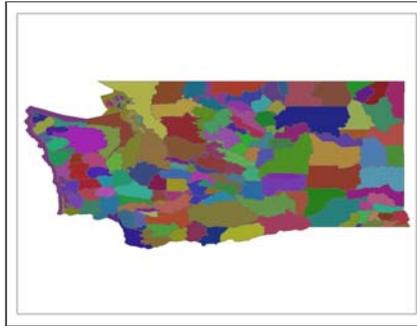


# Game Management Units for Washington State for the 2013-2014 Hunting Season - GMU\_Generalized

ESRI File GeoDatabase Feature Class



## Tags

Game Management Unit, Hunting, Washington State, 2013-2014 Hunting Season

## Summary

This feature class is a marginally generalized representation of the Game Management Unit Areas of Washington state for the 2013-14 hunting season. It is intended to aid Washington Department of Fish and Wildlife staff and the general public to geospatially interpret the Game Management Unit legal descriptions as presented in the "Washington's 2013 Big Game Hunting Seasons and Regulations" pamphlet and the Washington Administrative Code (Section 232-28-331 to 232-28-336).

## Description

This feature class is a representation of the Game Management Unit Areas of Washington state for the 2013-14 hunting season. This polygon information represents a generalized interpretation of the legal descriptions in the Washington Administrative Code; Sections 232-28-331 to 232-28-336 and the 'Washington's 2013 Big Game Hunting Seasons and Regulations' pamphlet. The river coast lines have been extended to County lines to create a more cartographically useful product.

## Credits

Washington State Department of Fish and Wildlife, Wildlife Program, Science Division, Spatial Data Management Unit

## Use limitations

The data set was created at a 1:100,000. Zooming in to scales finer than 1:100,000 may produce inconsistencies with the actual ground feature being represented. The boundary of the polygon may not line up with the real world feature that the boundary represents. The feature class was created based on the "Washington's 2013 Big Game Hunting Seasons and Regulations" pamphlet. If any difference is found between the legal description for the Game Management Unit in the Pamphlet and what is represented in the feature class, the legal description language takes precedence.

## Extent

<b>West</b>	-124.902693	<b>East</b>	-116.708446
<b>North</b>	49.050084	<b>South</b>	45.481976

**Scale Range****Maximum (zoomed in)** 1:5,000**Minimum (zoomed out)** 1:500,000**ArcGIS Metadata ▶****Topics and Keywords ▶**

THEMES OR CATEGORIES OF THE RESOURCE biota, boundaries

CONTENT TYPE Downloadable Data

PLACE KEYWORDS Washington State

TEMPORAL KEYWORDS 2013-2014 Hunting Season

THEME KEYWORDS Game Management Unit

THEME KEYWORDS Administrative Boundary

THEME KEYWORDS Hunting

*Hide Topics and Keywords ▲***Citation ▶**

TITLE Game Management Units for Washington State for the 2013-2014 Hunting Season - GMU\_Generalized

ALTERNATE TITLES Generalized Interpretation of the Game Management Units for 2013-14 hunting season in Washington state

CREATION DATE 2012-04-01 00:00:00

PUBLICATION DATE 2012-04-17 00:00:00

REVISION DATE 2012-04-17 00:00:00

EDITION 1.0

EDITION DATE 2012-04-17

PRESENTATION FORMATS digital map

FGDC GEOSPATIAL PRESENTATION FORMAT vector digital data

*Hide Citation ▲***Citation Contacts ▶**

## RESPONSIBLE PARTY

INDIVIDUAL'S NAME Data Steward

ORGANIZATION'S NAME Washington State Department of Fish and Wildlife

CONTACT'S POSITION Information Technology Specialist 3

CONTACT'S ROLE originator

## CONTACT INFORMATION ▶

## PHONE

VOICE (360)902-2515

FAX (360)902-2162

**ADDRESS**

TYPE postal  
 DELIVERY POINT 600 Capitol Way North  
 CITY Olympia  
 ADMINISTRATIVE AREA Washington  
 POSTAL CODE 98501-1091  
 COUNTRY United States of America  
 E-MAIL ADDRESS [wildthing@dfw.wa.gov](mailto:wildthing@dfw.wa.gov)

**HOURS OF SERVICE**

8:00AM - 5:00PM PST Weekdays (except Holidays)

**CONTACT INSTRUCTIONS**

Contact the Washington State Department of Fish and Wildlife's Wildlife Management Program Customer service desk by one of the contact methods listed in this document (by telephone, fax, email, or regular mail) giving your name, phone number and email address.

[Hide Contact information ▲](#)

[Hide Citation Contacts ▲](#)

**Resource Details ►**

DATASET LANGUAGES English ()  
 DATASET CHARACTER SET utf8 - 8 bit UCS Transfer Format

STATUS completed  
 SPATIAL REPRESENTATION TYPE vector

SPATIAL RESOLUTION  
 DATASET'S SCALE  
 SCALE DENOMINATOR 100000

**SUPPLEMENTAL INFORMATION**

Twelve new Game Management Units (GMUs) were added and three existing units were modified between the 2012-2013 Hunting season and the 2013-2014 Hunting season. GMUs411 - Orcas, 412-Shaw, 413 -San Juan, 414 - Lopez, 415 - Blakely, 416 - Decatur, and 417 - Cypress, GMUs 420 - Whidbey, and GMU 421 - Camano were created from portions of GMU 410 - Islands. GMU 419 - Guemes was created from a portion of GMU 407 - North Sound. GMU 422 - Vashon-Maury was created from a portion of GMU 454 - Issaquah. GMU 655 - Anderson Island was created from a portion of GMU 652 - Puyallup.

PROCESSING ENVIRONMENT Microsoft Windows Vista Version 6.0 (Build 6002) Service Pack 2; ESRI ArcGIS 10.0.3.3600

**CREDITS**

Washington State Department of Fish and Wildlife, Wildlife Program, Science Division, Spatial Data Management Unit

**CREDITS**

Washington State Department of Fish and Wildlife, Wildlife Program, Game Division

**HOW THE RESOURCE IS USED**

DATE AND TIME OF USE 2013-04-01 00:00:00  
 DESCRIPTION This feature class was used to create the Game Management Unit Maps in the "Washington's 2013 Big Game Hunting Seasons and Regulations" Pamphlet

## PARTY USING THE RESOURCE

INDIVIDUAL'S NAME Data Steward  
 ORGANIZATION'S NAME Washington Department of Fish and Wildlife, Wildlife Program, Science Division, Spatial Data Management Unit  
 CONTACT'S POSITION Information Technology Specialist 3  
 CONTACT'S ROLE originator

## CONTACT INFORMATION ►

## PHONE

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*Hide Contact information ▲*

## HOW THE RESOURCE IS USED

DATE AND TIME OF USE 2013-04-01 00:00:00

DESCRIPTION This feature class was inserted into the the WDFW GoHunt Interactive map and the pregenerated GMU maps accessible in the GoHunt Application

## PARTY USING THE RESOURCE

INDIVIDUAL'S NAME Data Steward  
 ORGANIZATION'S NAME Washington Department of Fish and Wildlife, Wildlife Program, Science Division, Spatial Data Management Unit  
 CONTACT'S POSITION Information Technology Specialist 3  
 CONTACT'S ROLE originator

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[Hide Contact information ▲](#)

ARCGIS ITEM PROPERTIES

[Hide Resource Details ▲](#)

## Extents ►

EXTENT

GEOGRAPHIC EXTENT

BOUNDING RECTANGLE

EXTENT TYPE Extent used for searching  
 WEST LONGITUDE -124.902693  
 EAST LONGITUDE -116.708446  
 NORTH LATITUDE 49.050084  
 SOUTH LATITUDE 45.481976  
 EXTENT CONTAINS THE RESOURCE Yes

[Hide Extents ▲](#)

