

MOUNTAIN GOATS: There is a healthy population of mountain goats in our area. Tags are typically easier to get than bighorn sheep tags, and hunter success is excellent. Call for more information on booking a mountain goat hunt.

BEAR: There's no doubt that there are black bears in our outfitting country. They've visited our camps on occasion. However, bears are very shy and nocturnal, and your chances of seeing them out and about are not good. Colorado citizens voted away our rights to hunt bears over bait, with dogs, and during the traditional spring bear season. The only way to shoot a bear in Colorado is fair chase, which makes bear hunting difficult. That being said, we see a LOT of bears each year. One hunter almost shot one when the 300-pound boar started growling at him and approached to 40 yards. My father had a chance at a 300-pound-plus boar with his muzzleloader, but of course he didn't buy a tag like I told him to. We have seen bears that would go 500 or even 600 pounds in the Marble area, and we wish you'd shoot one. There are some big bears in our area. Sometimes they get into our camps and wreak havoc, I even had one in my cabin last September, and we'd just as soon pack some of them out as trophies. In order to buy a bear tag, a hunter must also have an elk or deer license, and bears must be hunted during that same elk or deer season. That's designed to prevent guys from walking around with a bear tag in their pockets for three elk seasons. Bear licenses may be bought over the counter. To our knowledge, there are no grizzlies in our outfitting area. Nonresident bear tags will cost \$250.25 in 2008.

GROUSE: There's an excellent blue grouse population in our area, and we may be the only outfitter in Colorado that guides for them. We have an excellent stable of gun dogs to take you on a grouse hunt, and the terrain is unbelievably beautiful. This is a really special hunt for anyone who enjoys upland bird hunting. The grouse season is open from September 1 through the last rifle elk season, and hunters must have a valid Colorado small game license to hunt them. The limit is three birds per day, 6 in possession. We also see small populations of white-tailed ptarmigan.

We were showcased in 2002 on the *Outdoor Life Network* on the program "*Bird Dogs Forever.*" It's a very nice half-hour show that we hosted, and you'll get a good idea of how we run our blue grouse hunts. We've also been featured in Shooting Sportsman magazine—once for our blue grouse hunts and once for our ptarmigan hunts. Gary Hubbell conducts these hunts for us, and he is very experienced and capable. If you'd like to book a blue grouse or ptarmigan hunt, please contact Gary directly. He will send you information. His home phone number is 970 921 5588.

TROPHIES: We do not charge trophy fees, except our late season private land rut hunt, as some outfitters do when you take an exceptionally large animal. If you wish to have the head mounted, on guided hunts we will cape the animal in the field for you. If you're a drop camp hunter, you are responsible for capping the animal yourself. NOTE: "Capping" means completely skinning out the chest, neck, and head of an animal. If you are not capable of completely skinning out a head, including nose, eyes, and lips, then we'll do it for an extra \$75, which is what a taxidermist will charge you. We charge this fee because it takes valuable time during a very busy season. If you're not familiar with capping an animal, ask one of us prior to your hunt and we'll explain to you how to do it.

Our taxidermist, Caleb May (503-643-8343) also guides for us a little in the fall. He offers great work and outstanding service and we recommend Caleb highly. You are responsible for taxidermy fees. It's very important that capes and hides be transported immediately to a taxidermist lest they spoil. Normal turnaround time is close to a year. The taxidermist will ship or deliver your mount to you for an extra charge. Normal rates are around \$500-\$750 for a deer mount and \$800-\$1200 for an elk.

MEAT: The closest locker plants are in Silt and Paonia, both about 60 miles away, we will pack your meat out of camp for you and store it until the end of the hunt when it becomes your responsibility, or if you want to take it home and butcher it yourself, it'll be nice and cool. When you want your meat processed, the locker plant in Silt is typically very busy, and they are also expensive--about \$175-\$225 for an elk, depending on how you want your meat cut. We prefer Hotchkiss Meats in Hotchkiss, Colorado, (970) 872-3030. They're very clean and responsive to your needs.

Just for your information, if you're in a hurry to go home and you've killed game on one of the last days of the season, your meat may not be ready when you want to go home. Try to give yourself a cushion of a day or two to get your meat processed, particularly if you have killed game on the last day of the hunt. It takes a day or so for the meat to be hard frozen after processing, and sometimes there's a big backlog of game to process. It is VERY EXPENSIVE to ship frozen meat home--up to \$3 a pound. Once the meat is frozen, it travels very well. Airline flights are no problem, and a good cooler will keep a quantity of meat frozen for a day or two while you drive home. You can anticipate filling three or four good-sized coolers with elk meat if you get one, or about 125 pounds of meat for an average-size bull, depending on your shot placement and how clean your meat was when it arrived at the locker plant. DON'T bring a giant cooler to bring your meat home on the airplane. They'll charge you a fortune for oversize luggage. Several smaller coolers are better. If you're hunting during third or fourth rifle season, consider shipping your frozen meat home in coolers via UPS ground. Have you ever seen a heated UPS warehouse? They don't exist. If your meat is traveling across the northern parts of the country during late October and early November, it won't thaw. It'll arrive 4-5 days

later hard as a rock, and pennies on the dollar compared to air freight. If you're flying, buy your coolers after you pack out of camp to ship your meat. Don't burden yourself with bringing them from home.

SPECIAL NOTE ABOUT SHIPPING MEAT: We will coordinate shipping for an extra \$75 per elk and \$50 per deer OutWest Guides handling fee. **Bring two blank personal checks with you to cover the meat packing and meat shipping bill.**

Warning: we've seen processing and shipping bills over \$500 per elk on a heavy animal shipped second-day air. That's what it costs with no markup from us.

Drop camp hunters: a note about quartering and packing meat out of the high country—take the front shoulders, the backstraps, hindquarters, rib meat, and tenderloins, and **LEAVE THE RIBCAGE AND SPINAL COLUMN.** There's no good reason to pack out all those bones. Also, **please skin (cape) any heads that we are to pack out.** Sometimes all that extra hide can really be a lot of weight.

3. CAMPS

FULLY GUIDED: On our fully guided hunts, our hunters need to bring only themselves, their rifles, and their personal gear (see list below). We take care of all the rest: guides (2 hunters per guide, unless otherwise specified), camp cook (all meals are prepared for the hunters), horse packing, wrangling (each hunter will have his own horse to ride for the duration of the hunt), meat packing, trophy preparation, and wilderness tent accommodations, unless other lodging arrangements are made. We provide lodge-based hunts at the same rate as our guided wilderness hunts. From the lodge, we ride out on horseback every day into the wilderness and go after game. Not included are licenses, meat storage and butchering, taxidermy, meat and trophy shipping, and guide gratuities.

