

2025 Deer Hunting Bag Limit and Permit

Maine Department of Inland Fisheries and Wildlife

Season Dates:

- Firearms: November 3–29, 2025 (Maine residents only on November 1)
- Muzzleloader: December 1–6 statewide; December 8–13 in select WMDs

Note: Muzzleloader hunters must have an associated muzzleloader permit.

Annual Bag Limit Notice: You may not exceed the annual white-tailed deer bag limit.

Deer harvested during archery, crossbow, firearms, and muzzleloader seasons count toward the same limit.

Hunting Scenarios and Requirements:

1. Statewide – Antlered Deer Only:
 - Allowed: 1 antlered deer
 - Needed: Big Game Hunting License
2. Statewide – 1 Antlered + 1 Antlerless (in designated WMD/subunit):
 - Allowed: 1 antlered and 1 antlerless deer
 - Needed: Big Game Hunting License + Antlerless Deer Permit
3. WMDs 21–25, 29 – One Deer:
 - Allowed: 1 antlered OR 1 antlerless deer
 - Needed: Big Game Hunting License
4. WMDs 21–25, 29 – One Antlered + One Antlerless:
 - Allowed: 1 antlered and 1 antlerless deer
 - Needed: Big Game Hunting License + Antlerless Deer Permit
5. WMDs 21–25, 29 – Two Antlerless:
 - Allowed: 2 antlerless deer
 - Needed: Big Game Hunting License + Antlerless Deer Permit
6. Youth Hunt Days – October 24 and 25, 2025:
 - Allowed: 1 antlered OR 1 antlerless deer (statewide)
 - Needed: Junior Hunting License
 - No permit needed for antlerless on Youth Hunt Days

Important Reminders:

- Without an antlerless permit, hunters cannot take a second deer.
- Wildlife Management Districts may change.
- Visit maine.gov/ifw for updates and regulations.

Visual Description of Graphic Layout:

- Title at the top: 'Deer Hunting Bag Limit + Permit Needs – 2025 Seasons'.
- Green banner with season dates.
- Chart with five main hunting scenarios and one youth hunt row.
- Four columns: Region, Antlered Limit, Antlerless Limit, License/Permit Required.
- Each row uses map icons and deer silhouettes (green for antlered, brown for antlerless).
- Footer includes MDIFW logo and legal disclaimer on deer permits and bag limits.