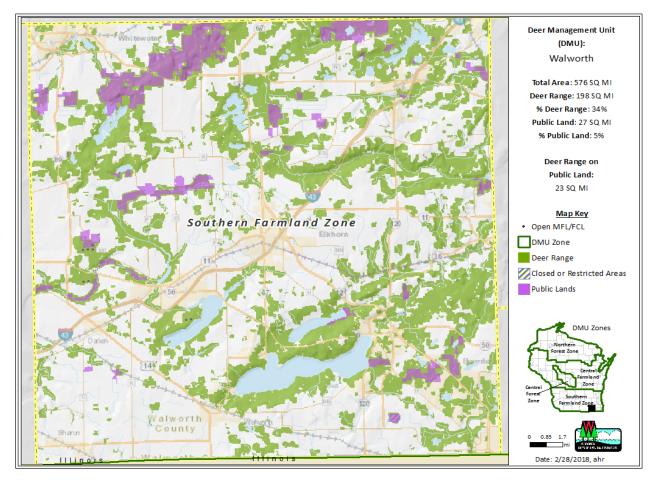
# Walworth County Deer Metrics Report Spring of 2024

### **Management Unit:**



# Manager's Note:

stabilize the population.

The Walworth County Deer Management Unit is located in the Southern Farmland Zone. Approximately 34% of the unit is considered suitable deer range (198 square miles). The unit is dominated by farmland with a patchwork of isolated woodlands, wetlands, lakes and urban centers. About 12,000 acres of state-owned land provide public hunting opportunities. These areas include Kettle Moraine State Forest, Turtle Creek Wildlife Area, Turtle Valley Wildlife Area, Bloomfield Wildlife Area, Troy Wildlife Area and other scattered wildlife areas and state properties. Management concerns include agricultural damage, deervehicle collisions, reduced forest regeneration and Chronic Wasting Disease. To date, 74 deer have tested positive for CWD with most cases occurring in the western half of the unit. For the latest information on CWD in this unit, please visit the following DNR webpage: http://dnr.wi.gov/topic/wildlifehabitat/prevalence.html. The current deer herd management objective is to

# Deer Management Unit Harvest History

Fawn to doe ratios collected in late summer give information on fawn recruitment and survival and are used as an input into the formula for annual deer herd abundance estimation. Fawn to doe ratios were summarized using groups of county deer management units. County deer management units were grouped based on location, habitat characteristics, and deer demography.

#### Southern Farmland Management Zone

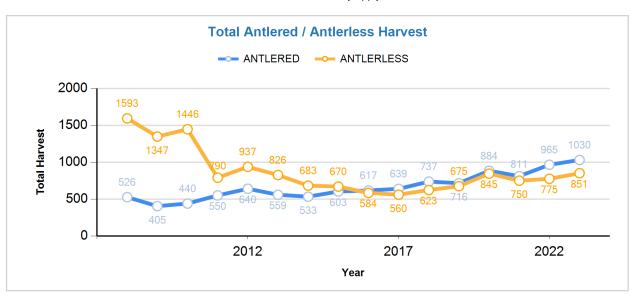
Total Area of Unit (Sq. Miles): 576.20 Deer Range of Unit (Sq. Miles): 198.20

Walworth County

#### **Total Harvest for Walworth County - Southern Farmland Management Zone**

Year	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023
Total Harvest										
Antlered	533	603	617	639	737	716	884	811	965	1030
Antlerless	696	670	584	560	623	675	845	750	775	851
Total	1229	1273	1201	1199	1360	1391	1729	1561	1740	1881
Gun										
Antlered	284	337	352	360	427	359	457	420	495	530
Antlerless	462	448	389	355	387	433	512	486	512	593
Total	746	785	741	715	814	792	969	906	1007	1123
Bow										
Antlered	179	188	166	158	171	192	219	211	233	242
Antlerless	172	146	118	110	117	111	165	116	130	123
Total	351	334	284	268	288	303	384	327	363	365
Crossbow										
Antlered	70	78	99	121	139	165	208	180	237	258
Antlerless	62	76	77	95	119	131	168	148	133	135
Total	132	154	176	216	258	296	376	328	370	393
Tribal*										
Antlered	0	0	0	0	0	0	0	0	0	0
Antlerless	0	0	0	0	0	0	0	0	0	0
Total	0	0	0	0	0	0	0	0	0	0
Youth Antierless*										
Antlerless	0	0	30	38	28	36	49	27	35	33