A note about guided hunts: our philosophy is that we're here to serve you and provide you the best hunt we can, but we're not here to be your servants. We work very hard and for very long hours. We appreciate a little assistance unsaddling horses at the end of the day, for example, though we realize the camp chores are our responsibility. A helping hand makes it easier for the guides and wranglers to stay enthusiastic about getting up in the dark the next day to work like crazy to help you find your game.

Of course, we try to situate our camps so we don't disturb game, but very often hunters may see game right near camp. We've heard many hunters complain about other hunts where they had to ride or hike four hours to get into good hunting, and that simply isn't the case where we hunt. Sometimes game may move out, and sometimes we'll ride a fair distance to locate new herds, but typically we're within a mile or two of good hunting.

Food: Our fully guided camps offer good home cooking. Our camp cooks are good at their jobs, and quite often they're good hunters, too. Typical menus are steaks, roasted chicken, spaghetti with Italian sausage, stew, and all the trimmings. We do not skimp on groceries. We buy high-quality groceries and you'll be well fed with hearty meals. If you book a guided hunt and have menu preferences, please let us know. On guided hunts, we'll usually bring a case of beer and a case of pop for the camp, but if you like to drink something other than that, BYOB.

What if I kill early? Your hunt is concluded when you kill an animal. Our job is to guide you on a hunt for the species you choose to hunt. That doesn't mean that if you

kill an elk on opening morning of a 5-day hunt, we'll break out the predator calls and take you coyote hunting or go set some goose decoys so you can shoot waterfowl. We will house you and feed you for the period of your hunt with the accommodations you originally booked—for example, if you booked a wilderness hunt, you can stay in camp and we'll feed you until everyone else is ready to pack out, though often times we can pack you out early if staff and horses are available. If you've booked a lodge hunt, feel free to stay there and we'll feed you for the duration of your hunt. However, we won't guide you flyfishing or take you on pleasure rides unless we have available staff and resources and you pay an additional guiding fee.

What about combo hunts? We do offer combination hunts, for an additional fee. If you have several tags and you take one animal, you can indeed keep hunting, but there is a \$500 additional guiding fee to continue hunting, unless we have arranged for a combination hunt in advance. If you have a cow tag and a bull tag, and you shoot a cow on opening day, it'll be an additional \$500 to keep hunting the rest of the season for a bull. Same with a buck tag and a bull tag. We charge a \$500 additional guiding fee to keep hunting after you've killed your first animal. Let us know in advance what tags you have and what your hunting plans are.

DROP CAMPS: On drop camp hunts, we pack you into a wilderness camp by horseback. We get you acquainted with your camp, show you the water supply, point you to the hunting areas, and leave you there. We will ride to your camp and check on you every two or three days on a pre-arranged schedule. Or, if possible, we'll leave a radio with you and contact you at a pre-arranged time, we expect to be contacted daily to see if you need anything, in which case we'll ride to your camp if need be to pack game or bring in supplies. Also I recommend to have a satellite phone in camp with you, they are reasonably priced to rent for a week and you can have them shipped directly to us. We will pack your game if you kill something. **Game must be skinned, quartered, and at a location where we can get a horse to it. If your meat is not on a trail or at a location where we can get a horse to it, or if your meat is not quartered and ready to go, there will be a \$75 an hour charge to start packing meat for you.** If you want complete service, you might think about booking a full-service guided hunt, or perhaps a semi-guided hunt. For our drop camps, we provide the following:

Wall tent	wood stove and pipe
Gas cooking stove	lantern
Axe	bow saw
(2) 5-gallon water containers, full	cots and foam sleeping pads
2 skillets	sauce pan
cooking pot	tarp roof and floor in tent
metal cups and plates	silverware
shovel	firewood
can opener	spatula and serving spoons
matches	pot scrubber & dish soap
coffee pot	dish pans

We do not provide groceries on drop camp hunts. You must buy your own. We can pack in just about any groceries, including milk and eggs. A couple of 10-lb blocks of ice usually last all week in a cooler, keeping perishables cool. When you bring your own coolers, REMEMBER THIS: COOLERS LARGER THAN 40 QUARTS DO NOT FIT IN THE PANNIERS. We will not pack in coolers larger than 40 quarts. **Remember to bring your own cooking and lantern fuel. Buy the little green two-pound bottles of propane.** All lanterns and stoves are propane fired. You'll use 2-3 bottles for a lantern in a week and 3-4 bottles for a gas stove. Budget 8 bottles for a typical camp of one tent. Please note that we will cut your first stack of firewood--enough to last for at least a couple of days. However, we're not going to put up a cord of wood for you. Some people burn a lot, some burn a little. If you like a merry blaze all day, the saw is there for you to cut some wood.

You may hunt both deer and elk in a drop camp at no additional charge, depending on the season dates and license availability.

Not included in the drop camp prices are groceries, licenses, guide gratuities, and meat storage and butchering.

SEMI-GUIDED HUNTS: This option is for the people who feel like they don't need a guide to show them around, but who do want a horse to ride for the week. We normally don't leave our horses in camp with people we don't know, because it's really a trick to take good care of stock animals in a high-country camp. Consequently, our semi-guided hunts include a horse for each hunter (minimum four in a group) and a wrangler to take care of them the entire time you're in camp. It must be stressed that the wrangler's responsibility is to take care of the horses--feeding, saddling, watering, keeping them tied up safely, etc. It isn't his job to be the camp cook, camp servant, or guide. If he decides he can help you find an elk, that's great--you can leave him a bigger tip. Otherwise, the arrangements for a semi-guided hunt are the same as a drop camp hunt.

4. WATER

THIS IS IMPORTANT, SO READ IT. We don't generally pack water into camps. They all have good water supplies, most of them direct from clear springs. We drink the water, and it's good. However, there is a very slight chance of getting the intestinal parasite called giardia lamblia, and it will give you a good case of dysentery. If you're at all concerned about the quality of the water, purify it. We leave a big bottle of water purification tablets in each camp, enough to purify 20 gallons or more. Use them or don't use them at your own discretion. It's important to note that most Colorado municipalities derive their water from mountain streams, and a common purification process is to filter the water through beds of gravel--much like a mountain spring bubbling out of the rocks. If you're taking your water direct from a known spring, there is little chance that it can be contaminated. However, **DON'T DRINK FROM STREAMS AND LAKES.** Chances are pretty good that you'll get sick. If you fill a water bottle from a stream, purify the water with iodine tablets. If you're out hunting and you find a spring coming right out of the ground, you can generally fill your water bottle without concern about getting sick--but you're on your own. We suggest that you bring a small purification pump to make

sure you have clean drinking water. Some of them fit right onto the top of your water bottle.

5. GEAR

We find that most people bring MUCH more gear than they need.

