



GUNS & GAME

2019

Like to shoot clays?

Bluefield Shooting Club in Round O is a new alternative for sporting clays enthusiasts.

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Youth coon hunts

S.C. Raccoon Association's youth coon hunting series started in October.

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Deer country

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ATVs: Is your child ready to ride?

Check off this list for young riders.

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Hunting feral hog, coyotes, armadillos

A hunting license is required, however there is no closed season on hunting feral hogs, coyotes, and armadillos on private land statewide during daylight hours. The use of bait and electronic calls is legal on private lands statewide.

Feral hogs, coyotes and armadillos may be hunted at night on a registered property on which a person has a lawful right to hunt, using any legal firearm, bow and arrow, or crossbow. This includes the use of bait, electronic calls, artificial lights, and night vision devices. A property may be registered online on the SCDNR website (www.dnr.sc.gov/nighthunt), and must be registered annually. It is unlawful to hunt feral hog, coyotes, and armadillos at night on property not registered with SCDNR. Persons convicted of night hunting for deer, bear, or turkey during the previous five years are ineligible to hunt feral hogs, coyotes, or armadillos at night.

No feral hog, coyote, or armadillo hunting with firearms is allowed at night within 300 yards of a residence without the permission of the occupant; however, this does not apply to a landowner hunting his own land, or hunting under the authority of a SCDNR depredation permit. No shooting or attempting to shoot from, on, or across any public paved road.

In order to assess the night hunting program, the person registering the property must report to the department the number of feral hogs, coyotes, and armadillos taken under the provisions of this section within thirty days following the end of the twelve month registration period, or prior to registering the property again. Properties for which reports have not been submitted will not be registered again until such time that reports are submitted (50-11-715).

Feral hog, coyotes, and armadillos cannot be hunted at night on WMA lands, but can be hunted during the day on WMAs where feral hog, coyote, and/or armadillo hunting is allowed. On WMA lands, weapons used to hunt feral hog, coyotes, and armadillos are limited to the weapon(s) that are allowed for the current open season on the WMA unless otherwise specified — see WMA seasons listing in the Game Zones sections beginning on WMA Regulations, and see WMA feral hog hunting. The use of electronic calls for feral hog and coyote hunting is permitted statewide on WMA lands.

Dog hunting for feral hogs and coyotes is allowed year-round on private lands statewide. Deer may not be hunted with dogs on any lands in Game Zones 1 & 2. On WMA lands in Game Zones 1 & 2, feral hogs and coyotes may not be hunted with dogs during still gun and muzzleloader hunts for deer or bear. Dogs can be used to hunt and bay hogs at night on private lands as long as the hunter(s) complies with the property registration requirement. Dogs can be used on WMA lands to hunt feral hogs only during special hunts with dogs — see WMA feral hog hunting.

The possession or transport of live coyotes is allowed only by licensed trappers during the trapping season and thirty days after the close of the trapping season, or by special permit from the SCDNR. Importation of coyotes into the state is a violation of both State and Federal law.

COYOTE HARVEST INCENTIVE PROGRAM

The Coyote Harvest Incentive Program was established with a 2016 Legislative proviso, directing SCDNR to tag and release four coyotes per game zone (16 total). Anyone taking one of the SCDNR-tagged coyote will be rewarded with a free lifetime hunting license such as a child, relative, or friend. This program has continued each year since 2016. At the time of this printing, 48 SCDNR-tagged coyotes have been released with over half still remaining.

Bluefield Shooting Club offers clay shooting

The Bluefield Shooting Club near Jacksonboro is open for business.