<sup>\*</sup> Tribal and Youth Antlerless data are included in above totals where they apply

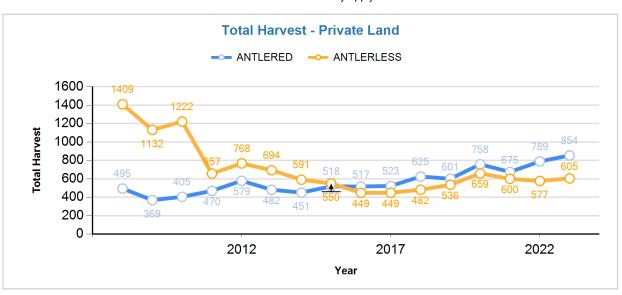


**Deer Metrics** 

Total Harvest for Walworth County - Southern Farmland Management Zone - Private Land

						3				
Year	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023
Total Harvest										
Antlered	451	518	517	523	625	601	758	675	789	854
Antlerless	601	550	449	449	482	536	659	600	577	605
Total	1052	1068	966	972	1107	1137	1417	1275	1366	1459
Gun										
Antlered	243	290	294	296	367	303	394	353	410	446
Antlerless	402	365	300	282	300	347	401	397	393	435
Total	645	655	594	578	667	650	795	750	803	881
Bow										
Antlered	146	164	140	126	132	161	179	161	181	190
Antlerless	146	118	86	86	84	78	125	83	87	76
Total	292	282	226	212	216	239	304	244	268	266
Crossbow										
Antlered	62	64	83	101	126	137	185	161	198	218
Antlerless	53	67	63	81	98	111	133	120	97	94
Total	115	131	146	182	224	248	318	281	295	312
Tribal*										
Antlered	0	0	0	0	0	0	0	0	0	0
Antlerless	0	0	0	0	0	0	0	0	0	0
Total	0	0	0	0	0	0	0	0	0	0
Youth Antierless*										
Antlerless	0	0	22	29	24	28	42	25	27	24

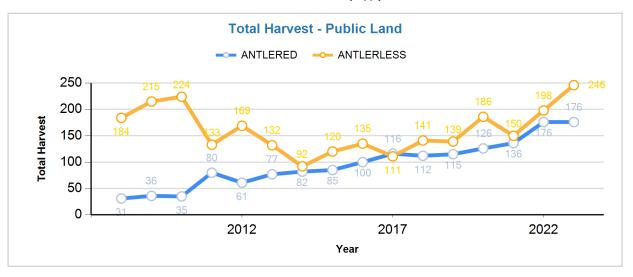
<sup>\*</sup> Tribal and Youth Antlerless data are included in above totals where they apply