## Resource Points of Contact ►

POINT OF CONTACT

INDIVIDUAL'S NAME Data Steward  
 ORGANIZATION'S NAME Washington State Department of Fish and Wildlife  
 CONTACT'S POSITION Information Technology Specialist 3  
 CONTACT'S ROLE originator

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[Hide Contact information ▲](#)

[Hide Resource Points of Contact ▲](#)

**Resource Maintenance ►****RESOURCE MAINTENANCE**

DATE OF NEXT UPDATE 2014-03-31 00:00:00

UPDATE FREQUENCY annually

TIME PERIOD BETWEEN UPDATES

TIME DURATION Maintenance will be performed if there are major errors in the feature class

SCOPE OF THE UPDATES feature, non-geographic dataset

**MAINTENANCE CONTACT**

INDIVIDUAL'S NAME Data Steward

ORGANIZATION'S NAME Washington Statet Department of Fish and Wildlife

CONTACT'S POSITION Information Technology Specialist 3

CONTACT'S ROLE originator

**CONTACT INFORMATION ►****PHONE**

VOICE (360)902-2515

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**ADDRESS**

TYPE postal

DELIVERY POINT 600 Capitol Way North

CITY Olympia

ADMINISTRATIVE AREA Washington

POSTAL CODE 98501-1091

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[Hide Contact information ▲](#)

[Hide Resource Maintenance ▲](#)

**Resource Constraints ►**

**CONSTRAINTS****LIMITATIONS OF USE**

The data set was created at a 1:100,000. Zooming in to scales finer than 1:100,000 may produce inconsistencies with the actual ground feature being represented. The boundary of the polygon may not line up with the real world feature that the boundary represents. The feature class was created based on the "Washington's 2013 Big Game Hunting Seasons and Regulations" pamphlet. If any difference is found between the legal description for the Game Management Unit in the Pamphlet and what is represented in the feature class, the legal description language takes precedence.

**LEGAL CONSTRAINTS****LIMITATIONS OF USE**

This data was compiled at a scale of 1:100,000. Data should only be used for general display, mapping, and planning purposes at scales of 1:100,000 or smaller. Extreme care was taken during compilation of these boundaries to ensure accuracy. However, Washington State Department of Fish and Wildlife (WDFW) had to rely on outside sources of information when compiling these data, and therefore cannot accept any responsibility or liability for errors and/or omissions in the use of these data. WDFW provides no warranties to accompany this data. Refer to the Washington State Department of Fish and Wildlife 'Washington's 2013 Big Game Hunting Seasons and Regulations' for more explicit and detailed information on Game Management Unit boundary legal descriptions and hunting regulations.

The feature was created based on the "Washington's 2013 Big Game Hunting Seasons and Regulations" pamphlet. If any difference is found between the legal description for the Game Management Unit in the Pamphlet and what is represented in the feature class, the legal description language takes precedence.

**OTHER CONSTRAINTS**

Access Constraints: None

**SECURITY CONSTRAINTS**

CLASSIFICATION unclassified

CLASSIFICATION SYSTEM None

**ADDITIONAL RESTRICTIONS**

None

**LIMITATIONS OF USE**

None

[Hide Resource Constraints ▲](#)

**Spatial Reference ►****REFERENCE SYSTEM IDENTIFIER**

VALUE 2927

CODESPACE EPSG

VERSION 7.4.1

[Hide Spatial Reference ▲](#)

**Spatial Data Properties ►**

## VECTOR ►

LEVEL OF TOPOLOGY FOR THIS DATASET geometry only

## GEOMETRIC OBJECTS

OBJECT TYPE composite

OBJECT COUNT 165

[Hide Vector ▲](#)[Hide Spatial Data Properties ▲](#)**Data Quality** ►

## SCOPE OF QUALITY INFORMATION ►

RESOURCE LEVEL feature

## SCOPE DESCRIPTION

## ATTRIBUTES

The attribute information was derived from Washington Administrative Code 232-28-331 to 232-28-336. Feature identification was accomplished by consulting WA Dept of Natural Resources 1:100,000 Planimetric Maps, US Geological Survey 1:100,000 and 1:24,000 topographic maps, the Delorme Washington Atlas and Gazetteer, Weyerhaeuser Tree Farm Maps, US Forest Service National Forest Maps, and various municipal road maps.

## FEATURES

The feature class was designed to be accurate at a scale of 1:100,000 although many portions were taken from source data that was digitized to be accurate at 1:24,000.

[Hide Scope of quality information ▲](#)

## DATA QUALITY REPORT - COMPLETENESS OMISSION ►

DIMENSION horizontal

## MEASURE DESCRIPTION

The initial scale of the base data as it was digitized or transferred was at a scale of 1:100,000 with roads and water features taken from 1:24,000 scaled layers. The selection and mapping of the boundaries is based on the "Washington's 2013 Big Game Hunting Seasons & Regulations" pamphlet published by the Washington Department of Fish and Wildlife.

EVALUATION TYPE direct internal

[Hide Data quality report - Completeness omission ▲](#)

## DATA QUALITY REPORT - CONCEPTUAL CONSISTENCY ►

DIMENSION horizontal

## MEASURE DESCRIPTION

The polygons were created from the arcs of GMU\_Boundary. The linework described in Legal Descriptions for Game Management Units as presented in the "Washington's 2013 Big Game Hunting Seasons & Regulations" were used as the basis to create GMU\_Boundary. Also included were shoreline arcs. GMU\_Boundary was used to create the

polygons for GMU\_Legal amd GMU\_generalized.

EVALUATION TYPE direct internal

[Hide Data quality report - Conceptual consistency ▲](#)

[Hide Data Quality ▲](#)

## Lineage ►

### LINEAGE STATEMENT

The county24, DNR\_MPL, DNR 100k , trans100, TRANS\_SV, str100 and wchydro and wbhydro feature classes were the sources of the linework where the linework was not entered manually. Washington State Public Lands Quadrangle maps, various county and city maps and atlases and Delorme Washington Atlas and Gazetteer were used to identify features. The initial creation of the GMU\_Boundary, on which GMU\_Generaized is based, was completed in 1998. Since that time changes have been made to the initial line work as dictated by changes to The Washington Administrative Code (Washington Administrative Code - Section of 232-28-331 to Section 232-28-336) and the Washington's Big Game Hunting Seasons and Regulations' pamphlet as directed by WDFW Game managers. For the 2013-2014 Hunting Season there are no changes from the 2011-2012 Hunting Season in terms of boundaries.

### PROCESS STEP ►

WHEN THE PROCESS OCCURRED 2013-01-14 00:00:00

#### DESCRIPTION

Copied GMU\_Boundary from 2012. Added and modified GMU boundaries to display the twelve new units and populated the attribute files for the new GMU\_Boundary accorodngly. Created a tempoarry file from GMU\_Boundary by reseselecting on Generl\_Ind attribute field = to 1.

[Hide Process step ▲](#)

### PROCESS STEP ►

WHEN THE PROCESS OCCURRED 2013-01-14 00:00:00

#### DESCRIPTION

I used the Feature to Point Tool (Data Management Tools/Features) to create label points for the polygon feature class from GMU\_Generalized from 2012. The new feature class t\_GMU\_Generalized\_labels was created with the inside polygon option checked. In Arcmap, I overlaid the points over the tempoary GMU Generalized arc feature class created in the first step. I adjusted the points where needed and added and attributed new points that were needed.for the twelve new Game management Units being add this year;

[Hide Process step ▲](#)

### PROCESS STEP ►

WHEN THE PROCESS OCCURRED 2013-01-14 00:00:00

#### DESCRIPTION

I used the Feature to Polygon Tool (Data Management Tools/Features) , selecting the temporary GMU\_Boundary feature class created in step as the base and the t\_GMU\_Generalized\_labelscreated in step two as label choice, to create t\_GMU\_Generalized.After reviewing the feature to make sure it was correct, the name was changed to GMU\_Generalized and transfered to Game\_Management\_Units Feature Dataset

[Hide Process step ▲](#)

PROCESS STEP ►

WHEN THE PROCESS OCCURRED 2013-03-01 00:00:00

DESCRIPTION

Created the metadata.