If we're packing you into the high country on horseback, you'll be expected to fit your gear onto one side of one packhorse. That means two guys have to get all their gear on one horse that can carry at most 150 pounds. The panniers measure 24" long x 14" wide x 18" deep. Your duffle bag should fit inside those measurements and should weigh **NO MORE THAN 50 POUNDS. DON'T BRING GIANT DUFFLE BAGS!**



This is the personal gear for two of our fully guided archery hunters who packed well. They had everything they needed for a 5-day wilderness hunt. Your goal should be to pack like this!

Weight limit:

fully guided hunts (you need to bring your personal gear, sleeping bag, and rifle. Food is provided.) **60 POUNDS per person**

Drop camps (personal gear, sleeping bag, rifle, and groceries) 80 pounds per person

We can topload a sleeping bag or smaller duffel on top of a pannier, but by no means will we be able to pack in two large duffel bags per person. You simply don't need that much gear. We find that two smaller duffels are much preferable to one great big duffel bag. **If you show up with a mountain of gear to pack in, we'll ask you to re-pack and leave gear at the trailhead until your load fits on the horse.** Please, don't waste your time and ours by bringing too much gear.



This is how your gear will go in and out of the mountains on a wilderness hunt. Smaller duffel bags work better than big ones. Oversize sleeping bags are difficult to pack. Two hunters should be able to get all their gear on one packhorse!

Last fall I packed in for a three-day hunt in November, anticipating the worst weather conditions, and got all my gear into a duffel about the size of a down sleeping bag stuff sack. I found that I had everything I needed and more. If two of us go on a five-day hunt, we find that it's easy to get all our gear, including groceries, sleeping bag, tent, and cooking gear, on one packhorse. Remember that ***we've already packed in everything for you--tent, cots, sleeping pads, cooking gear, campstoves, saw, axe--***and all you need to bring is your personal gear, and if you're in a drop camp, your groceries! We've had these ridiculous scenarios develop lately where we've tried—and failed—to fit three guys' gear on three packhorses, and ended up leaving stuff at the trailhead. Last fall we had four guys pack into the roughest camp we have and all their gear and groceries barely fit into an 8-foot pickup bed. It was defiantly more then they needed.

You may think that I'm being unreasonable about overemphasizing this issue, but please bear with me. Like anything, there's a balance to it, and if you're an experienced wilderness hunter, you know that it's a skill that you learn after a couple of trips. And, just so you don't think I'm unreasonable about how much gear you bring, one of my groups was so concerned about bringing too much gear that they didn't bring enough food. I actually went down to the store and bought them more groceries and packed them in while the guys were out hunting. We're reasonable people and we know what you'll need. We want you to be comfortable, well fed, and warm. If you bring a sleeping bag that you can barely fit into the trunk of your car, then it's too big.

A note on **beverages**: There's a great water supply at each of our camps, and we will pack in one case of beverages for each camp—beer, soda, whatever, mix and match. If you drink 6-8 sodas a day, you should work on reducing your intake before you come out here, because it's difficult to pack in several cases of soda or beer. Sometimes we're able to bring in a 12-pack of Pepsi or beer when we check your camp during the week or come into camp to pack out a bull for you, but we can't absolutely promise that.

CLOTHING One thing about gear--don't skimp on quality. You should bring a very high-quality noiseproof, windproof, waterproof jacket, a good warm hat, and good waterproof warm gloves. Our climate conditions can vary from -10 degrees to 70 degrees. Anticipate nice balmy days and bitterly cold, windy, snowy days. Your boots should be insulated and waterproof. We don't recommend boots with fabric panels on them. It seems like they always spring a leak, no matter how much Gore-Tex is in them.

We like Browning hunting clothing. Though it's pricey gear, it's extremely high quality, and it should last you many years and keep you comfortable, dry, and quiet, whether you're hunting in the Colorado high country or in a tree stand in Minnesota. Another great maker is Beagle. They're based out of Vermont, and they make outstanding wool clothing—warm, weatherproof, and comfortable. I wear it practically every day during hunting season.

HERE'S WHAT YOU NEED:

2 pairs stout waterproof boots	2 pairs long underwear
socks and underwear	2 extra pairs of pants--not more!
raingear	2 pairs of gloves
blaze orange vest and cap	toiletries
STOUT hunting knife	2 flashlights
camera and film	sunscreen and chapstick (VERY IMPORTANT)
warm sleeping bag	hunting jacket
towel	rifle or bow
binoculars (good ones!)	
survival kit--compass, matches, fire starter, emergency blanket, etc.	
fanny pack or backpack to carry your gear	
(2) 1-quart water bottles--very important to avoid dehydration	
collapsible meat saw (very important to field-dress an elk)	
game bags for 4 quarters of meat (remember, deer-sized bags hold only one quarter)	
40 rounds ammo (VERY IMPORTANT --you may need to re-sight your rifle!)	

3 shirts and undershirts (we recommend polypropylene and wool--not cotton)
OPTIONAL: spotting scope & tripod (bulky & heavy)

6. ALCOHOL

We understand when guys want to have a beer or two after a hard day's hunt. However, we will under no circumstances permit our hunters to carry a loaded weapon after consuming alcohol. If you'd like to drink, make sure your gun is unloaded and put away for the day. Also, our hunters must understand that beer is heavy and takes up a lot of room on a packhorse. If you bring six cases of beer to the trailhead, most of it will be in the truck when you get back. If your drinking becomes a problem for the safety of yourself, your guides, or other hunters, we reserve the right to cancel the remainder of your hunt without refund.

7. CAMP RULES

We are permitted to use the White River National Forest, the Maroon Bells-Snowmass Wilderness, and the Raggeds Wilderness under a "Leave No Trace" mandate. That means a person should be able to walk into our camps a few months after we've taken them down and see no visible evidence that we were there. We're also responsible for keeping the water sources unpolluted and trails cleared. As our guests, part of our contractual arrangement is that you keep your camp NEAT AND CLEAN. We always pick up trash and little bits of litter, but your help is very much appreciated.

LATRINES: That brings us to the next issue--camp cleanliness. Especially for drop camps, locate the latrine and USE IT. There is nothing more disgusting than seeing a campsite festooned with little...well...we won't go into it. **All human waste must be buried at least six inches deep, and at least 100 feet from any water supply.** In fact, humans are the likely culprits for all the giardia infestation we have in our streams.

TRASH: NEVER BURN ALUMINUM FOIL OR CANS IN A CAMPFIRE. We have to pick it out later, and it's nasty work. Many pouches of food have aluminum foil in the liner. Please don't burn those. Our campsites are supposed to appear as if no one has ever camped there. Help us out. You can go ahead and burn paper and cardboard to reduce trash that we have to pack out. Under no circumstances do we ever bury trash.