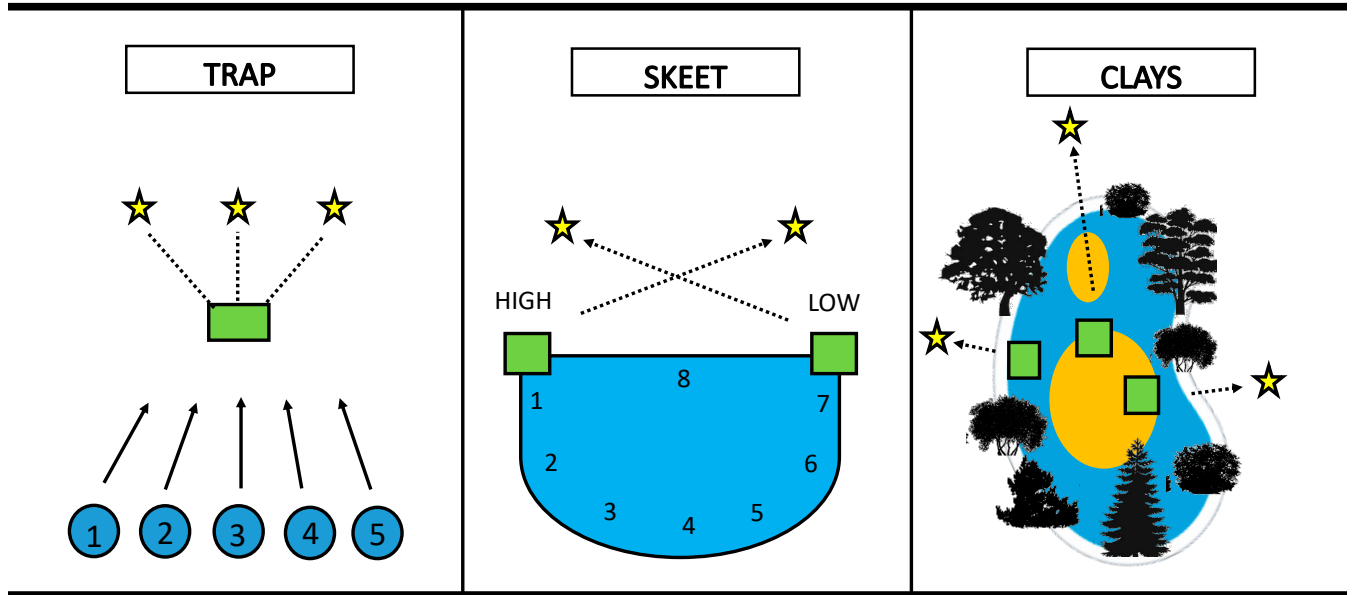
Located at 518 Tuten Road in Jacksonboro, the club has a four-station clay course and five stands ready to go. The course, situated on what was originally Bluefield Plantation 100 years ago, was designed by Rick Hemingway, well-known throughout the Southeast for his expert management of clay shooting clubs. The club boasts a variety of presentations, including Sporting a pheasant

tower shoot facility, the tin-roofed tower has two-person blinds. The pheasants, purchased from North Carolina, are released from the tower for hunters. Blinds are rotated for a change in perspective. Bagged birds are cleaned for hunters.

Open Monday through Saturday from 9 a.m.-5 p.m., Bluefield has membership rates that cover targets, shotgun shells and golf cart rentals. However, non-members may also use the club, rent carts and purchase targets.



Owned by Will Tuten, Bluefield has something for every shooting enthusiast. For information call (843) 908-3474 or visit 518 Tuten Rd., Round O.



Differences between trap, skeet and clay

Shooting enthusiasts who would like to visit Bluefield need to understand the difference between trap, skeet and sporting clay shooting. All three involve hunting practice, but each have different rules, environments, and targets.

TRAP shooting involves five individuals firing a total of 25 rounds from five different positions. The targets, released at 40 miles per hour and at unknown angles, move away from the shooter. After each shooter fires five times, he or she rotates to the next station.

For trap shooting, shooters need an over-under break-action shotgun so that the shells are not ejected at other shooters.

SKEET shooting crosses targets. According to the National Rifle Association, the skeet machines are placed 40 meters apart; one launcher is 10 feet high (called the high house), while the other is three-and-a-half feet tall (low house). The machines are angled in such a way that the skeet cross in the air at 40 miles per hour. Shooters move or rotate into seven different positions, shooting a total of 25 shots.

Over-under break-action shotguns are also needed for skeet shooting. Some use a .12, .20, or .28 gauge, or a .410 bore.

SPORTING CLAYS, touted by Bluefield, are completely different. The clays are shot from a variety of

heights and locations. Some of the locations might be woods, while the others are fields. It is scenic and much more interesting. The speed of the targets change anywhere from 30-70 miles per hour when released.

To shoot sporting clays, hunters will need a choke, or muzzle insert, on the shotgun that can change the shot patterns, because the shooter will be shooting at the clays at different angles and distances. An "improved cylinder choke" spreads pellets out for targets that are close, while the "full choke" holds pellets close together for long distance targets.

Will Tuten of Bluefield will instruct novices on the rudiments of the sport.

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Youth coon hunts start around the state

Youth raccoon hunts sponsored by the S.C. Coon Hunters Association (SCCHA) and participating regional clubs and chapters started in October and continue throughout the fall and winter, culminating with the South Carolina Youth Raccoon Hunting Championship, hosted by the S.C. Department of Natural Resources (SCDNR).