[Hide Process step ▲](#)

PROCESS STEP ►

WHEN THE PROCESS OCCURRED 2014-11-24 00:00:00

DESCRIPTION

FWS WSFR TRACS team received zipped shapefiles from Washington Dept of Fish and Wildlife and upon unzipping the file, the shapefile was imported into a file geodatabase in order to run topology and generalize the data. The Check Geometry tool was used to determine if there were any geometry problems and the three errors were corrected using the Repair Geometry tool. Topology was created in ArcCatalog using the default rule Must Be Larger than Cluster Tolerance. There were no topology errors.

The validated layer was generalized using the Simplify Polygon tool with the bend simplification and resolve topology error options. The generalized layer was exported to GCS WGS 84 and topology was recreated to confirm no additional errors were introduced.

Two double fields were added to the attribute table for the web mapper program: Area\_sq\_m and Len\_m. Two integer fields were added to the attribute table for the web mapper program: IS\_ACTIVE and IS\_DELETED.

The layer was imported to the SDE Enterprise Oracle database using the SDO\_GEOMETRY spatial type.

PROCESS CONTACT

ORGANIZATION'S NAME FWS Wildlife & Sport Fish Restoration (WSFR)

CONTACT'S ROLE user

CONTACT INFORMATION ►

PHONE

VOICE 303-275-2344

FAX 303-275-2345

ADDRESS

TYPE both

DELIVERY POINT 6550 Gateway Road, Trailer Z-80

CITY Commerce City

ADMINISTRATIVE AREA CO  
POSTAL CODE 80022  
COUNTRY US

[Hide Contact information ▲](#)

[Hide Process step ▲](#)

SOURCE DATA ►

DESCRIPTION

GMU11\_Brdr, now called GMU\_Boundaries, was used to create the polygons

SOURCE MEDIUM NAME online link

RESOLUTION OF THE SOURCE DATA

SCALE DENOMINATOR 100000

SOURCE REFERENCE SYSTEM

REFERENCE THAT DEFINES THE VALUE ►

TITLE GMU\_Boundaries

[Hide Reference that defines the value ▲](#)

[Hide Source data ▲](#)

SOURCE DATA ►

DESCRIPTION

"Washington's 2013 Big Game Hunting Seasons and Regulations" and Washington Administrative Code (Section 232-28-331 to 336)

SOURCE MEDIUM NAME hardcopy

[Hide Source data ▲](#)

SOURCE DATA ►

DESCRIPTION

GMU\_Generalized from 2012 was used to create a point table to repopulate the attributes in the new gmU generalized feature class

SOURCE MEDIUM NAME online link

RESOLUTION OF THE SOURCE DATA

SCALE DENOMINATOR 100000

[Hide Source data ▲](#)

[Hide Lineage ▲](#)

## Distribution ►

### DISTRIBUTOR ►

#### CONTACT INFORMATION

INDIVIDUAL'S NAME Data Steward  
 ORGANIZATION'S NAME Washington State Department of Fish and Wildlife  
 CONTACT'S POSITION Information Technology Specialist 3  
 CONTACT'S ROLE point of contact

#### CONTACT INFORMATION ►

##### PHONE

VOICE (360)902-2515  
 FAX (360)902-2515

##### ADDRESS

TYPE postal  
 DELIVERY POINT 600 Capitol Way North  
 CITY Olympia  
 ADMINISTRATIVE AREA WA  
 POSTAL CODE 98501-1091  
 COUNTRY United States of America  
 E-MAIL ADDRESS [wildthing@dfw.wa.gov](mailto:wildthing@dfw.wa.gov)

##### HOURS OF SERVICE

8:00AM - 5:00PM PST Weekdays (except Holidays)

##### CONTACT INSTRUCTIONS

Contact the Washington State Department of Fish and Wildlife's Wildlife Management Program Customer service desk by one of the contact methods listed in this document (by telephone, fax, email, or regular mail) giving your name, phone number and email address.

*[Hide Contact information ▲](#)*

### AVAILABLE FORMAT

NAME ESRI SHP File  
 VERSION ARCGIS 10.1

### ORDERING PROCESS

TERMS AND FEES None  
 DATE OF AVAILABILITY 2013-04-19 00:00:00  
 AVAILABLE TIME PERIOD  
 BEGINNING DATE 2013-04-19 00:00:00  
 ENDING DATE 2014-03-31 00:00:00

##### TURNAROUND TIME

Between one to four weeks upon reception of the name, telephone number, and email address of the recipient.

### INSTRUCTIONS

Standard Ordering Instructions: Contact the Washington State Department of Fish and Wildlife's Wildlife Management Program Customer service desk by one of the contact methods listed in this document (by telephone, fax, email, or regular mail) giving your name, phone number and email address. After the contact information is received, a compressed zip file containing SHP files of Special Hunting boundaries that the Washington Department of Fish and Wildlife manages ; Game Management Units, Elk Areas, and Deer Areas, (Moose Unit/Areas, Big Horn Sheep Units, or Moose Areas boundaries are provided on request) will then be shipped electronically to the email

address. If you do not wish the information shipped by email than a mailing address will be needed. The information, which is in a compressed zip file format, will be shipped by compact disc to the address. Estimated turnaround time is between one to four weeks, depending on Wildlife Management workload.; Technical Prerequisites: The feature class was developed in ARCGIS 10.1 and may not be readable by earlier versions of ARCGIS.

#### TRANSFER OPTIONS

##### ONLINE SOURCE

LOCATION file:///\\dfwfloly02.ssv.wa.lcl\resdat\programs\wildlife\gis\hunts\h2013\Special\_Hunts.mdb

ACCESS PROTOCOL Local Area Network

DESCRIPTION Downloadable Data

[Hide Distributor ▲](#)

#### DISTRIBUTION FORMAT

NAME ESRI File GeoDatabase Feature Class

VERSION ARCGIS 10.1

#### DISTRIBUTION FORMAT

NAME ESRI Shape File

VERSION ARCGIS 10.1

#### TRANSFER OPTIONS

TRANSFER SIZE 0.000

[Hide Distribution ▲](#)

## Fields ►

#### DETAILS FOR OBJECT [GMU\\_Generalized ►](#)

##### DEFINITION

This polygon feature class represents a strict interpretation of the legal descriptions in the Washington Administrative Code; Sections 232-28-331 to 232-28-336 and the 'Washington's 2013 Big Game Hunting Seasons and Regulations' pamphlet. modifications were made along the Columbia River and the Pacific Coast and Puget Sound to include water bodies for better display cartographically

##### DEFINITION SOURCE

Washington State Department of Fish and Wildlife

#### FIELD [OBJECTID ►](#)

##### FIELD DESCRIPTION

Internal feature number.

##### DESCRIPTION SOURCE

Esri

##### DESCRIPTION OF VALUES

Sequential unique whole numbers that are automatically generated.

[Hide Field OBJECTID ▲](#)

**FIELD Shape ▶**

**FIELD DESCRIPTION**

Feature geometry.

**DESCRIPTION SOURCE**

ESRI

**DESCRIPTION OF VALUES**

Coordinates defining the features.

**BEGINNING DATE OF VALUES** 2013-03-31

**ENDING DATE OF VALUES** 2014-04-01

**MEASUREMENT FREQUENCY** annually

[Hide Field Shape ▲](#)

**FIELD GMU\_Num ▶**

**FIELD DESCRIPTION**

The identification number assigned to the Game Management Unit by WDFW staff. Numbers below 100 are assigned to major public land blocks outside of the WA Dept of Fish and Wildlife's jurisdiction.