SAVE OUR TREES: Of course, that means no carving your name in trees, nailing into trees, or chopping green wood. **CUTTING GREEN TREES IS A SERIOUS OFFENSE.** Our livelihood depends on keeping our permits to operate on the national forest, and your actions are part of our operations. Also, try to never tie a horse to a green tree for more than a couple of hours. If you tie a horse to a tree overnight, he'll be chewing it to death in short order, and that angers the Forest Service. Use the picket lines that we provide.

BEARS: Yes, bears. When you're out of camp, hoist your groceries up in a tree or keep them in one of our bear-proof panniers. Try to keep garbage to a minimum and keep your kitchen area and dishes clean. Cooking smells, food, and garbage all attract bears, and the bad thing about bears is that they just don't know how to use a tent zipper. They trash a tent and its contents beyond belief. Don't make it tempting for them to visit camp.

8. THE LAW

GAME LAWS: We must abide by all state and federal game laws. If a game violation occurs while a client is hunting with us, we are bound to report it. Our experience is that sometimes mistakes are made, and the game wardens are generally lenient when a violation is reported by the person who made the mistake. However, woe to the hunter who is caught trying to pull the wool over the eyes of the law. You will be persecuted the fullest extent of the law. We will not participate in any illegal hunting or illegal activities. We will report any violations of the law to the proper authorities. Our policy is that each hunter is allowed to hunt and shoot the game for which he is licensed. We do not encourage or condone party hunting, and under no circumstances will our guides or employees shoot game for a client.

If a client does not wish to keep the meat from his kill, the client is regardless responsible for donating the meat to a needy party. That means **the hunter must take responsibility for the processing of his meat**. Under no circumstances will we waste game meat. "Wasting of game meat" is a serious offense in Colorado.

If you have a question about any of our Colorado game laws, consult your Colorado big game publication, and ask one of our staff to explain things for you.

HUNTER'S SAFETY CARDS: *Anyone born after January 1, 1949, must have a valid hunter's safety card.* It doesn't matter which state issued it. If you've lost your card, write the original issuing agency and ask for a replacement. You won't be able to buy a license without it. Don't even think of giving a false information, it is a federal offense.

ETHICS: We rarely advocate shooting at distances of over 350 yards. The chances of wounding game are just too great. If you do shoot at game and think you've missed, we insist on checking the area carefully for blood or signs of wounding, no matter how tiring it is to walk over and check. It's only fair to the game. If you wound an animal, we insist that it be tracked for at least two days. If you wound one animal, you may only shoot at another animal if you've tracked the first one at least two days. By no means should you shoot at two different animals in the same bunch--you may wound the first and not know it, and suddenly be confronted with two or even three downed animals.

9. RIFLES, BOWS, AND SHOOTING

RIFLES: One of the most common questions we hear is "What kind of rifle shall I bring?" Our answer is bring what you know best--as long as it's a caliber big enough to quickly kill the game you're hunting. For elk, we recommend the good old trusty .30-06 as the minimum caliber for elk. It's a potent elk round. We've got a big pile of antlers that says so. We would much rather see a hunter shoot a rifle he's comfortable with, such as a .30-06, than be afraid of the massive recoil from a new .340 Weatherby.

Generally speaking, we like flat-shooting high-powered rounds loaded with fairly heavy bullets. For the .30-06, .308, .300 Winchester Magnum and .300 Weatherby Magnum, we like 180-grain pointed soft point bullets. Round-nosed bullets tend to drop off very quickly at ranges over 250 yards.

We recommend sighting in 2 inches high at 100 yards. Generally your gun will be dead on at 225-250 yards, and that's just fine for Western shooting. We don't recommend lighter calibers like the 7x57, .243, 6.5mm, .257 Roberts, or even a .270.

I highly recommend Winchester's and Browning's .300 Short Winchester Magnum, which is an ideal elk round. It has the same ballistics as a .300 Winchester Magnum, but comes in a short-action rifle that is lightweight and quick-handling. In fact, if you don't have a big game rifle and you're ready to buy one, I'd recommend this caliber over all others. The Browning A-Bolt is a terrific rifle. Very high quality, light weight, dependable, and very accurate. The Winchester Model 70 Featherweight is my other pick.

If you get an opportunity to shoot an elk, make sure he's STONE COLD DEAD before you quit shooting. Elk can take an awful lot of punishment, and it's better to put another bullet in a bull that might seem like he's still alive. Tracking a wounded elk for ten miles is no fun. By the same token, don't shoot at several different elk, thinking that you've missed several times. You could find several dead elk on the ground.

For deer, some of the smaller calibers mentioned above are acceptable, but make sure you're shooting solid jacketed bullets that won't fragment upon impact. Some of our deer are close to the size of a yearling elk, and that means shooting a potent round at them. One of our hunters shot a giant buck in 2005 with a 7mm.-08, and he said, "well...I'd probably take a bigger gun next time."

We don't like "brush gun" cartridges such as the .45-70, .35 Remington, or .30-30. They don't have enough down-range energy or enough accuracy at long distances. If you want to limit yourself to shooting at 100 yards or less, that's up to you.

SCOPES and OPTICS: We like 3x9 or more powerful scopes. **Spend money on a high-quality scope**--it's worth it. We recall the fellow who brought a borrowed rifle with a cheap scope, and wouldn't you know he got his only opportunity on a 5x5 bull on a snowy day--and the scope was fogged up. We really like Swarovski scopes. The optics are outstanding, but they're very pricey. Otherwise, take a serious look at Burris scopes. The quality is excellent, and they're more affordable. Nikon and Leupold are great scopes, as well, but stay away from the Tasco's and Bushnell's of the scope world. A note about scopes—while you may feel like it's a worthwhile investment to buy a top-of-the-line scope with a 50-mm. objective lens (in other words, a big bell on the scope), those scopes are tough to fit in a rifle scabbard. You will be doing a lot of riding, and I can't find scabbards to accommodate those big scopes. If you haven't bought a scope yet, buy one with a smaller objective, say 33 or 44 mm. It'll save you some money, too.

It is imperative that you bring the best binoculars you can afford. You'll be amazed at how many times you'll use them. Your eyes will get tired from looking through cheap, fuzzy optics, and you'll be frustrated at not being able to tell the size of a bull, or whether the elk are in a certain meadow or not. We like the Swarovski 10x42 binoculars. They're lightweight, extremely sharp and bright, and very rugged and tough. Compact binoculars are not recommended. They're usually poor optics and will handicap your ability to spot game.

If you'd like to bring a good portable spotting scope, go ahead. We'll make sure it gets on the horse. A good spotting scope can save you a lot of walking. A good rangefinder can be a very helpful piece of equipment--most of the guys who miss shots at

game make mistakes in estimating the distance. Usually guys guess that the range is much farther than it actually is, and they shoot over the backs of the animals.

We are a licensed dealer for Swarovski optics, so call us and ask for prices. We might be able to beat any quotes you get from other dealers.

Rangefinders are worth carrying with you. Most people do a poor job of estimating range, and a rangefinder can make the difference between making a killing shot and missing. We recommend them.