The championship hunt is scheduled for March 7, 2020 and will be held at the SCDNR's Webb Wildlife Center in Hampton County.

The regional club-sponsored hunts are all qualifying events for the state championship and are designed to teach the participants ethics and sportsmanship through participation in low-intensity competitive events.

The top two hunters in each age bracket (juniors: 12 and under, and seniors: 13-17) and the Sportsmanship Award winners in each age group will qualify for the state championship hunt.

Competitors in the series are allowed to hunt in as many regional youth hunts as they choose, and all events are free of charge.

In accordance with competition hunt rules, no raccoons are killed during the competition and guns are not allowed on the hunt. Interested youth hunters and their parents or guardians should contact the sponsoring clubs (see below) for information regarding specific hunts.

Each hunter is responsible for bringing a dog to the hunts, and need to be able, with minimal assistance from an adult, to acknowledge when his or her dog "strikes" and "trees." Points are awarded by judges based upon the order that the contestants interpret their dogs' barks to identify when the dogs strike a raccoons' trail and when their dogs have treed a raccoon.

Each potential participant should contact the sponsoring clubs for information regarding specific hunts and to sign up:

**NOV. 9
SALUDA COUNTY CHA**

Hunt Address: 285 Old Andrew Coleman Road, Saluda, SC 29138
Contact Person: Wayne Agner, (803) 637-6219
Bench Show: 4 p.m.
Night Hunt: 6 p.m.



**DEC. 7
LANCASTER COUNTY CHA**

Hunt Address: 2891 South Rocky River Road, Heath Springs, SC 29058 Contact Person: Joel Hinson, 803-283-7815
Bench Show: 4 p.m.
Night Hunt: 6 p.m.

**DEC. 14
HELL HOLE SWAMP**

CHA Hunt Address: 5681 Walker Road, Georgetown,

SC 29440
Contact Person: Floyd Lambert, 843-344-1528
UKC State Youth Championship
Bench Show: 3 p.m.
Water Race: 4 p.m.
Night Hunt: 6 p.m.

**JAN. 11
ORANGEBURG COUNTY CHA**

Hunt Address: 510 Holstein Road, Bowman, SC 29018
Contact Person: Doug Shuler, 803-682-0418
Bench Show: 4 p.m.
Night Hunt: 6 p.m.

**JAN. 25
NORWAY CHA**

Hunt Address: 2811 Bonnette Road, Norway, SC 29133
Contact Person: Mendell Miller, 803-707-1861
Bench Show: 4 p.m.
Night Hunt: 6 p.m.

**FEB. 1
WHITMIRE CHA**

Hunt Address: 18193 Hwy 176, Newberry, SC 29108
Contact Person: Steven Cromer, (803) 944-2255
AKC State Youth Championship
Bench Show: 4 p.m.
Night Hunt: 6 p.m.

**FEB. 8
SUMMERVILLE CHA**

Hunt Address: 200 Coon Hunters Lane, Ridgeville, SC 29472
Contact Person: Ed Kimmons, 843-619-5265
Bench Show: 4 p.m.
Night Hunt: 6 p.m.

The State Championship Hunt will be March 7 at the *Webb Wildlife Center, SCDNR.

Hunters must qualify at one of the regional hunts to participate.

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Learning to hunt deer in the changing seasons of the rut

By DENNIS CHASTAIN
From SCDNR

White-tailed deer lead lives that are carefully circumscribed by the changing seasons, and the winter and early spring behavior of bucks and does might surprise even experienced hunters.

For most people, insight into the world of the white-tailed deer is limited to a fleeting glimpse of the proverbial deer in the headlights, or maybe a sighting of several deer feeding along the edge of an agricultural field. Deer hunters have a bit more insight into the ways of the whitetail, spending countless hours in the woods observing the animals as they go about their daily activities. But the truth is hunters only get a snapshot view of their quarry during the various stages of the fall breeding season. Even veteran hunters might be in the dark about what deer do for the rest of the year.

If we could somehow mount little mini-cams on the heads of an average buck and an average doe and follow them around for one year, the resulting travelogue would reveal just how variable and complex the lives of white-tailed deer really are.

The first thing that would become obvious is that for most of their annual cycle, bucks and does have almost nothing to do with each other. In fact, they're so different in the ways they behave socially, you might think they are different species altogether.

Deer don't hibernate, although they may seem to, if you go looking for one in January. In contrast to the frenzied activity of the fall breeding season, the woods are virtually devoid of daytime deer activity this time of year. The deer all but disappear from the landscape in mid-winter.