**DESCRIPTION SOURCE**

Washington Administrative Code (Section 232-28-331 to ), Washington Department of Natural Resources 100k Series Public Lands Maps, or assigned by Washington Department of Fish and Wildlife staff

**LIST OF VALUES**

**VALUE** 2

**DESCRIPTION** Unassigned Water

**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** WA Dept of Natural Resources Major Public Lands feature class

**VALUE** 20

**DESCRIPTION** Makah Indian Reservation

**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** WA Dept of Natural Resources Major Public Lands feature class

**VALUE** 21

**DESCRIPTION** Ozette Indian Reservation

**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** WA Dept of Natural Resources Major Public Lands feature class

**VALUE** 22

**DESCRIPTION** Quileute Indian Reservation

**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** WA Dept of Natural Resources Major Public Lands feature class

**VALUE** 23

**DESCRIPTION** Hoh Indian Reservation

**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** WA Dept of Natural Resources Major Public Lands

feature class

VALUE 24

DESCRIPTION Quinault Indian Reservation

ENUMERATED DOMAIN VALUE DEFINITION SOURCE WA Dept of Natural Resources Major Public Lands  
feature class

VALUE 38

DESCRIPTION Yakima Indian Reservation

ENUMERATED DOMAIN VALUE DEFINITION SOURCE WA Dept of Natural Resources Major Public Lands  
feature class

VALUE 39

DESCRIPTION Colville Indian Reservation

ENUMERATED DOMAIN VALUE DEFINITION SOURCE WA Dept of Natural Resources Major Public Lands  
feature class

VALUE 41

DESCRIPTION Spokane Indian Reservation

ENUMERATED DOMAIN VALUE DEFINITION SOURCE WA Dept of Natural Resources Major Public Lands  
feature class

VALUE 51

DESCRIPTION North Cascades National Park

ENUMERATED DOMAIN VALUE DEFINITION SOURCE WA Dept of Natural Resources Major Public Lands  
feature class

VALUE 52

DESCRIPTION Olympic National Park

ENUMERATED DOMAIN VALUE DEFINITION SOURCE WA Dept of Natural Resources Major Public Lands  
feature class

VALUE 53

DESCRIPTION Mount Rainier National Park

ENUMERATED DOMAIN VALUE DEFINITION SOURCE WA Dept of Natural Resources Major Public Lands  
feature class

VALUE 101

DESCRIPTION Game Management Unit 101 - Sherman

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE 105

DESCRIPTION Game Management Unit 105 - Kelly Hill

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE 108

DESCRIPTION Game Management Unit 108 - Douglas

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE 111

DESCRIPTION Game Management Unit 111 - Aladdin

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE 113

DESCRIPTION Game Management Unit 113 - Selkirk  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE 117

DESCRIPTION Game Management Unit 117 - 49 Degrees North  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE 121

DESCRIPTION Game Management Unit 121 - Huckleberry  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE 124

DESCRIPTION Game Management Unit 124 - Mount Spokane  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE 127

DESCRIPTION Game Management Unit 127 - Micah Peak  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE 130

DESCRIPTION Game Management Unit 130 - Cheney  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE 133

DESCRIPTION Game Management Unit 133 - Roosevelt  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE 136

DESCRIPTION Game Management Unit 136 - Harrington  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE 139

DESCRIPTION Game Management Unit 139 - Steptoe  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE 142

DESCRIPTION Game Management Unit 142 - Almota  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE 145

DESCRIPTION Game Management Unit 145 - Mayview  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE 149

DESCRIPTION Game Management Unit 149 - Prescott  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE 154  
DESCRIPTION Game Management Unit 154 - Blue Creek  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE 157  
DESCRIPTION Game Management Unit 157 - Mill Creek Watershed  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE 162  
DESCRIPTION Game Management Unit 162 - Dayton  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE 163  
DESCRIPTION Game Management Unit 163 - Marengo  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE 166  
DESCRIPTION Game Management Unit 166 - Tucannon  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE 172  
DESCRIPTION Game Management Unit 172 - Mountain View  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE 175  
DESCRIPTION Game Management Unit 175 - Lick Creek  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE 178  
DESCRIPTION Game Management Unit 178 - Peola  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE 181  
DESCRIPTION Game Management Unit 181 - Couse  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE 186  
DESCRIPTION Game Management Unit 186 - Grande Ronde  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE 203  
DESCRIPTION Game Management Unit 203 - Pasayten  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE 204  
DESCRIPTION Game Management Unit 204 - Okanogan East

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE 209  
DESCRIPTION Game Management Unit 209 - Wannacut  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE 215  
DESCRIPTION Game Management Unit 215 - Sinlahekin  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE 218  
DESCRIPTION Game Management Unit 218 - Chewach  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE 224  
DESCRIPTION Game Management Unit 224 - Pearrygin  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE 231  
DESCRIPTION Game Management Unit 231 - Gardner  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE 233  
DESCRIPTION Game Management Unit 233 - Pogue  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE 239  
DESCRIPTION Game Management Unit 239 - Chiliwist  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE 242  
DESCRIPTION Game Management Unit 242 - Alta  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE 243  
DESCRIPTION Game Management Unit 243 - Manson  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE 244  
DESCRIPTION Game Management Unit 244 - Clark  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE 245  
DESCRIPTION Game Management Unit 245 - Chiwawa  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE 246  
DESCRIPTION Game Management Unit 246 - Slide Ridge  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE 247  
DESCRIPTION Game Management Unit 247 - Entiat  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE 248  
DESCRIPTION Game Management Unit 248 - Big Bend  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE 249  
DESCRIPTION Game Management Unit 249 - Alpine  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE 250  
DESCRIPTION Game Management Unit 250 - Swakane  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE 251  
DESCRIPTION Game Management Unit 251 - Mission  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE 254  
DESCRIPTION Game Management Unit 254 - Saint Andrews  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE 260  
DESCRIPTION Game Management Unit 260 - Foster Creek  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE 262  
DESCRIPTION Game Management Unit 262 - Withrow  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE 266  
DESCRIPTION Game Management Unit 266 - Badger  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE 269  
DESCRIPTION Game Management Unit 269 - Moses Coulee  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE 272  
DESCRIPTION Game Management Unit 272 - Beezley  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-

332)

VALUE 278

DESCRIPTION Game Management Unit 278 - Wahluke

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE 284

DESCRIPTION Game Management Unit 284 - Ritzville

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE 290

DESCRIPTION Game Management Unit 290 - Desert

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE 328

DESCRIPTION Game Management Unit 328 - Naneum

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE 329

DESCRIPTION Game Management Unit 329 - Quilomene

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE 330

DESCRIPTION Game Management Unit 330 - West Bar

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE 334

DESCRIPTION Game Management Unit 334 - Ellensburg

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE 335

DESCRIPTION Game Management Unit 335 - Teanaway

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE 336

DESCRIPTION Game Management Unit 336 - Tanuem

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE 340

DESCRIPTION Game Management Unit 340 - Manastash

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE 342

DESCRIPTION Game Management Unit 342 - Umtanum

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE 346

DESCRIPTION Game Management Unit 346 - Little Naches  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE 352

DESCRIPTION Game Management Unit 352 - Nile  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE 356

DESCRIPTION Game Management Unit 356 - Bumping  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE 360

DESCRIPTION Game Management Unit 360 - Bethel  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE 364

DESCRIPTION Game Management Unit 364 - Rimrock  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE 368

DESCRIPTION Game Management Unit 368 - Cowiche  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE 371

DESCRIPTION Game Management Unit 371 - Alkali  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE 372

DESCRIPTION Game Management Unit 372 - Rattlesnake Hills  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE 373

DESCRIPTION Game Management Unit 373 - Horse Heaven  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE 379

DESCRIPTION Game Management Unit 379 - Ringold  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE 381

DESCRIPTION Game Management Unit 381 - Kahlotus  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE 382