Plan on sighting in your rifle when you get out here. We've got a range 5 minutes drive from Marble. It really helps to know your rifle is on target when you get here. If we have time, we'll go with you and coach you on shooting at high elevations, uphill, downhill, estimating ranges, etc. We've found this to be a great help in making good shots on game. **BRING EXTRA AMMO TO SIGHT IN**--that's why we recommend bringing at least 40 rounds. I suggest bringing 60 rounds to Marble, and bringing 40 rounds into camp. Make sure you're shooting the same ammo in your rifle that you used to sight in your rifle. Different bullet weights and loads tend to pattern much differently.

MUZZLELOADERS: We are very experienced at guiding muzzleloader hunters. I've killed nine elk and two trophy mule deer with a muzzleloader, and we welcome hunters during the September season. It is legal to hunt in Colorado with an in-line muzzleloader. Scopes of any kind are not legal. We favor .54 caliber rifles, especially for elk, though .50 caliber rifles are adequate. **PLEASE DON'T TRY TO SHOOT PATCHED ROUND BALLS AT ELK.** Round balls are too light and don't penetrate well enough. We've seen a bull shot three times in the heart with round balls go a couple of miles. Use conical "maxi-ball" type bullets. Saboted bullets and pelletized powder are illegal in Colorado.

ARCHERY: We welcome archery hunters. It can be a very exciting time to hunt when the elk are in their September rut. Several of our guides specialize in archery hunting. Archery hunters may also shoot either a bull or a cow, which is a nice advantage. Archers usually have a good idea of what kind of arrows and broadheads to shoot, though we do have some suggestions. We prefer fixed broadheads to the expanding-tip points. We've shot and lost elk with expanding broadheads. Shoot a stout bow, preferably above 60 pounds in pull, and don't shoot at over 40 yards unless you're one hell of a good shot.

10. CONDITIONING

GET IN SHAPE: If you're going to be successful on a hunt with us, you'd better get in the best shape of your life. Sure, going for a morning jog and walking on the treadmill helps, but honestly, that's not enough. You need to get your heart and lungs really pounding. The best physical conditioning is hiking at a rapid pace uphill until the sweat is streaming down your face and you can feel your heart thumping through your chest. Then do it again. Go for several very hard uphill hikes before you come out to Colorado. That will help your conditioning immensely. Of course, if you have any health concerns, consult with your doctor first before embarking upon a conditioning program. If you're a smoker and 40 pounds overweight, you're going to have a tough time on your hunt. It's an undeniable fact, those people who can walk the furthest and the most see the most game.

HORSES: We try to use our horses as much as we can to hunt. So, get in riding shape as well. If you haven't been on a horse in years, go to the local riding stable for at least a two-hour ride. You should do this on two or three occasions in the two weeks prior to coming out to Colorado. You will handicap your hunting ability if your backside, groin muscles and back are screaming in pain from the three-hour ride into camp. We'll teach you how to ride your horse, and we will show you how to anticipate his behavior. We do our best to put you on "dead gentle" horses, but be advised that horses' behavior is sometimes unpredictable. In fact, Colorado law precludes anyone from suing an outfitter for injuries sustained on a horse. You get on a horse at your own risk.

Don't assume that you'll be put on some nasty old nag for your hunt. Most of our hunters are pleasantly surprised at the excellent quality of our riding stock. We truly believe that we have the best horses in Colorado and perhaps the West. They are extremely well-trained, very gentle, hardworking, and easy to be around. You'll love our horses, and they'll take great care of you.

HEALTH CONCERNS AND DISABILITIES: Please inform us of any health concerns, and we will take these concerns into consideration in planning your hunt. We don't want anyone to die of a heart attack on a hunting trip, no matter if that's how you want to go out. We need to know about diabetes, high blood pressure, arteriosclerosis, severe asthma, bad knees, if you're overweight, and other such medical conditions. We are happy to accommodate disabilities as well as we can. If a hunter is disabled in some way, we'd like to know about it in advance so that we may plan a hunt to accommodate the disability. We've accommodated hunters who have lost eyes, arms, and who have had various disabilities. However, for reasons of safety, we may not be able to accommodate persons with profound handicaps. Please call and discuss the situation with us if there is a significant handicap and we will try to accommodate the handicap if at all possible.

We try to put guys who aren't in the best shape into some of our camps with easier walking. For guys who are in great shape, we've got camps that offer tremendous hunting if you want to do a little more work. We've had several instances whereby hunters were not honest with us about health concerns and/or disabilities. This can be very dangerous! Imagine trying to keep track of a hunter with early-onset Alzheimer's, for example, five miles back in the wilderness! If we encounter a serious disability that you have not disclosed to us, we reserve the right to terminate the hunt without refund if we deem the situation to be unsafe.

ALTITUDE SICKNESS: It's common for people to get headaches and light-headed and nauseous when they arrive at high elevation. The best solution is to acclimate yourself gradually. Come out two or three days early for your hunt and do a little hiking. It's an immense benefit. Drink three times the water you're used to drinking. High elevation tends to dehydrate a person. Also aspirin can thin the blood and lessen altitude sickness. If symptoms persist, the only solution is to go to a lower elevation.

WEIRD STUFF: We've also seen people experience anxiety attacks, vertigo, and other strange maladies in the mountains. For people who have lived all their lives around cities and traffic, suddenly being alone in a wilderness camp can be very intimidating. We won't refund your money if you don't like your camp or get a bad case of vertigo, anxiety, or homesickness. It's what you signed up for.

11. GUIDES and STAFF

We know of no other profession where a person can work so hard and so long and so many days in a row. It really can be grueling work, and there's a lot of unseen preparation that goes into making your hunting trip a success. Please appreciate the hard work of the guides, packers, cooks, wranglers, and outfitter on your hunt. We do this because we love it, not because of the profit potential. **WE LOVE TO HUNT AND WE HUNT HARD.**

Realize that we're doing the best we can, and give us a hand from time to time if you can. It really makes the hunt go smoother. I hire high-quality people and pay them top wages. If our rates are a little higher than the next guy's, that's why. We find that problems are minimized when we hire the most competent help around and pay the best wages. An interested client recently asked about our guide turnover. Guides and wranglers come and go, but all in all our staff is very faithful and we do a great job of training new help. For those of you who are non-smokers, it may be important to know that your guide won't be polluting the air in your hunting area. At this point, none of our staff of ten guides, wranglers, and cooks is a smoker, and I hope to keep it that way. We also enjoy a beer from time to time, but our guides are not drunks. We get up early and work hard all day and often well into the night.