According to Charles Ruth, leader of the S.C. Department of Natural Resources' Deer Project, deer tend to lay low in the colder months. "Everybody is hunkered down in survival mode in January," says Ruth.

There may still be some sporadic breeding activity in the mountains, but for the most part, the deer stay put and settle in when food supplies dwindle. When temperatures are in the 20s and the wind is howling, foraging for poor-quality woody browse becomes a losing proposition. It can take more calories to get up and move around and eat what's available than

it does to just curl up in a sunny spot and wait it out.

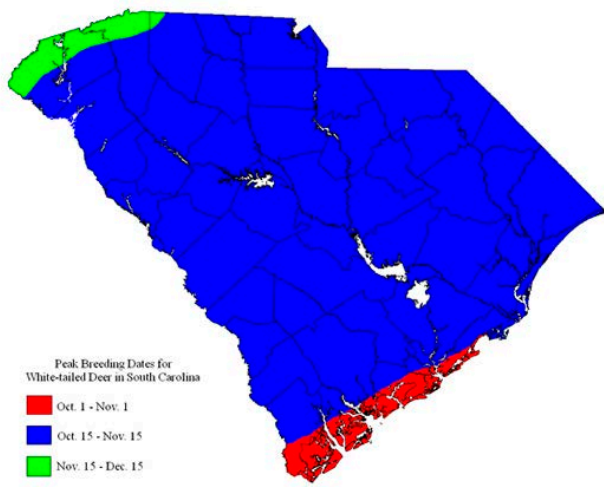
For bucks, the shortened daylight causes testosterone levels to drop to their lowest points in the annual cycle, and beginning in February, the impressive antlers that helped define their status during the breeding season just unceremoniously drop off. Mature bucks will withdraw to some remote brushy corner of the woods and wait out the harsh winter conditions in seclusion. They will move around from time to time, but they have absolutely no interest in does during this time of year, and, except for the occasional chance encounter in the dark of night, they live a life apart from all other deer.

For does that were bred in the fall, this is a time for living off the fat stores built up during the fall and conserving energy required for the developing fetus. Feeding activity during this lean time of year occurs mostly under the cover of darkness. The combination of a slowed metabolic rate and a thick, hollow-haired winter coat allows deer to conserve calories and fare quite well despite the sometimes brutal conditions.

Then, sometime around the middle of March, an amazing transformation takes place. Throughout the natural world there is a great awakening. The chatter of songbirds can be heard in every corner, hibernating animals crawl out of their winter dens, and an invigorating sense of optimism permeates the woods and fields. Temperatures begin to moderate, daylight increases conspicuously and green plants begin putting on their first new leaves of the year. The deer respond accordingly. Bucks' testosterone levels begin rising, which gets their internal engines up and running again, and the increased light causes the formation of a new set of antlers — covered in fine velvet.

A mature whitetail buck is a study in contradiction. In the spring of the year and throughout the summer months, the same heavy-horned bucks that will fight their antlered foes with all the vigor of a middleweight boxer in the fall gather in "bachelor groups," all buddied up with their future rivals.

"Outside of the breeding season, bucks are quite social during this time of year. Adult bucks are actually more social than adult does," said Ruth. He goes on to explain that doe groups are "maternal,"



PEAK DEER RUT. Generally, the last two weeks of October through the first two weeks of November, although breeding activity may be seen at almost any time of the fall and winter, according to S.C. Dept. of Natural Resources. For more information, contact Deer Project, PO Box 167, Columbia, SC 29202 or call (803) 734-3886.

usually a doe and her offspring. Bucks, on the other hand, form bachelor groups consisting of unrelated male deer. The only thing they have in common is the fact that they are bucks. There are two likely explanations for this unusual behavior. First, there is safety in numbers. The more eyes the group has looking out for danger, the better off everyone is. Second, the bucks are probably using this time of year to establish a preliminary pecking order for the coming breeding season. If you spend all spring and summer with your future rivals, by the time October rolls around, you know your adversaries pretty well.

Does form their own groups in the spring, and these typically consist of a single older or alpha doe along with several generations of her offspring and their offspring. For pregnant does, spring is all about birthing and raising the young of the year. Ruth says that the average doe in South Carolina will drop her fawn or fawns (twins are common) about May 15, give or take a week or so either way.

At this time, the doe will leave the family group and go off by herself to give birth and tend to her new charge. She may wait until the fawn is weaned before rejoining the group. Then, she will become very aggressive toward any male yearlings still traveling with the family unit. Eventually the little yearling bucks get the message and head off to make their own way in the world. In a study done several years ago at the DNR's Webb Wildlife Center in Hampton County, a radio-collared yearling buck that had grown up in the

immediate area got up one fine morning and walked all the way to Estill, about 14 miles. He never came back.