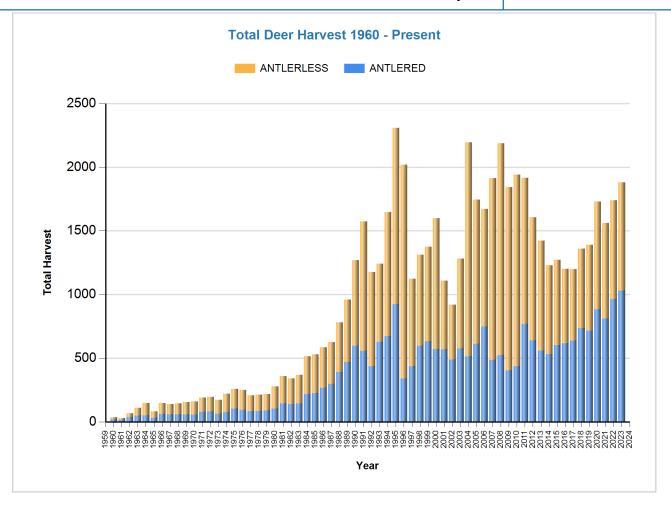


#### Total Harvest for Walworth County - Southern Farmland Management Zone - Public Land

		•				_				
Year	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023
Total Harvest										
Antlered	82	85	100	116	112	115	126	136	176	176
Antlerless	95	120	135	111	141	139	186	150	198	246
Total	177	205	235	227	253	254	312	286	374	422
Gun										
Antlered	41	47	58	64	60	56	63	67	85	84
Antlerless	60	83	89	73	87	86	111	89	119	158
Total	101	130	147	137	147	142	174	156	204	242
Bow										
Antlered	33	24	26	32	39	31	40	50	52	52
Antlerless	26	28	32	24	33	33	40	33	43	47
Total	59	52	58	56	72	64	80	83	95	99
Crossbow										
Antlered	8	14	16	20	13	28	23	19	39	40
Antlerless	9	9	14	14	21	20	35	28	36	41
Total	17	23	30	34	34	48	58	47	75	81
Tribal*										
Antlered	0	0	0	0	0	0	0	0	0	0
Antlerless	0	0	0	0	0	0	0	0	0	0
Total	0	0	0	0	0	0	0	0	0	0
Youth Antlerless*										
Antlerless	0	0	8	9	4	8	7	2	8	9

<sup>\*</sup> Tribal and Youth Antlerless data are included in above totals where they apply