We pride ourselves on our hunting. Our guides are excellent hunters. They like to track, find, and shoot game, and our clientele has consistently given our staff glowing reports. Rather than placing you on a stand and going back to camp to sleep the rest of the morning, you'll find our guides walking along with you, step for step, all day long, dawn to dark. We hunt hard! Our guys know how to wrangle, pack, bugle, quarter, glass, shoot, track, and take care of clients. You're in for a first-class experience with our guides.

Also, please realize that you may be in the company of our employees for several days at a time. They're constantly working, and they may do or say something that you don't like. It's only natural when people are in close company for days at a time. If that's the case, please have a chat with them about what's bothering you. If any of our employees is unpleasant, unskilled, surly, profane, lazy, inebriated, or exhibiting any unprofessional behavior, we want to know about it immediately. We will take immediate action to remedy the situation. We like positive, happy hunters.

GRATUITIES: It's well appreciated, though not mandatory, if you tip your guide 15-20% of the cost of your hunt if he did a good job. We love to hear stories of \$900 tips for our guides for getting their clients into a nice bull or buck. For a 5-day or 7-day fully guided hunt, our guides have been averaging between \$500 and \$1,000 EACH, with the occasional \$1,200 or \$1,300 tip. They work very hard, and they deserve a nice "bump" for a job well done. Cooks should be tipped as well. If you want the tip divided up, write down how you want it done and give it to the outfitter, (me), who will distribute it as you wish. If you want to tip \$1,000, great, but I'd rather see it distributed to everyone who helped out on your trip (packer, cook, wrangler), not just the whole amount going to the guide. Also, if you're on a drop camp, your packers should see a tip for the job they've done for you, and if you're feeling nice and generous, keep in mind that your outfitter appreciates tips as well.

12. SEASON DATES AND LICENSE APPLICATIONS

Colorado's big game **2008 SEASON DATES** are as follows:
(Limited license application deadline April 1, 2008)

Archery (deer by drawing only, elk over-the-counter) August 30 - September 28

Early Rifle (Deer by drawing only, Maroon Bells/Snowmass Wilderness) dates are not posted yet for 2008 but is generally the 2nd week in September Call for information.)

Muzzleloading (Elk or deer, by drawing only) September 13-21

First Rifle (Elk only, by drawing only) October 11-15

Second Rifle (Elk over-the-counter, deer by drawing only) October 18-26

Third Rifle (Elk over-the-counter, deer by drawing only) November 1-7

Fourth Rifle (Elk over-the-counter, deer by drawing only) November 12-16

Elk licenses are available over-the-counter for archery season and the second and third rifle seasons. Archery licenses are either-sex, but bull elk must be four points to a side if taken during archery season. Muzzleloader licenses usually require 1-2 years to draw a tag. First rifle season elk tags are issued by drawing only, but usually all hunters who apply draw licenses. Licenses are \$30.25 for residents and around \$480 for non-residents. Unsuccessful applicants receive a refund. The wildlife commission has dropped the price on non-resident cow tags to \$250.25.

Deer may be hunted in archery, muzzleloader, and the second, third, and fourth rifle seasons, by drawing only. There is also a special September high-country rifle buck season for the Maroon Bells/Snowmass Wilderness that usually requires up to 7 years to draw a license. There are no deer tags issued for the first rifle season. Licenses are \$20.25 for residents and around \$350 for non-residents. Unsuccessful applicants receive a refund and a preference point. Chances are close to 100% that all hunters who apply for deer tags will draw tags. Though it takes 1-2 years to draw a muzzleloader elk tag, muzzleloader deer hunters often draw the first year.

13. PACKING IN

During some of the busier hunting seasons, such as the first and second rifle seasons, it's imperative that you **sign up for a pack-in date** and be there, ready to go, when it's your turn to pack in. Usually we have four or five groups of hunters for the second rifle season, for example. We can pack in two and sometimes three groups in one day. Sometimes we can use the same personnel and string of horses to pack in two groups on the same day--one group in the morning and one in the afternoon. For some of the groups riding in long distances, that is impossible. We can only pack in one group a day with those packers and horses, although we usually have at least two crews of packers and horses.

Accordingly, we try to space out the groups so that we can pack in some groups on the Thursday before the Saturday hunt, and the other groups for Friday. Fully guided hunts always pack in on a Friday, the day before opening day of the season, unless other arrangements have been made.

The first groups to sign up have their choice of when to pack in. In an extreme circumstance, such as late sign-up, you may have to wait until Saturday morning to pack in. We realize this isn't ideal, but that's the way it goes when you sign up late.

Packing out works the same way. Most guys who go in on a Thursday want to pack out on the next Wednesday. The camps that pack in on a Friday will pack out the next Thursday. If you tag out early, we'll be happy to pack you out early if horses and staff are available.

14. POLICIES

In order to book your hunt, we need to receive a deposit of 50% of the cost of your hunt. The balance is due prior to going into the mountains for your hunt. The deposit is non-refundable. If you book with us for a limited-license hunt where the tag is issued by drawing, we will give you a choice of booking for a later year or you can choose to hunt another season during the same year. For example, first rifle season elk tags are issued by drawing only. You want to hunt that season, and book a hunt with us. You do not draw the tag. At that point, you have the choice of either hunting with us the next year, or booking a slot with us for the same year during the second or third rifle season, when tags can be purchased over the counter. You must sign a liability waiver, as required by our insurance company, prior to hunting.

It is illegal in Colorado to guarantee the outcome of a sporting event. In other words, we can't promise that you'll shoot a deer or an elk. We can't promise that you'll see game or get a shot at an animal, though it should happen. We will do our best to see that we set up a clean, comfortable camp, that we'll take good care of you, and that you'll see some beautiful country. When we book you for a seven-day hunt, that means a day of packing in, a day of packing out, and five days of full-time hunting. If the season is an actual seven-day season, you may book a nine-day hunt (a day in, a day out, and seven days of hunting) for an additional charge.

We hunt rain or shine. We don't cancel for weather. In rare instances, we may wish to change hunting plans. For example, we may have spotted an elk herd down in lower elevations and wish to stay in cabins to hunt instead of packing up to the high country. If we change plans, we will let you know in advance, and any changes will take place with your blessing. Otherwise we'll go with the original plan.

Our policy is to not make refunds. In event that there is a dispute, the issue will be decided in the courts of Gunnison County, Colorado. The outfitter is insured as required by the applicable State Registration (Licensing) authority and the U.S. Forest Service. (The Outfitter is licensed, bonded, and insured as provided for in section 12-55.5-105(1)(c) and (1)(d) of the Colorado Revised Statutes and regulated by the director of the division of registrations in the department of regulatory agencies.)

The U.S. Forest Service requires that we pay a 3% Forest Service user fee for excursions that we lead on National Forest property. We add that fee onto the cost of your hunt.

We are an EQUAL OPPORTUNITY SERVICE PROVIDER. Not only are we mandated by federal regulations to offer our services to persons of any background, we also strongly believe in it. We have a strong history of hosting persons of widely varying ethnic, religious, and cultural backgrounds.