This brings up the subject of deer dispersal. Most deer hunters are well aware that yearling bucks disperse, but it is not common knowledge that other deer disperse too, sometimes for surprising distances. During the fall (and to a lesser degree during the spring), some mature does and a few mature bucks may all of a sudden take off for parts unknown and never return. It is probably the least understood aspect

of whitetail behavior, but it is well documented. In one study in Missouri, a particular doe took off and walked 90 miles before settling down in her new digs. That's about the distance from Greenville to Columbia.

When the long, hot summer finally yields to autumn, another radical transition takes place in the world of the whitetail. Hunters who begin their deer season in mid-August along the coast know that deer activity is low until that first big high-pressure dome comes blowing down from Canada in

See RUT, page 5C

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Learning to drive, avoid accidents in deer country

As the state's human population increases — and more people move to the country increasing commuting traffic — so do deer-vehicle collisions.

Drivers throughout the state should be cautious of roaming white-tailed deer throughout the year, especially during the rut or breeding season, typically from October to November. Studies show that about 45% of deer-vehicle collisions occur during this time, as deer naturally increase their movements related to breeding.

Most vehicle collisions occur near dawn and dusk because deer tend to move more during these times. Unfortunately, these are also the times that most humans commute to work in their vehicles.

Although deer-vehicle collisions are an issue in South Carolina, the state is in a much better position than most states, particularly states in the Northeast and upper Midwest where there are a reported 30,000-50,000 deer-vehicle collisions annually.

The S.C. Department of Public Safety reported approximately 2,900 reported deer-vehicle collisions in 2018, similar to the prior year.

Sound deer management through regulated annual harvest is the most effective way of curtailing deer-vehicle collisions, but following some common sense rules for driving defensively in deer country will make the trip safer.

White-tailed deer are masters at evading predators; however, these same



predator-avoidance instincts often cause deer to bolt in front of oncoming vehicles.

When deer are sighted well ahead of the vehicle, sound the horn several times, flick headlights (if no oncoming traffic is present) and reduce the vehicle's speed.

If deer are sighted only a short distance in front of the vehicle, these same collision-avoidance techniques — horn and flicking lights — may spook the deer into running across the road, so in that case it's best to just slow down.

Always anticipate another deer if you see one or more crossing the highway and do not expect the deer to get out of the way.

Most serious injuries occur when the motorist loses control of the vehicle in an effort to avoid a deer and hits an immovable object, like a tree or embankment.

If a collision with a deer is imminent, it is best to hit the deer rather than risk losing control of the vehicle.

Motorists should understand that deer-crossing signs mark a stretch of road where deer have been hit previously; however, these signs do not mark specific deer trails. Deer may frequently cross for several miles from where the signs are posted.

Pay attention to changes in habitat types along the highway. The zone between habitat types is a likely place for deer to cross a road. Creek bottoms and where agricultural fields meet woodlands are also prime areas for deer to cross roadways.

Rural or secondary roads rank highest in deer-vehicle accidents because of the frequent curves and narrow shoulders.

South Carolina's deer

population peaked in the late 1990s, as did the number of deer-vehicle collisions. Since the year 2000, however, the estimated statewide deer population has decreased approximately 30% with the decline believed to be a combination of changes in habitat, high antlerless deer harvests and coyote predation on deer fawns.

What should motorists do if they hit a deer? Report the incident to the S.C. Highway Patrol or local law enforcement and to your insurance company.

Drivers can keep deer for consumption as long as there is an incident report demonstrating that the deer was killed by a vehicle and not illegally shot.

The S.C. Department of Natural Resources nor any other state agency will compensate motorists for injuries or damages resulting from deer collisions.

RUT

Continued from 4C

Septembr. The air clears up, the humidity goes down, and daytime temperatures moderate. This signals the changing of the seasons, but it is really that other seasonal change, decreasing daylight, that triggers the change in deer behavior.

Ruth says this is the period when testosterone levels in bucks begin rising, heralding the advent of the breeding season. "Labor Day is what I call 50-50 day. By that time, about 50 percent of the bucks have lost their velvet. By the middle of the month, 100 percent

will have shed their velvet. And testosterone levels really begin taking off."

This is the time of year that gets both deer and deer hunters excited. The bucks start advertising their presence, rubbing trees and making preliminary scrapes on the ground. Acorns begin dropping to the ground, daytime feeding activity increases dramatically, and hunters see the first overt signs of bucks showing interest in does.

