

## BIG GAME DRAWING PROCEDURE

Before each of the three passes in the drawing, each application is processed through a random number generator program. One random number for the application, plus an additional random number for each of the group bonus points, is generated for that application. The lowest random number generated is used for the application in that pass of the drawing.

Group bonus points are calculated by adding the genus bonus points, loyalty bonus point and hunter education bonus point for each applicant on an application and dividing that total by the number of applicants. If the result has decimal digits greater than ".49", it is rounded up to the next whole number; otherwise it is rounded down.

When an application is read and the hunt choices are checked for available permits, there must be enough permits available in a hunt choice for all applicants on the application, including non-resident caps; if not, the application is passed and the next one is read.

The Big Game Drawing procedure, including the 20% bonus point phase, will be processed as follows:

### First Pass (20% Bonus Point)

Twenty percent of authorized tags in each hunt for deer, antelope, elk, turkey and javelina may be issued in this pass. Twenty percent of the total authorized tags for both bighorn sheep and buffalo may be issued. Although twenty percent are available, nonresident caps are still in effect.

1. Each application is assigned the lowest random number from those generated for it.
2. The application file is then sorted by group bonus points in descending sequence within genus and then by random number within the bonus point groupings.

As each application is read, the first and then second hunt choices are checked to see if there are any permits available as part of the 20% bonus point allotment. If there are enough permits available for each applicant on the application without exceeding the 20% allotment or the nonresident cap, the permits are issued to that application. If not, the next application is read and the first and second hunt choices are checked until the entire application file is read. Any unissued permits from the "bonus point phase" will be returned to the available permits for each hunt. The Drawing will then continue to the next two passes.

### Second Pass (1<sup>st</sup> and 2<sup>nd</sup> Hunt Choices)

3. For all applications which were unsuccessful in the bonus point phase, new random numbers are generated for each application, with the lowest random number being assigned to the application.
4. The application file is then sorted in random number sequence (with no regard to bonus points) within genus.

5. The first application (with the lowest random number) is read, checking the first and then the second hunt choices for available permits. If there are enough permits available for either of the choices, for each applicant on the application, without exceeding the nonresident cap when applicable, the permits are issued. The next application in random number sequence is then checked for available permits until the entire file is read.

#### Third Pass (3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> Hunt Choices)

6. For all applications which were unsuccessful with their first and second choices, new random numbers are generated for each application with the lowest random number being assigned to the application.
7. The application file is again sorted into random number sequence within genus.
8. Each application is then read checking the third, then the fourth and then the fifth hunt choices for available permits for all applicants on each application (without exceeding the nonresident cap). When permits are available for one of the three choices, they are issued to the application.
9. After the entire file has been read in the third pass, the tag issuance portion of the drawing has been completed. Applicants are then awarded an additional genus bonus point for each genus for which they were unsuccessful with a valid application. The genus bonus points for each successful applicant are then zeroed out for the genus for which they were issued a permit.

#### Leftover Permits

Any permits not issued in the above three passes are eligible for the first-come/first serve process. Applications are made by mail (or online, if available) and permits are issued to the first individuals who apply for these hunts. A successful applicant retains all previous bonus points.