15. FREQUENTLY ASKED QUESTIONS

WHICH SEASON SHOULD I HUNT? That's a good question. There are several stock answers, but let's put it this way--if you're a good hunter, you should be able to kill an elk or a nice buck in any one of the seasons. Here are some things to think about. During the first season, the animals are unmolested and haven't seen the number of hunters that they will during subsequent seasons. If you can locate a good herd, you can get the jump on them and quite likely have a nice bull down on opening morning. Some hunters really like having that advantage. However, you can't hunt mule deer during that season.

The second season is the most popular season, because you can hunt deer during that season as well as elk. The drawback during the second season is what I just said--it's the most popular season. There are always far more hunters in the woods during second season than in any other season. It does have the advantage of weather as well. The odds that it will dump two feet of snow in late October are less than the odds in the middle of November.

The third season is an excellent season to hunt. One of the drawbacks is that many nice bulls have already been killed by the time third season rolls around, but it has a great advantage that the elk have had several days to rest between the second and third seasons. Also, there is a better chance that some weather will roll in and push the elk down to lower elevations for easier hunting. That is quite often the case. The rut is beginning for mule deer and the bucks are coming down to lower elevations. We see several very nice bucks during the third rifle season every year.

The fourth rifle season is often outstanding. Some years we've had two feet of fresh snow and bull elk eating from our haystack at the tack shed. In one day we've seen close to 150 elk. It can be fantastic hunting with hardly anyone around. This is a highly recommended season, particularly if you want to shoot a cow. Taking a cow elk during the fourth season is easy money. Mule deer are down low and usually have migrated out of the Marble area.

Also, don't forget the archery and muzzleloader seasons. It usually takes 1-2 years to draw a muzzleloader elk tag, and a year or two to draw a muzzleloader deer tag. This is a tremendous time of year to be in the high country, with the elk bugling, the colors changing, warm sunny days and crisp nights. It's all up to you. Archery elk tags can be purchased over the counter, and we have excellent success at getting our archery hunters into game.

WHAT ARE MY CHANCES OF SUCCESS? Again, it's all up to you. The guys that hunt hard, walk a lot, cover a lot of ground, are in good shape, know their rifles, and know something about the habits of elk and mule deer have excellent success. When people ask us about our success ratio, they don't know what happened behind the scenes, like the three guys in our Sinkhole camp last fall. One fellow killed a very nice 5x5 bull,

and the other two missed shots at two 4x4's--on two separate occasions. They should have tagged out. Then there was the fellow who hunted fourth season one year, who spent 45 minutes watching two 4x4 and two 5x5 bulls at 60 yards' distance on opening morning. He didn't shoot, and never saw another legal bull the rest of the hunt.

Honestly, our success rate is usually between 35-50%, but it would be much better if guys maximized the opportunities that are presented to them. In 2001, we hosted 31 hunters who took 15 bulls (almost 50% success rate), including a huge 320-class 6x6, a 300-class 6x7, a nice smaller 6x6, and a big 5x6. We also took a lot of nice 5x5's and several raghorn 4x4's. Four hunters in 2001 shot at elk and missed, and three other basically hunted only 20% of the time. Other years are about the same—40-50% success of “dead elk on the ground”, quite a few spectacular missed opportunities, several guys who didn't hunt all that hard, and a few who hunted hard and just never got a shot, although most everybody sees a lot of elk. So, all in all, you've got an excellent chance of bagging a nice bull elk, depending on how hard you work at it. We've actually seen guys sitting in their tents watching elk half a mile away and not go after them. "Too far," they said. Well, that certainly drags down our success ratio. You are hunting for one good opportunity during five days of hunting. Make the most of it, and be ready to pull the trigger when you get that chance.

HOW LONG IS MY HUNT? A wilderness hunt is a total of 7 days: pack in on Day 1, hunt 5 days, and pack out on Day 7. Sometimes we pack out earlier if guys are tired and want a hot shower. A lodge hunt is 5 days and begins on Saturday morning, unless other arrangements have been made, with lodging provided on Friday night. Your meals on a lodge hunt will begin on Saturday morning and you'll be fed three meals a day for five full days unless other arrangements have been made. NOTE: Just because the season is 7 or 9 days doesn't mean you're booked for the full season! If you want additional guiding above and beyond our normal expeditions, we'll quote you a fee for additional services if we have the resources to guide you for additional days.

16. TRANSPORTATION We do not provide transportation to and from our base camp and stables in Marble, Colorado, unless you have specifically arranged for us to provide transportation as part of our contractual agreement, and we may charge an additional fee for transportation to and from various airports. We can suggest various rental car companies and airports to fly to and from, so call us if you have questions.

17. LODGING We have made arrangements with a lodge in town if you would like to come prior to your pack in date, or if you come down early from camp after bagging your bull. It also helps get you acclimated, because the lodge is at 8,000 feet. If you spend a day or two with us prior to your hunt, it will help you get ready for your hunt. You can scout out the game, learn the lay of the land, sight in your rifle, and get to know our staff. There will be extra costs associated with lodging in Marble.

18. PAYMENT It is standard in the outfitting industry to pay for outfitted excursions with a 50% deposit and then to pay the balance in full prior to the commencement of the hunt. Before you pack into camp or begin hunting, we need payment in full. You are considered booked when we receive a deposit. Also, it is standard in the industry that

payment may be made only with cash or by certified check or traveler's check. We don't accept credit cards or personal checks for our outfitted hunts.

19. RESOURCES

MEAT PACKING

Homestead Market
Hotchkiss, CO 970 872-3030

AIRPORTS

Eagle 1 1/2 hours, direct flights
Aspen 1 1/2 hours, connect from Denver
Denver 4 hours via I-70
Grand Junction 2 hours

LODGING

Marble Outpost
(operated by Doris Hubbell)
5585 County Road 3
Marble, CO 81623
(970) 921-5588

Beaver Lake Lodge
Karen Good
(970) 963-2504

RESTAURANTS

Redstone Inn, (970) 963-2526
nice restaurant & hotel, nearby

Days Inn
950 Cowen Drive
Carbondale, CO 81623
(800) 944-3297

Comfort Inn
920 Cowen Drive,
Carbondale, CO 81623
(800) 473-5980

Redstone Cliffs (nice motel, highly recommended, close to hunting)
433 Redstone Blvd.
Redstone, CO 81623
(970) 963-2691

Red Rock Diner, Carbondale
Mambo Italiano (recommended) Carbondale
The Pour House, Carbondale
down-home restaurant and bar

The Ship of Fools, Carbondale

The Crystal Club, Redstone

Redstone Inn (good hotel, all amenities)

Best Value Colonial Inn (recommended)

82 Redstone Blvd.
Redstone, CO 81623
(970) 963-2526

51871 Hwy. 6 & 24
Glenwood Springs, CO 81601
(970) 945-6279 super clean, nice folks

Carbondale, Colorado Chamber of Commerce (970) 963-1890
Glenwood Springs, CO, Chamber of Commerce (970) 963-6589

Sporting Goods

Rite Aid, Glenwood Springs

Taxidermy

Caleb May
(541) 643-1813
calebsanimalatristry@yahoo.com
2116 NE Stephens
Roseburg, Or 97470

LICENSES:

Colorado Division of Wildlife
6060 Broadway
Denver, CO 80216
(303) 297-1192
www.wildlife.state.co.us

DOW Region Eight Headquarters
50633 Hwy. 6 & 24
Glenwood Springs, CO 81601
(970) 947-2920

Licenses are also available at most hardware stores, grocery stores, sporting goods stores, and variety stores up to the night before the hunt, provided you're buying an over-the-counter bull elk or bear license. All deer licenses must be applied for prior to April 1.