"Breeding statewide is a fairly confined event, more confined than most hunters would suspect," said Ruth. "The average date of conception in does, outside the mountains, is Oct. 30, with the range in

dates for peak breeding being between Oct. 15 and Nov. 15. The peak period in the mountains hits about a month later."

Many hunters have become expert at recognizing the various stages of the "rut," the peak period of the breeding activity. There's the pre-rut, the rut itself and the post-rut. Some schedule their vacations around the rut and its various pre- and post-phases.

Finally, sometime around the end of December, the cycle draws to a close. The bucks lose all interest in does, retreat to their secret refuges, and begin gearing down for the coming winter. Most mature bucks

become almost completely nocturnal at this point, whether they are hunted or not. The does likewise go into hiding and venture out only when conditions favor a stealthy foraging expedition. By the time the first snows of winter arrive, the deer have hunkered down in survival mode once again and the annual cycle begins anew.

(Dennis Chastain is a freelance writer and outdoorsman living in Pickens County.)

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ATVs: Does your child have the skills, maturity to ride?

Once your youngster is ready to learn to ride, YOU must be familiar with the ATV. You will be serving as teacher, coach, and safety supervisor for your youngster. You must know the controls, handling characteristics, maintenance requirements, and proper riding techniques. Read and understand the owner's manual, the hang tags, and labels provided with the vehicle.

Make sure that the ATV to be ridden is one that is recommended for use by your youngster's age group. Review all instructions, requirements and warnings with your youngster.

Find out about state or local ATV laws or regulations. You and your youngster can take the ATV Safety Institute ATV RiderCourse in your area, as well as a fun and informative E-Course (three age-specific versions available) to learn basic ATV safety principles.

To enroll in the ATV RiderCourse nearest you, visit atvsafety.org/reserve-your-seat or call 800.887.2887.

The first important decision you will need to make concerning your youngster and ATVs is whether your youngster is ready to ride. ALWAYS follow the manufacturer's Minimum Age Recommendation Warning Label on the ATV. Physical size, strength, coordination, visual perception, emotional maturity, and the ability to reason and make good decisions are equally important considerations.

There is no sure way

to predict whether your child will be able to ride an ATV safely. However, the following guidelines from the ATV Safety Institute can help you determine your youngster's readiness to ride. Remember, only parents can decide if their youngster has the capabilities and qualities to safely operate an ATV.

PHYSICAL DEVELOPMENT

Physical size and ability are important considerations.

To help determine whether a youngster is big enough for a particular ATV, have him/her stand up on the footrests and grasp the handgrips. While the youngster holds this position, check that there is at least three inches of clearance between the ATV seat and the youngster's "seat of the pants." A rider needs at least three inches of clearance so he/she can stand up for balance and comfort, and to shift his/her body forward, backward and from side to side.

Also make sure your youngster can comfortably reach and work all the controls. For example, can he/she turn the handlebars all the way to the right and left? Can he/she easily use their feet to work the brake pedal and gearshift lever? Can he/she operate the throttle and brake levers while they hold onto the handgrips?

If not, the youngster may not be able to maintain balance and control and is not physically ready to ride this ATV.

Athletic ability is another consideration for riding an ATV. Generally speaking, your youngster should be good at riding a bicycle before he/she gets on an ATV.

Can your youngster judge speeds and distances while riding a bicycle and react with proper hand and foot actions? Anyone who does not have good coordination, balance and agility is not ready to ride an ATV.

SOCIAL/EMOTIONAL DEVELOPMENT

How a youngster behaves in a social setting can be a sign of social/emotional development.

A youngster needs to know about and understand rules. Certain rules are necessary for the safe operation of any vehicle. Youngsters must be willing to follow rules. A good example is a youngster who obeys rules set by parents. A youngster who does not follow rules is not ready for an ATV.

One indicator that youngsters are ready to ride an ATV is when they demonstrate safety-conscious attitudes and are aware of possible injury from reckless ATV operation. If the youngster has a habit of recklessness or is often involved in accidents while using bicycles or skateboards, the youngster is not ready to ride an ATV.

REASONING AND DECISION-MAKING ABILITY

Youngsters should understand what can result

from improper ATV operation. They must understand that unsafe actions can result in injury. An example of this is knowing the need to look in both directions before crossing a street.

The ability to make good decisions relates to a youngster's ability to reason. When presented with a problem, the youngster should be able to come up with a sensible answer.

Ask your youngster to tell you what causes accidents and injuries. Your youngster needs to be able to tell what causes accidents and how to avoid them.