DESCRIPTION Game Management Unit 382 - East Klickitat  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE 388  
DESCRIPTION Game Management Unit 388 - Grayback  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE 407  
DESCRIPTION Game Management Unit 407 - North Sound  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE 410  
DESCRIPTION Game Management Unit 410 - Islands  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE 411  
DESCRIPTION Game Management Unit 411 - Orcas  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE 412  
DESCRIPTION Game Management Unit 412 - Shaw  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE 413  
DESCRIPTION Game Management Unit 413 - San Juan  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE 414  
DESCRIPTION Game Management Unit 414 - Lopez  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE 415  
DESCRIPTION Game Management Unit 415 - Blakley  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE 416  
DESCRIPTION Game Management Unit 416 - Decatur  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE 417  
DESCRIPTION Game Management Unit 417 - Cypress  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE 418  
DESCRIPTION Game Management Unit 418 - Nooksack  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE 419  
DESCRIPTION Game Management Unit 419 - Guemes

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE 420  
DESCRIPTION Game Management Unit 420 - Whidbey  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE 421  
DESCRIPTION Game Management Unit 421 - Camano  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE 412  
DESCRIPTION Game Management Unit 422 - Vashon-Maury  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE 426  
DESCRIPTION Game Management Unit 426 - Diablo  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE 437  
DESCRIPTION Game Management Unit 437 - Sauk  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE 448  
DESCRIPTION Game Management Unit 448 - Stillaquamish  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE 450  
DESCRIPTION Game Management Unit 450 - Cascade  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE 454  
DESCRIPTION Game Management Unit 454 - Issaquah  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE 460  
DESCRIPTION Game Management Unit 460 - Snoqualmie  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE 466  
DESCRIPTION Game Management Unit 466 - Stampede  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE 485  
DESCRIPTION Game Management Unit 485 - Green River  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE 490  
DESCRIPTION Game Management Unit 490 - Cedar River  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE 501  
DESCRIPTION Game Management Unit 501 - Lincoln  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE 503  
DESCRIPTION Game Management Unit 503 - Randle  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE 504  
DESCRIPTION Game Management Unit 504 - Stella  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE 505  
DESCRIPTION Game Management Unit 505 - Mossyrock  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE 506  
DESCRIPTION Game Management Unit 506 - Willapa Hills  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE 510  
DESCRIPTION Game Management Unit 510 - Stormking  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE 513  
DESCRIPTION Game Management Unit 513 - South Rainier  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE 516  
DESCRIPTION Game Management Unit 516 - Packwood  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE 520  
DESCRIPTION Game Management Unit 520 - Winston  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE 522  
DESCRIPTION Game Management Unit 522 - Loo-wit  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE 524  
DESCRIPTION Game Management Unit 524 - Margaret  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-

335)

VALUE 530

DESCRIPTION Game Management Unit 530 - Ryderwood

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE 550

DESCRIPTION Game Management Unit 550 - Coweeman

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE 554

DESCRIPTION Game Management Unit 554 - Yale

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE 556

DESCRIPTION Game Management Unit 556 - Toutle

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE 560

DESCRIPTION Game Management Unit 560 - Lewis River

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE 564

DESCRIPTION Game Management Unit 564 - Battle Ground

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE 568

DESCRIPTION Game Management Unit 568 - Washougal

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE 572

DESCRIPTION Game Management Unit 572 - Siouxon

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE 574

DESCRIPTION Game Management Unit 574 - Wind River

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE 578

DESCRIPTION Game Management Unit 578 - West Klickitat

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE 601

DESCRIPTION Game Management Unit 601 - Hoko

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 602

DESCRIPTION Game Management Unit 602 - Dickey  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 603

DESCRIPTION Game Management Unit 603 - Pysht  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 607

DESCRIPTION Game Management Unit 607 - Sol Duc  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 612

DESCRIPTION Game Management Unit 612 - Goodman  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 615

DESCRIPTION Game Management Unit 615 - Clearwater  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 618

DESCRIPTION Game Management Unit 618 - Matheny  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 621

DESCRIPTION Game Management Unit 621 - Olympic  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 624

DESCRIPTION Game Management Unit 624 - Coyle  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 627

DESCRIPTION Game Management Unit 627 - Kitsap  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 633

DESCRIPTION Game Management Unit 633 - Mason  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 636

DESCRIPTION Game Management Unit 636 - Skokomish  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 638

DESCRIPTION Game Management Unit 638 - Quinault Ridge  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 642  
DESCRIPTION Game Management Unit 642 - Copalis  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 648  
DESCRIPTION Game Management Unit 648 - Wynoochee  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 651  
DESCRIPTION Game Management Unit 651 - Satsop  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 652  
DESCRIPTION Game Management Unit 652 - Puyallup  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 653  
DESCRIPTION Game Management Unit 653 - White River  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 654  
DESCRIPTION Game Management Unit 654 - Mashel  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 658  
DESCRIPTION Game Management Unit 658 - North River  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 660  
DESCRIPTION Game Management Unit 660 - Minot Peak  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 663  
DESCRIPTION Game Management Unit 663 - Capitol Peak  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 665  
DESCRIPTION Game Management Unit 665 - Anderson Island  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 666  
DESCRIPTION Game Management Unit 666 - Deschutes  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 667  
DESCRIPTION Game Management Unit 667 - Skookumchuck

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 672

DESCRIPTION Game Management Unit 672 - Fall River

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 673

DESCRIPTION Game Management Unit 673 - Williams Creek

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 681

DESCRIPTION Game Management Unit 681 - Bear River

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 684

DESCRIPTION Game Management Unit 684 - Long Beach

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE 699

DESCRIPTION Game Management Unit 699 - Long Island

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

BEGINNING DATE OF VALUES 2013-04-01

ENDING DATE OF VALUES 2014-03-31

MEASUREMENT FREQUENCY annually

*Hide Field GMU\_Num ▲*

FIELD GMU\_Name ►

FIELD DESCRIPTION

The name assigned to the Game Management Unit by WDFW Staff. (If the GMU Number listed in the definition section of the Attribute Domain Values is less than 100 than the polygon represents a major public land block outside of the WA Dept of Fish and Wildlife's jurisdiction.

DESCRIPTION SOURCE

Washington Administrative Code (Section 232-28-331 tp 232-28-336), Washington Department of Natural Resources 100k Series Public Lands Maps, or assigned by Washington Department of Fish and Wildlife staff

LIST OF VALUES

VALUE 49 Degrees North

DESCRIPTION Game Management Unit 117 - 49 Degrees North

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE Aladdin

DESCRIPTION Game Management Unit 111 - Aladdin

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE Alkali

DESCRIPTION Game Management Unit 371 - Alkali

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE Almota

DESCRIPTION Game Management Unit 142 - Almota

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE Alpine

DESCRIPTION Game Management Unit 249 - Alpine

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE Alta

DESCRIPTION Game Management Unit 242 - Alta

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE Anderson Island

DESCRIPTION Game Management Unit 655 - Anderson Island

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE Badger

DESCRIPTION Game Management Unit 266 - Badger

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE Battle Ground

DESCRIPTION Game Management Unit 564 - Battle Ground

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE Bear River

DESCRIPTION Game Management Unit 681 - Bear River

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE Beezley

DESCRIPTION Game Management Unit 272 - Beezley

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE Bethel

DESCRIPTION Game Management Unit 360 - Bethel

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE Big Bend

DESCRIPTION Game Management Unit 248 - Big Bend

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE Blakely

DESCRIPTION Game Management Unit 415 - Blakely

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE Blue Creek

DESCRIPTION Game Management Unit 154 - Blue Creek

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE Bumping

DESCRIPTION Game Management Unit 356 - Bumping

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE Camano

DESCRIPTION Game Management Unit 421 - Camano

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE Capitol Peak

DESCRIPTION Game Management Unit 663 - Capitol Peak

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE Cascade

DESCRIPTION Game Management Unit 450 - Cascade

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE Cedar River

DESCRIPTION Game Management Unit 490 - Cedar River

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE Cheney

DESCRIPTION Game Management Unit 130 - Cheney

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE Chewach

DESCRIPTION Game Management Unit 218 - Chewach

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE Chiliwist

DESCRIPTION Game Management Unit 239 - Chiliwist

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE Chiwawa

DESCRIPTION Game Management Unit 245 - Chiwawa

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE Clark

DESCRIPTION Game Management Unit 244 - Clark

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE Clearwater  
DESCRIPTION Game Management Unit 615 - Clearwater  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE Colville Indian Reservation  
DESCRIPTION 39 - Colville Indian Reservation  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE WA Dept of Natural Resources Major Public Lands feature class