DIRECTIONS:

FROM THE EAST and WEST: Take I-70 to Glenwood Springs, Colorado. Head south through town 12 miles on Colorado Highway 82 to Carbondale. Take a right at the stoplight and head south on Colorado 133. (Right after the bridge, you'll find various services, such as three motels, a restaurant, and a gas station. The better restaurants are in town a mile ahead. This is your last chance for gas and groceries.) Head south 23 miles on Highway 133. You'll pass the town of Redstone 17 miles up the road, where there are two restaurants and a couple of hotels. Drive another 5 miles to the base of McClure Pass, and take a left on County Road 3. It is well marked, "Marble". The town of Marble is six miles from the turn. There is no cell phone reception once you're about eight miles out of Carbondale.

OUTWEST GUIDES

7500 County Road 3

Marble, CO 81623

(970) 963-5525 (stables—call first to book)

web: www.outwestguides.com **email:** info@outwestguides.com

2008 RATE SHEET

SUMMER DAY RIDES & PACK TRIPS (children of 8 and up welcome)

2-hour rides \$110 per person (2 person minimum)
3-hour rides \$145 per person (2 person minimum)
5-hour rides \$225 per person (2 person minimum; lunch included)
Long day rides \$315 per person (2 person minimum, lunch included)
Wilderness pack trips \$350 per person per day (2 person minimum)
Special overnight pack trip \$380 per person (1 night stay in wilderness camp, 4 person minimum)

NOTE: PRIVATE RIDES ADD 75%

GUIDED FLYFISHING

1/2 day, 1 rod	\$260	Full day, 1 rod	\$320
1/2 day, 2 rod	\$285	Full day, 2 rod	\$390
1/2 day, 3 rod	\$350	Full day, 3 rod	\$450
1/2 day float	\$380	(2 rod maximum)	
Full day float	\$450	(lunch included)	
Overnight pack trip	\$380 per person per day, 2 rod minimum (lunch included on full day trips)		

GUIDED BIRD HUNTS (starting September 1)

BLUE GROUSE Day hunts (clients provide lodging, 2 gun minimum, lunch included)

Vehicle hunt \$850 per gun. **Horseback hunt** \$1,000 per gun.

3-day wilderness hunt, including tent accommodations, horses, dogs, meals, and guides \$3,900 per person, 2 person minimum

3-day lodge hunt, including luxury lodge accommodations, horses, dogs, meals, and guides \$3,600 per person, no minimum

Wild bird pheasant hunts \$650 per gun per day

Dove hunts (Delta, Colorado, 3 gun minimum) \$175 per gun per day

BIG GAME HUNTING (Elk, mule deer, black bear, bighorn sheep)

Wilderness hunts are 7 days: Pack in Day 1, hunt 5 days, pack out Day 7

Lodge hunts are 5 days and 5 nights

Archery, muzzleloader, 4 rifle seasons, August 26-November 14. Call for availability and dates.

FULLY GUIDED ELK(2 clients per guide, all meals, horses, wilderness camp setting. Combo elk/deer hunt add \$500) \$3,950 per person

Archery/muzzleloader hunts: \$3,650 per person

DROP CAMP (pack into wilderness camp with all amenities, game packing. Minimum 3 persons or combine groups) \$1,750 per person
Archery/muzzleloader hunts: \$1,650 per person

SEMI-GUIDED HORSEBACK HUNTS

(includes one wrangler for the camp and a horse for each hunter in a drop camp setting. No guiding is included, but each hunter will have a horse to ride out from camp every day. Minimum 4 persons.) \$2,650 per person

SPECIAL LODGE HUNT: Ride out with your guide to hunt and return every evening to a hot shower, hearty meals, satellite TV, soft beds, and gorgeous scenery at the luxurious Marble Outpost Lodge. First, second, and third season. Double occupancy, 1:2 guide:client ratio. \$3,950 per person

TROPHY MULE DEER HUNT: A fair-chase hunt for trophy mule deer bucks. This is an excellent opportunity for archery, muzzleloader, and rifle hunters to put a record-class buck on the wall. Either wilderness tent camp or lodge hunt. 5-day 2-on-1 hunt includes lodging and meals. Add \$1,000 for one-on-one hunt. (1:2 guide:client ratio) \$5,500 per person

SPECIAL LATE-SEASON COW or BULL ELK HUNT: Get a bunch of guys together and stay in our comfortable house in Marble. Ride out with a guide in the morning and find an elk to put in the freezer. For fourth rifle season only, client:guide ratio 2:1. We recommend you apply for a cow tag, or check with the DOW for leftover tags prior to the hunt. Excellent success rate, great hunting. \$3,950 per person

A 3% U.S. Forest Service user fee will be added on to the cost of each hunt that takes place on National Forest land.

ACTIVE MILITARY DISCOUNT: We will offer slots for 8 hunters per year, either drop camps or fully guided, for active military personnel who have served tours in Iraq or Afghanistan at a 25% discount! This offer also extends to military personnel who have served Iraq/Afghanistan tours and who have received an honorable discharge after July 1, 2005. Please call for more information and scheduling. We support our troops!

DEFINITIONS: HUNTING: "Fully guided" excursions normally include 2:1 hunter:guide ratio, horses, tent accommodations, packing in and out, and all meals. "Drop camps" include packing in and out to wilderness tent accommodations, game packing (game must be brought to trail), all necessary camp gear, firewood, cots, mattresses, and cooking gear. Not included are groceries and personal gear. On all trips, game storage, butchering, gratuities, and hunting licenses are additional.

FLYFISHING: OutWest Guides will provide rods, reels, waders, wading shoes, and lunch on full-day trips. No lunch is provided on half-day trips. Flies will be provided, but will be billed at \$2.00 for each fly used. Gratuities and licenses (\$5.25 for a one-day non-resident fishing or small game license) are additional.