In general, a youngster should understand that he or she can get hurt as a result of making poor choices. Your youngster should understand that it's dangerous to mimic the extreme stunts professional riders exhibit on TV and in video games.

VISUAL PERCEPTIONS AND MOTOR DEVELOPMENT

Visual perception and motor development is how well a youngster sees and how vision is used with other physical movements. In other words, can a youngster see and react with the proper hand, foot, or body movement?

Several types of sight-ability characteristics are important. The ability to see to the sides while looking straight ahead is called peripheral or side vision. You can determine a youngster's side vision by having him or her look

straight ahead while you move objects to the side. The youngster should be able to see objects 90 degrees to the side while looking straight ahead. Rider awareness and safety improves with good side vision.

Being able to judge distance is another visual skill helpful when operating an ATV. Is your youngster able to tell how far one object is from another, or which of two objects is closer? ATV riding requires a person to judge distance and react properly. Being good at playing video games, or being able to hit a baseball, for example, are good signs that a youngster's eye and hand movements are fairly well coordinated.

In summary, you must consider many things before you decide to put your youngster on an ATV. There is no exact formula to use in making that decision. The Readiness Checklist can assist you with some points to evaluate. If you are not able to check most of the statements, your youngster is probably not ready to ride an ATV.

READINESS CHECKLIST

This Readiness Checklist is provided to help you determine your youngster's readiness to learn to safely operate and control an ATV. There is a significant

amount of judgment needed in determining a youngster's readiness to ride an ATV. The ultimate decision is the responsibility of the parent, guardian, or supervising adult. It is important that parents make informed decisions about whether or not their youngster becomes involved in ATV activity.

The best way to utilize the Readiness Checklist is to read the particular ability, consider the answers to the questions for that ability, and check those abilities that you determine your youngster possesses. There are no suggestions as to how many abilities or the degree of ability that your youngster should have.

This Readiness Checklist may help you consider the appropriateness of ATV operation for your child. The ultimate decision for your youngster's involvement with ATVs belongs to you, the parent.

VISUAL PERCEPTION/MOTOR DEVELOPMENT ABILITY POINTS TO EVALUATE

1. Youngster can see with sufficient clarity.
 - Can youngster see letters and numbers at least as well as you?
 - Can youngster distinguish colors?
 - Has youngster

See ATV, page 7C

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- Always point the muzzle in a safe direction.
- Treat every firearm as if it is loaded.
- Be certain of your target, and what is beyond it.
- Keep your finger outside the trigger guard and off the trigger until ready to shoot.
- Always wear distinctive **Hunter Orange** clothing.
- Control your emotions when hunting or shooting.
- Always let someone know where you are hunting and when you plan on returning.
- Never carry a loaded gun in your truck or car.



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LOANS FOR LAND, FARMS AND HOMES

ATV

Continued from 6C

demonstrated adequate vision in other activities (riding bicycles, running, team sports, or other recreational activities)?

2. Youngster possesses ability to perceive depth or distance.

■ When looking at two objects in the distance, can youngster tell which is farther away and which is closer?

3. Youngster has adequate side vision/ peripheral vision.

■ Can youngster see objects 90 degrees to each side while looking straight ahead?

4. Youngster can judge the speed of objects.

■ Does the youngster judge the speed of objects (fast, medium, slow) that agree with your judgments? (For example, a car on the highway, a train moving past a crossing, a dog running, people walking.)

5. Youngster can state the distances of objects in terms of feet, yards, miles.

■ Can youngster tell how many feet or yards it is from the house to the road?
■ Can youngster tell how wide a hallway is, or the width of a room?

6. Youngster can follow movement of objects.

■ Can youngster follow the path of such things as: a hit or thrown baseball, a moving car, objects in a video game?

7. Youngster can visualize distances as displayed by a picture or photograph.

■ Can youngster estimate distance between objects in a photograph?
■ Can youngster estimate distance between objects when looking at a landscape picture?

8. Youngster can follow a moving object while accomplishing hand manipulation.

■ Can youngster dribble a basketball without looking at it?
■ Can youngster manipulate video game controls while following objects on a screen?

9. Youngster can maintain relative spans of attention when given a variety of stimuli.

■ Can youngster complete school homework assignments without being easily distracted?
■ Can youngster assemble more difficult puzzles; for example, a nature scene or picture?