VALUE Copalis  
DESCRIPTION Game Management Unit 642 - Copalis  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE Couse  
DESCRIPTION Game Management Unit 181 - Couse  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE Coweeman  
DESCRIPTION Game Management Unit 550 - Coweeman  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE Cowiche  
DESCRIPTION Game Management Unit 368 - Cowiche  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE Coyle  
DESCRIPTION Game Management Unit 624 - Coyle  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE Cypress  
DESCRIPTION Game Management Unit 417 - Cypress  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE Dayton  
DESCRIPTION Game Management Unit 162 - Dayton  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE Decatur  
DESCRIPTION Game Management Unit 416 - Alta  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE Deschutes  
DESCRIPTION Game Management Unit 666 - Deschutes  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE Desert  
DESCRIPTION Game Management Unit 290 - Desert  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-

332)

VALUE Diablo

DESCRIPTION Game Management Unit 426 - Diablo

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE Dickey

DESCRIPTION Game Management Unit 602 - Dickey

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE Douglas

DESCRIPTION Game Management Unit 108 - Douglas

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE East Klickitat

DESCRIPTION Game Management Unit 382 - East Klickitat

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE Ellensburg

DESCRIPTION Game Management Unit 334 - Ellensburg

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE Entiat

DESCRIPTION Game Management Unit 247 - Entiat

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE Kahlotus

DESCRIPTION Game Management Unit 381 - Kahlotus

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE Fall River

DESCRIPTION Game Management Unit 672 - Fall River

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE Foster Creek

DESCRIPTION Game Management Unit 260 - Foster Creek

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE Gardner

DESCRIPTION Game Management Unit 231 - Gardner

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE Goodman

DESCRIPTION Game Management Unit 612 - Goodman

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE Grande Ronde

DESCRIPTION Game Management Unit 186 - Grande Ronde  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE Grayback

DESCRIPTION Game Management Unit 388 - Grayback  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE Green River

DESCRIPTION Game Management Unit 485 - Green River  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE Harrington

DESCRIPTION Game Management Unit 136 - Harrington  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE Hoh Indian Reservation

DESCRIPTION 23 - Hoh Indian Reservation  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE WA Dept of Natural Resources Major Public Lands feature class

VALUE Hoko

DESCRIPTION Game Management Unit 601 - Hoko  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE Huckleberry

DESCRIPTION Game Management Unit 121 - Huckleberry  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE Islands

DESCRIPTION Game Management Unit 410 - Islands  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE Issaquah

DESCRIPTION Game Management Unit 454 - Issaquah  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE Kahlotus

DESCRIPTION Game Management Unit 381 - Kahlotus  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE Kelly Hill

DESCRIPTION Game Management Unit 105 - Kelly Hill  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE Kitsap

DESCRIPTION Game Management Unit 627 - Kitsap  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE Lewis River  
DESCRIPTION Game Management Unit 560 - Lewis River  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE Lick Creek  
DESCRIPTION Game Management Unit 175 - Lick Creek  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE Lincoln  
DESCRIPTION Game Management Unit 501 - Lincoln  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE Little Naches  
DESCRIPTION Game Management Unit 346 - Little Naches  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE Long Beach  
DESCRIPTION Game Management Unit 684 - Long Beach  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE Long Island  
DESCRIPTION Game Management Unit 699 - Long Island  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE Loo-wit  
DESCRIPTION Game Management Unit 522 - Loo-wit  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE Lopez  
DESCRIPTION Game Management Unit 414 - Lopez  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE Makah Indian Reservation  
DESCRIPTION 20 - Makah Indian Reservation  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE WA Dept of Natural Resources Major Public Lands feature class

VALUE Manastash  
DESCRIPTION Game Management Unit 340 - Manastash  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE Manson  
DESCRIPTION Game Management Unit 243 - Manson  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE Marengo  
DESCRIPTION Game Management Unit 163 - Marengo

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE Margaret

DESCRIPTION Game Management Unit 524 - Margaret

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE Mashel

DESCRIPTION Game Management Unit 654 - Mashel

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE Mason

DESCRIPTION Game Management Unit 633 - Mason

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE Matheny

DESCRIPTION Game Management Unit 618 - Matheny

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE Mayview

DESCRIPTION Game Management Unit 145 - Mayview

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE Mica Peak

DESCRIPTION Game Management Unit 127 - Mica Peak

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE Mill Creek Watershed

DESCRIPTION Game Management Unit 157 - Mill Creek Watershed

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE Minot Peak

DESCRIPTION Game Management Unit 660 - Minot Peak

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE Mission

DESCRIPTION Game Management Unit 251 - Mission

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE Moses Coulee

DESCRIPTION Game Management Unit 269 - Moses Coulee

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE Mossyrock

DESCRIPTION Game Management Unit 505 - Mossyrock

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE Mount Rainier National Park  
DESCRIPTION 53 - Mount Rainier National Park  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE WA Dept of Natural Resources Major Public Lands feature class

VALUE Mount Spokane  
DESCRIPTION Game Management Unit 124 - Mount Spokane  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE Mountain View  
DESCRIPTION Game Management Unit 172 - Mountain View  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE Naneum  
DESCRIPTION Game Management Unit 328 - Naneum  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE Nile  
DESCRIPTION Game Management Unit 352 - Nile  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE Nooksack  
DESCRIPTION Game Management Unit 418 - Nooksack  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE North Cascades National Park  
DESCRIPTION 51 - North Cascades National Park  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE WA Dept of Natural Resources Major Public Lands feature class

VALUE North River  
DESCRIPTION Game Management Unit 658 - North River  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE North Sound  
DESCRIPTION Game Management Unit 407 - North Sound  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE Okanogan East  
DESCRIPTION Game Management Unit 204 - Okanogan East  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE Olympic National Park  
DESCRIPTION 52 - Olympic National Park  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE WA Dept of Natural Resources Major Public Land cover

VALUE Orcas  
DESCRIPTION Game Management Unit 411 - Orcas  
ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-

332)

VALUE Ozette Indian Reservation

DESCRIPTION 21 - Ozette Indian Reservation

ENUMERATED DOMAIN VALUE DEFINITION SOURCE WA Dept of Natural Resources Major Public Lands feature class

VALUE Packwood

DESCRIPTION Game Management Unit 516 - Packwood

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE Pasayten

DESCRIPTION Game Management Unit 203 - Pasayten

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE Pearrygin

DESCRIPTION Game Management Unit 224 - Pearrygin

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE Peola

DESCRIPTION Game Management Unit 178 - Peola

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE Pogue

DESCRIPTION Game Management Unit 233 - Pogue

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE Prescott

DESCRIPTION Game Management Unit 149 - Prescott

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE Puyallup

DESCRIPTION Game Management Unit 652 - Puyallup

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE Pysht

DESCRIPTION Game Management Unit 603 - Pysht

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE Quileute Indian Reservation

DESCRIPTION 22 - Quileute Indian Reservation

ENUMERATED DOMAIN VALUE DEFINITION SOURCE WA Dept of Natural Resources Major Public Lands feature class

VALUE Quilomene

DESCRIPTION Game Management Unit 329 - Quilomene

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE Quinault Indian Reservation

DESCRIPTION 24 - Quinault Indian Reservation

ENUMERATED DOMAIN VALUE DEFINITION SOURCE WA Dept of Natural Resources Major Public Lands feature class