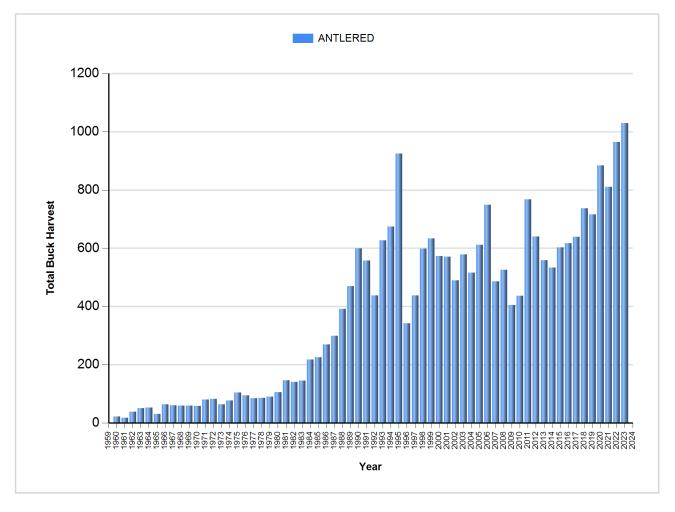




#### **Total Buck Harvest 1960 - Present**

Historic High: 2023 - 1,030

Historic Low: 1961 - 17

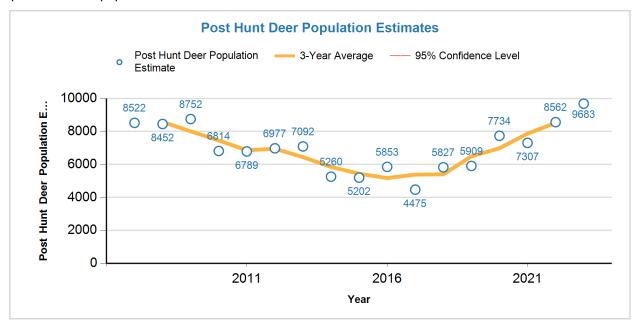


## Antlerless Tag Issuance & Success for Walworth County - Southern Farmland

Parmiand - Public   Sissued   2,745   2,727   2,707   2,850	V	2002	2024	2222	0000
Sasued   2,745   2,727   2,707   2,850	Year	2020	2021	2022	2023
Killed 141 107 139 160 Success Rate (%) 5.1 3.9 5.1 5.6  Farmland - Private  Issued 4,247 4,047 4,085 4,241 Killed 493 426 412 441 Success Rate (%) 11.6 10.5 10.1 10.4  Farmland - Total  Issued 6,992 6,774 6,792 7,091 Killed 634 533 551 601 Success Rate (%) 9.1 7.9 8.1 8.5  Bonus - Public  Available 500 500 500 600 Issued 501 499 501 600 Killed 32 35 45 51 Success Rate (%) 6.4 7.0 9.0 8.5  Bonus - Private  Available 700 700 750 1,000 Issued 701 701 752 896 Killed 101 116 104 121 Success Rate (%) 14.4 16.5 13.8 13.5  Bonus - Total  Success Rate (%) 1,200 1,200 1,250 1,600 Issued 1,202 1,200 1,253 1,496 Killed 133 151 149 172	Farmland - Public				
Success Rate (%)         5.1         3.9         5.1         5.6           Farmland - Private         Image: Private Susseed         4,247         4,047         4,085         4,241           Killed         493         426         412         441           Success Rate (%)         11.6         10.5         10.1         10.4           Farmland - Total           Issued         6.992         6.774         6.792         7,091           Killed         634         533         551         601           Success Rate (%)         9.1         7.9         8.1         8.5           Bonus- Public           Available         500         500         500         600           Killed         32         35         45         51           Success Rate (%)         6.4         7.0         9.0         8.5           Bonus- Private           Available         700         700         750         1,000           Issued         701         752         896           Killed         101         116         104         121           Success Rate (%)         14.4<	Issued	2,745	2,727	2,707	2,850
Farmland - Private  Jissued 4,247 4,047 4,085 4,241  Killed 493 426 412 441  Success Rate (%) 11.6 10.5 10.1 10.4  Farmland - Total  Jissued 6,992 6,774 6,792 7,091  Killed 634 533 551 601  Success Rate (%) 9.1 7.9 8.1 8.5  Bonus- Public  Available 500 500 500 600  Jissued 501 499 501 600  Killed 32 35 45 51  Success Rate (%) 6.4 7.0 9.0 8.5  Bonus- Private  Available 700 700 750 1,000  Jissued 701 701 752 896  Killed 101 116 104 121  Success Rate (%) 14.4 16.5 13.8 13.5  Bonus- Total  Available 100 1,200 1,250 1,600  Bonus- Total  Available 1,200 1,200 1,253 1,496  Killed 133 151 149 172	Killed	141	107	139	160
Assued         4,247         4,047         4,085         4,241           Killed         493         426         412         441           Success Rate (%)         11.6         10.5         10.1         10.4           Farmland - Total           Issued         6,992         6,774         6,792         7,091           Killed         634         533         551         601           Success Rate (%)         9.1         7,9         8.1         8.5           Bonus- Public           Available         500         500         500         600           Issued         501         499         501         600           Killed         32         35         45         51           Success Rate (%)         6.4         7.0         9.0         8.5           Bonus- Private           Available         700         700         750         1,000           Issued         701         701         752         896           Killed         101         116         104         121           Success Rate (%)         14.4         16.5         13.8         13.5           Bonus- Tota	Success Rate (%)	5.1	3.9	5.1	5.6
Killed       493       426       412       441         Success Rate (%)       11.6       10.5       10.1       10.4         Farmland - Total       Usuad         Issued       6,992       6,774       6,792       7,091         Killed       634       533       551       601         Success Rate (%)       9.1       7.9       8.1       8.5         Bonus- Public       Waliable         Available       500       500       500       600         Issued       501       499       501       600         Killed       32       35       45       51         Success Rate (%)       6.4       7.0       9.0       8.5         Bonus- Private         Available       700       700       750       1,000         Issued       701       701       752       896         Killed       101       116       104       121         Success Rate (%)       14.4       16.5       13.8       13.5         Bonus- Total         Killed       1,200       1,200       1,250       1,600         Issued       1,202       1,	Farmland - Private				
Success Rate (%)         11.6         10.5         10.1         10.4           Farmland - Total         Usuad         6,992         6,774         6,792         7,091           Killed         634         533         551         601           Success Rate (%)         9.1         7.9         8.1         8.5           Bonus- Public         Usuad           Available         500         500         500         600           Issued         501         499         501         600           Killed         32         35         45         51           Success Rate (%)         6.4         7.0         9.0         8.5           Bonus- Private         Usuad           Available         700         700         750         1,000           Issued         701         701         752         896           Killed         101         116         104         121           Success Rate (%)         14.4         16.5         13.8         13.5           Bonus- Total         1,200         1,200         1,253         1,496           Killed         133         151         149	Issued	4,247	4,047	4,085	4,241
Farmland - Total   Success Rate (%)   9.1   7.9   8.1   8.5	Killed	493	426	412	441