PHYSICAL DEVELOPMENT POINTS TO EVALUATE

1. Youngster can sit comfortably on the ATV and reach the controls easily.
2. Can youngster place his or her feet firmly the footrests?
3. Do the youngster's fingers reach comfortably around the handlebars and brake lever(s)? How about with the handlebars turned? How about in different seating positions?
4. Can youngster stand (with knees slightly bent) and have at least three inches of space above the seat?
5. Can youngster easily reach the foot controls?
6. Can youngster dress with proper protective gear including putting on helmet and fastening the chin strap?
7. Youngster has sufficient strength and familiarity to operate the controls with ease. While sitting on the vehicle, can youngster:
 8. Squeeze hand controls?
 9. Operate the shift lever (if equipped)?
 10. Operate the parking brake?
 11. Operate the choke



- and fuel valve with ease?
12. Press the brake lever with sufficient pressure?
 13. Operate the controls without looking at them?
 14. Youngster is sufficiently coordinated.
 15. Can youngster walk a "balance beam" (2 in. x 4 in. x 8 ft.) flat on floor?
 16. Can youngster ride a bicycle, roller skate or skateboard safely?
 17. Can youngster walk on tiptoes for 10 feet?
 18. Can youngster jump rope?
 19. Can youngster catch a ball with hands rather than with arms?
 20. Youngster has sufficient endurance to maintain strength over a period of time.
 21. Can youngster play outdoor games without fatigue?
 22. Can youngster participate in indoor games and sports without tiring before other youngsters?

SOCIAL/EMOTIONAL DEVELOPMENT POINTS TO EVALUATE

- 1. Youngster can understand and follow rules.**
- Does youngster follow rules established at home?
 - Do teachers say that the youngster follows rules?

■ Does youngster listen and respond to adult supervision?

■ Does youngster comprehend the importance and seriousness of having rules and regulations?

2. Youngster generally will obey parents and supervisors.

■ Does youngster avoid challenging authority or rebelling when rules are imposed?

3. Youngster controls behavior according to expectations.

■ Does youngster show evidence of self control; doesn't get easily frustrated or upset?

■ Does youngster understand consequences associated with certain actions (like not wearing a safety belt in the car)?

■ Does youngster think about results of an action before performing it (like crossing the street; hitting or throwing a ball)?

4. Youngster understands other youngsters may be permitted to do what he/she may not be allowed to.

■ Does youngster recognize unsafe actions of other youngsters?

■ Does youngster appreciate being safer than others?

■ Does youngster accept rules that are more stringent than what other youngsters have to follow?

5. Youngster can give reasons and/or solutions to problems seen in the environment.

■ Can youngster explain how land (or grass) gets damaged?

■ Can youngster explain how even a small amount of damage to land can take years to recover?

■ Can youngster

distinguish between untouched land and used land?

6. Youngster can make decisions based on reality and not fantasy.

■ Can youngster complete a task in a step-by-step fashion (assemble a toy, clean a room)?

■ Does youngster comprehend real injury as opposed to "cartoon" injury?

■ Does youngster respond with logical solutions when asked to solve a problem?

REASONING AND DECISION-MAKING ABILITY POINTS TO EVALUATE

1. Youngster comprehends that interaction with others and things can result in injury.

■ Can youngster describe how and why a person received physical injury or pain?

■ Does youngster notice impending accidents or potential injury-producing events, such as in sports activities or bicycle riding?

■ Can youngster explain why it takes distance to stop?

■ Can youngster explain how moving at even low speed can result in injury if stopped suddenly or by hitting something?

2. Youngster has a basic understanding of what being careful means.

■ Does youngster know why rules are established?

■ Does youngster notice or recognize others being careful in action-oriented activities?

■ Does youngster notice professional athletes use protective gear as part of their sport?

3. Youngster understands that rules are made to reduce injury and provide long-term enjoyment.

■ Can youngster explain the reason for rules at home or school?

■ Does youngster understand the value of prevention? Of wearing protective gear?

■ Can youngster recognize that not following rules can eliminate future fun and enjoyment?

4. Youngster has basic understanding of the physical limitations of stopping and turning.

■ Can youngster explain what may happen if moving too fast while going around a curve on a bicycle? On a skateboard? On an ATV?

5. Youngster can describe cause-and-effect experiences.

■ Can youngster describe a minor injury he or she received and correctly describe the causes?

■ Can youngster describe settings or situations that can produce injury if precautions are not taken?

■ Can youngster describe what may cause injury when doing such things as running, swimming, bicycling, riding in a car?

6. Youngster can concentrate on more than one element at a time in solving a puzzle or problem.

■ Can youngster pick out or describe several items within a picture?

■ Can youngster assemble a puzzle without unusual problems or delays?

■ Can youngster describe what to do if a house fire should occur?

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