VALUE Quinault Ridge

DESCRIPTION Game Management Unit 638 - Quinault Ridge

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE Randle

DESCRIPTION Game Management Unit 503 - Randle

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE Rattlesnake Hills

DESCRIPTION Game Management Unit 372 - Rattlesnake Hills

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE Rimrock

DESCRIPTION Game Management Unit 364 - Rimrock

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE Ringold

DESCRIPTION Game Management Unit 379 - Ringold

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE Ritzville

DESCRIPTION Game Management Unit 284 - Ritzville

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE Roosevelt

DESCRIPTION Game Management Unit 133 - Roosevelt

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE Ryderwood

DESCRIPTION Game Management Unit 530 - Ryderwood

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE Saint Andrews

DESCRIPTION Game Management Unit 254 - Saint Andrews

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE San Juan

DESCRIPTION Game Management Unit 413 - san Juan

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE Satsop

DESCRIPTION Game Management Unit 651 - Satsop

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

**VALUE** Sauk**DESCRIPTION** Game Management Unit 437 - Sauk**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** Washington Administrative Code (Section 232-28-334)**VALUE** Selkirk**DESCRIPTION** Game Management Unit 113 - Selkirk**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** Washington Administrative Code (Section 232-28-331)**VALUE** Shaw**DESCRIPTION** Game Management Unit 412 - Shaw**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** Washington Administrative Code (Section 232-28-334)**VALUE** Sherman**DESCRIPTION** Game Management Unit 101 - Sherman**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** Washington Administrative Code (Section 232-28-331)**VALUE** Sinlahekin**DESCRIPTION** Game Management Unit 215 - Sinlahekin**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** Washington Administrative Code (Section 232-28-332)**VALUE** Siouxon**DESCRIPTION** Game Management Unit 572 - Siouxon**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** Washington Administrative Code (Section 232-28-335)**VALUE** Skokomish**DESCRIPTION** Game Management Unit 636 - Skokomish**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** Washington Administrative Code (Section 232-28-336)**VALUE** Skookumchuck**DESCRIPTION** Game Management Unit 667 - Skookumchuck**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** Washington Administrative Code (Section 232-28-336)**VALUE** Slide Ridge**DESCRIPTION** Game Management Unit 246 - Slide Ridge**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** Washington Administrative Code (Section 232-28-332)**VALUE** Snoqualmie**DESCRIPTION** Game Management Unit 460 - Snoqualmie**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** Washington Administrative Code (Section 232-28-334)**VALUE** Sol Duc**DESCRIPTION** Game Management Unit 607 - Sol Duc**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** Washington Administrative Code (Section 232-28-336)**VALUE** South Rainier**DESCRIPTION** Game Management Unit 513 - South Rainier

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE Spokane Indian Reservation

DESCRIPTION 41 - Spokane Indian Reservation

ENUMERATED DOMAIN VALUE DEFINITION SOURCE WA Dept of Natural Resources Major Public Lands feature class

VALUE Stampede

DESCRIPTION Game Management Unit 466 - Stampede

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE Stella

DESCRIPTION Game Management Unit 504- Stella

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE Steptoe

DESCRIPTION Game Management Unit 139 - Steptoe

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

VALUE Stillaquamish

DESCRIPTION Game Management Unit 448 - Stillaquamish

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-334)

VALUE Stormking

DESCRIPTION Game Management Unit 510 - Stormking

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE Swakane

DESCRIPTION Game Management Unit 250 - Swakane

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE Taneum

DESCRIPTION Game Management Unit 336 - Taneum

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE Teanaway

DESCRIPTION Game Management Unit 335 - Teanaway

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-333)

VALUE Toutle

DESCRIPTION Game Management Unit 556 - Toutle

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE Tucannon

DESCRIPTION Game Management Unit 166 - Tucannon

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-331)

**VALUE Umtanum****DESCRIPTION** Game Management Unit 342 - Umtanum**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** Washington Administrative Code (Section 232-28-333)**VALUE Unassigned Water****DESCRIPTION** 2 - Water body not a part of a particular Game Management Unit**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** WA Dept of Natural Resources Major Public Lands feature class**VALUE Wahluke****DESCRIPTION** Game Management Unit 278 - Wahluke**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** Washington Administrative Code (Section 232-28-332)**VALUE Wannacut****DESCRIPTION** Game Management Unit 209 - Wannacut**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** Washington Administrative Code (Section 232-28-332)**VALUE Washougal****DESCRIPTION** Game Management Unit 568 - Washougal**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** Washington Administrative Code (Section 232-28-335)**VALUE Wenaha****DESCRIPTION** Game Management Unit 169 - Wenaha**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** Washington Administrative Code (Section 232-28-331)**VALUE West Bar****DESCRIPTION** Game Management Unit 330 - West Bar**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** Washington Administrative Code (Section 232-28-333)**VALUE West Klickitat****DESCRIPTION** Game Management Unit 578 - West Klickitat**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** Washington Administrative Code (Section 232-28-335)**VALUE Whidbey****DESCRIPTION** Game Management Unit 420 - Whidbey**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** Washington Administrative Code (Section 232-28-334)**VALUE White River****DESCRIPTION** Game Management Unit 653 - White River**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** Washington Administrative Code (Section 232-28-336)**VALUE Willapa Hills****DESCRIPTION** Game Management Unit 506 - Willapa Hills**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** Washington Administrative Code (Section 232-28-335)**VALUE Williams Creek****DESCRIPTION** Game Management Unit 673 - Williams Creek**ENUMERATED DOMAIN VALUE DEFINITION SOURCE** Washington Administrative Code (Section 232-28-

336)

VALUE Wind River

DESCRIPTION Game Management Unit 653 - Wind River

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE Winston

DESCRIPTION Game Management Unit 520 - Winston

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

VALUE Withrow

DESCRIPTION Game Management Unit 262 - Withrow

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-332)

VALUE Wynoochee

DESCRIPTION Game Management Unit 648 - Wynoochee

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-336)

VALUE Yakama Indian Reservation

DESCRIPTION 38 - Yakama Indian Reservation

ENUMERATED DOMAIN VALUE DEFINITION SOURCE WA Dept of Natural Resources Major Public Lands feature class

VALUE Yale

DESCRIPTION Game Management Unit 554 - Yale

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Administrative Code (Section 232-28-335)

BEGINNING DATE OF VALUES 2013-04-01

ENDING DATE OF VALUES 2014-03-31

MEASUREMENT FREQUENCY annually

*Hide Field GMU\_Name ▲*

FIELD WDFWReg\_Nu ►

*Hide Field WDFWReg\_Nu ▲*

FIELD LndH2O\_Ind ►

FIELD DESCRIPTION

Terrestrial - Aquatic Indicator. This code determines determines if the polygon's represented topography is a predomiinately land or predominantly water covered.

DESCRIPTION SOURCE

Washington Department of Natural Resources 100k Series Public Lands Maps, or assigned by Washington Department of Fish and Wildlife staff

LIST OF VALUES

VALUE 1

DESCRIPTION Land Feature

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Department of Natural Resources  
Public Ownership, County, and Administrative cover (POCA)

VALUE 2

DESCRIPTION Aquatic Feature

ENUMERATED DOMAIN VALUE DEFINITION SOURCE Washington Department of Natural Resources  
Public Ownership, County, and Administrative cover (POCA)

BEGINNING DATE OF VALUES 2013-04-01

ENDING DATE OF VALUES 2014-03-31

MEASUREMENT FREQUENCY annually

*Hide Field LndH2O\_Ind ▲*

FIELD Label\_Ind ►

FIELD DESCRIPTION

This feature is a residual feature class that was used when the feature was still a coverage to aid in label placement. This field is not actively use by WDFW staff any more.