Issued         6,992         6,774         6,792         7,091           Killed         634         533         551         601           Success Rate (%)         9.1         7.9         8.1         8.5           Bonus- Public           Available         500         500         500         600           Issued         501         499         501         600           Killed         32         35         45         51           Success Rate (%)         6.4         7.0         9.0         8.5           Bonus- Private           Available         700         700         750         1,000           Issued         701         701         752         896           Killed         101         116         104         121           Success Rate (%)         14.4         16.5         13.8         13.5           Bonus- Total           Available         1,200         1,200         1,250         1,600           Issued         1,202         1,200         1,253         1,496           Killed         133         151         149         172 <td>Success Rate (%)</td> <td>11.6</td> <td>10.5</td> <td>10.1</td> <td>10.4</td>	Success Rate (%)	11.6	10.5	10.1	10.4
Killed       634       533       551       601         Success Rate (%)       9.1       7.9       8.1       8.5         Bonus- Public         Available       500       500       500       600         Issued       501       499       501       600         Killed       32       35       45       51         Success Rate (%)       6.4       7.0       9.0       8.5         Bonus- Private         Available       700       700       750       1,000         Issued       701       701       752       896         Killed       101       116       104       121         Success Rate (%)       14.4       16.5       13.8       13.5         Bonus- Total         Available       1,200       1,200       1,253       1,496         Killed       133       151       149       172	Farmland - Total				
Success Rate (%)         9.1         7.9         8.1         8.5           Bonus- Public         Success Public           Available         500         500         500         600           Issued         501         499         501         600           Killed         32         35         45         51           Success Rate (%)         6.4         7.0         9.0         8.5           Bonus- Private         Available         700         700         750         1,000           Issued         701         701         752         896           Killed         101         116         104         121           Success Rate (%)         14.4         16.5         13.8         13.5           Bonus- Total           Available         1,200         1,200         1,250         1,600           Issued         1,202         1,200         1,253         1,496           Killed         133         151         149         172	Issued	6,992	6,774	6,792	7,091
Semilar   Public   Sou   Sou	Killed	634	533	551	601
Available 500 500 500 600 lssued 501 499 501 600 killed 32 35 45 51 Success Rate (%) 6.4 7.0 9.0 8.5  Bonus- Private  Available 700 700 750 1,000 lssued 701 701 752 896 killed 101 116 104 121 Success Rate (%) 14.4 16.5 13.8 13.5  Bonus- Total  Available 1,200 1,200 1,250 1,600 lssued 1,202 1,200 1,253 1,496 killed 133 151 149 172	Success Rate (%)	9.1	7.9	8.1	8.5
Issued     501     499     501     600       Killed     32     35     45     51       Success Rate (%)     6.4     7.0     9.0     8.5       Bonus- Private       Available     700     700     750     1,000       Issued     701     701     752     896       Killed     101     116     104     121       Success Rate (%)     14.4     16.5     13.8     13.5       Bonus- Total       Available     1,200     1,200     1,250     1,600       Issued     1,202     1,200     1,253     1,496       Killed     133     151     149     172	Bonus- Public				
Killed       32       35       45       51         Success Rate (%)       6.4       7.0       9.0       8.5         Bonus- Private       September 1,000         Available       700       700       750       1,000         Issued       701       701       752       896         Killed       101       116       104       121         Success Rate (%)       14.4       16.5       13.8       13.5         Bonus- Total         Available       1,200       1,200       1,250       1,600         Issued       1,202       1,200       1,253       1,496         Killed       133       151       149       172	Available	500	500	500	600
Success Rate (%)     6.4     7.0     9.0     8.5       Bonus- Private       Available     700     700     750     1,000       Issued     701     701     752     896       Killed     101     116     104     121       Success Rate (%)     14.4     16.5     13.8     13.5       Bonus- Total       Available     1,200     1,200     1,250     1,600       Issued     1,202     1,200     1,253     1,496       Killed     133     151     149     172	Issued	501	499	501	600
Bonus- Private       Available     700     700     750     1,000       Issued     701     701     752     896       Killed     101     116     104     121       Success Rate (%)     14.4     16.5     13.8     13.5       Bonus- Total       Available     1,200     1,200     1,250     1,600       Issued     1,202     1,200     1,253     1,496       Killed     133     151     149     172	Killed	32	35	45	51
Available 700 700 750 1,000 Issued 701 701 752 896 Killed 101 116 104 121 Success Rate (%) 14.4 16.5 13.8 13.5  Bonus- Total  Available 1,200 1,200 1,250 1,600 Issued 1,202 1,200 1,253 1,496 Killed 133 151 149 172	Success Rate (%)	6.4	7.0	9.0	8.5
Issued 701 701 752 896 Killed 101 116 104 121 Success Rate (%) 14.4 16.5 13.8 13.5  Bonus- Total Available 1,200 1,200 1,250 1,600 Issued 1,202 1,200 1,253 1,496 Killed 133 151 149 172	Bonus- Private				
Killed       101       116       104       121         Success Rate (%)       14.4       16.5       13.8       13.5         Bonus- Total       Available         Available       1,200       1,200       1,250       1,600         Issued       1,202       1,200       1,253       1,496         Killed       133       151       149       172	Available	700	700	750	1,000
Success Rate (%)       14.4       16.5       13.8       13.5         Bonus- Total         Available       1,200       1,200       1,250       1,600         Issued       1,202       1,200       1,253       1,496         Killed       133       151       149       172	Issued	701	701	752	896
Bonus- Total       Available     1,200     1,200     1,250     1,600       Issued     1,202     1,200     1,253     1,496       Killed     133     151     149     172	Killed	101	116	104	121
Available 1,200 1,200 1,250 1,600 Issued 1,202 1,200 1,253 1,496 Killed 133 151 149 172	Success Rate (%)	14.4	16.5	13.8	13.5
Issued     1,202     1,200     1,253     1,496       Killed     133     151     149     172	Bonus- Total				
Killed 133 151 149 172	Available	1,200	1,200	1,250	1,600
	Issued	1,202	1,200	1,253	1,496
Success Rate (%) 11.1 12.6 11.9 11.5	Killed	133	151	149	172
	Success Rate (%)	11.1	12.6	11.9	11.5