DESCRIPTION SOURCE

WDFW

BEGINNING DATE OF VALUES 2013-04-01

ENDING DATE OF VALUES 2014-03-31

MEASUREMENT FREQUENCY not planned

*Hide Field Label\_Ind ▲*

FIELD EastWest\_I ►

*Hide Field EastWest\_I ▲*

FIELD In\_Effect\_ ►

*Hide Field In\_Effect\_ ▲*

FIELD IS\_ACTIVE ►

*Hide Field IS\_ACTIVE ▲*

FIELD MAXSIMPTOL ►

*Hide Field MAXSIMPTOL ▲*

FIELD MINSIMPTOL ►

[Hide Field MINSIMPTOL ▲](#)

[FIELD IS\\_DELETED ►](#)

[Hide Field IS\\_DELETED ▲](#)

[FIELD SE\\_ANNO\\_CAD\\_DATA ►](#)

[Hide Field SE\\_ANNO\\_CAD\\_DATA ▲](#)

[FIELD SHAPE\\_Length ►](#)

FIELD DESCRIPTION

Length of feature in internal units.

DESCRIPTION SOURCE

Esri

DESCRIPTION OF VALUES

Positive real numbers that are automatically generated.

[Hide Field SHAPE\\_Length ▲](#)

[FIELD SHAPE\\_Area ►](#)

FIELD DESCRIPTION

Area of feature in internal units squared.

DESCRIPTION SOURCE

Esri

DESCRIPTION OF VALUES

Positive real numbers that are automatically generated.

[Hide Field SHAPE\\_Area ▲](#)

[FIELD Area\\_sq\\_m ►](#)

[Hide Field Area\\_sq\\_m ▲](#)

[FIELD Len\\_m ►](#)

[Hide Field Len\\_m ▲](#)

[Hide Details for object GMU\\_Generalized ▲](#)

**OVERVIEW DESCRIPTION** ▶**ENTITY AND ATTRIBUTE OVERVIEW**

The information referenced in this feature class are the polygon areas determined by the GMU\_Boundary feature class, This feature class is intended to show the 2013-14 Game Management Unit (GMU) areas as strictly interpreted in the Washington Administrative Code (with generalization occurring along Oregon state line and the Washington county lines along the Columbia River) ; Section 232-28-331 to 232-28-336 (WAC). GMU\_Num - The identification number assigned to the GMU by the WAC.

GMU\_Name - The name assigned to the GMU by the WAC.

WDFWReg\_ID- The Washington Department of Fish and Wildlife (WDFW) administrative Region, represented by number, to which the GMU is assigned.

LndH2O\_Ind - A terrestrial - aquatic indicator.

EastWest\_Ind - A cartographic related attribute indicator allow one to select either the western part or the eastern part of Washington state.

In\_Effect\_Desc - Time period these data is legal according to the "Washington's 2013 Big Game Hunting Seasons and Regulations" pamphlet.

**ENTITY AND ATTRIBUTE DETAIL CITATION**

Washington Administrative Code, Section 232-28-331 to Section 232-28-336 (WAC) and the 'Washington's 2013 Big Game Huinting Seasons and Regulations' Pamphlet.

**ENTITY AND ATTRIBUTE DETAIL CITATION**

Public Ownership, County, Administration (POCA) cover administered by Washington Department of Natural Resources

[Hide Overview Description](#) ▲

[Hide Fields](#) ▲

**Metadata Details** ▶

METADATA LANGUAGE English (UNITED STATES)

METADATA CHARACTER SET utf8 - 8 bit UCS Transfer Format

PARENT IDENTIFIER 523F10F1-86ED-401F-8549-9503FD67659B

SCOPE OF THE DATA DESCRIBED BY THE METADATA dataset

SCOPE NAME Game\_Management\_Unit

LAST UPDATE 2013-04-01

**ARCGIS METADATA PROPERTIES**

METADATA FORMAT ArcGIS 1.0

STANDARD OR PROFILE USED TO EDIT METADATA FGDC

[Hide Metadata Details](#) ▲

## Metadata Contacts ►

### METADATA CONTACT

INDIVIDUAL'S NAME Data Steward  
 ORGANIZATION'S NAME Washington State Department Fish and Wildlife  
 CONTACT'S POSITION Information Technology Specialist 3  
 CONTACT'S ROLE originator

### CONTACT INFORMATION ►

#### PHONE

VOICE (360)902-2515  
 FAX (360)902-2515

#### ADDRESS

TYPE postal  
 DELIVERY POINT 600 Capitol Way North  
 CITY Olympia  
 ADMINISTRATIVE AREA Washington  
 POSTAL CODE 98501-1091  
 COUNTRY United States of America  
 E-MAIL ADDRESS [wildthing@dfw.wa.gov](mailto:wildthing@dfw.wa.gov)

#### HOURS OF SERVICE

8:00AM - 5:00PM PST Weekdays (except Holidays)

#### CONTACT INSTRUCTIONS

Contact the Washington State Department of Fish and Wildlife's Wildlife Management Program Customer service desk by one of the contact methods listed in this document (by telephone, fax, email, or regular mail) giving your name, phone number and email address.

[Hide Contact information ▲](#)

[Hide Metadata Contacts ▲](#)

## Metadata Maintenance ►

### MAINTENANCE

DATE OF NEXT UPDATE 2014-03-31 00:00:00

UPDATE FREQUENCY annually

#### TIME PERIOD BETWEEN UPDATES

TIME DURATION If there is a major error in the metadata, ESRI upgrades their metadata, or a major error is found in the feature class

SCOPE OF THE UPDATES non-geographic dataset

### MAINTENANCE CONTACT

INDIVIDUAL'S NAME Data Steward  
 ORGANIZATION'S NAME Washington State Department of Fish and Wildlife  
 CONTACT'S POSITION Information Technology Specialist 3  
 CONTACT'S ROLE originator

### CONTACT INFORMATION ►

#### PHONE

VOICE (360)902-2515  
 FAX (360)902-2515

**ADDRESS**

**TYPE** postal  
**DELIVERY POINT** 600 Capitol Way North  
**CITY** Olympia  
**ADMINISTRATIVE AREA** Washington  
**POSTAL CODE** 98501-1091  
**COUNTRY** United States of America  
**E-MAIL ADDRESS** [wildthing@dfw.wa.gov](mailto:wildthing@dfw.wa.gov)

**HOURS OF SERVICE**

8:00AM - 5:00PM PST Weekdays (except Holidays)

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[Hide Contact information ▲](#)

[Hide Metadata Maintenance ▲](#)

**Metadata Constraints ►****CONSTRAINTS****LIMITATIONS OF USE**

The data set was created at a 1:100,000. Zooming in to scales finer than 1:100,000 may produce inconsistencies with the actual ground feature being represented. The feature class was created based on the "Washington's 2013 Big Game Hunting Seasons and Regulations" pamphlet. If any difference is found between the legal description for the Game Management Unit in the Pamphlet and what is represented in the feature class, the legal description language takes precedence.

**LEGAL CONSTRAINTS****LIMITATIONS OF USE**

This product is intended for use by the general public. The Washington Department of Fish and Wildlife (WDFW) makes no guarantee concerning the data's content, accuracy, completeness, or the results obtained from the queries or use of these data. WDFW makes no warranty of fitness for a particular purpose, no representation as the quality of any data, and assumes no liability for the data represented here. These data do not represent exhaustive inventories, but are compilations of existing knowledge from WDFW staff that are updated periodically as knowledge improves. This data should be used cautiously because they are not exhaustive, and are subject to change. When conducting projects or planning for fish or wildlife, please consider using additional information gathered from other spatial sources and consultations with WDFW staff.

**SECURITY CONSTRAINTS**

**CLASSIFICATION** unclassified

**LIMITATIONS OF USE**

There are no security restrictions on these data.

[Hide Metadata Constraints ▲](#)

**Thumbnail and Enclosures ►**

THUMBNAIL  
THUMBNAIL TYPE    JPG

*Hide Thumbnail and Enclosures ▲*

**FGDC Metadata (read-only) ▼**