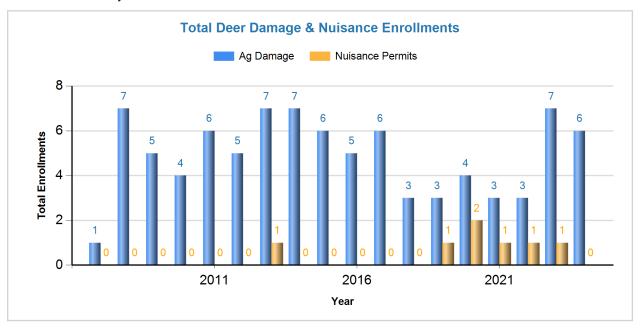
#### Herd Abundance

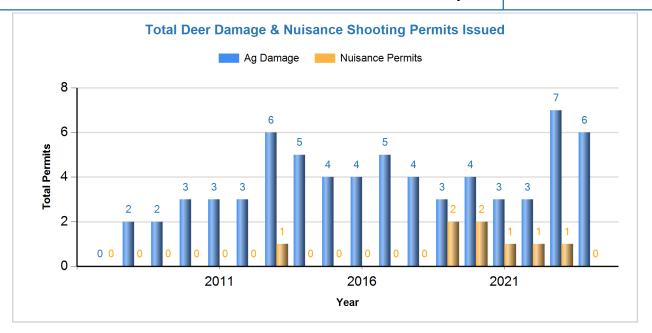
Deer herd abundance is estimated annually with hunter-collected data and a mathematical model to get post hunt deer population estimates.



## Deer Impacts - Agriculture & Nuisance Impacts

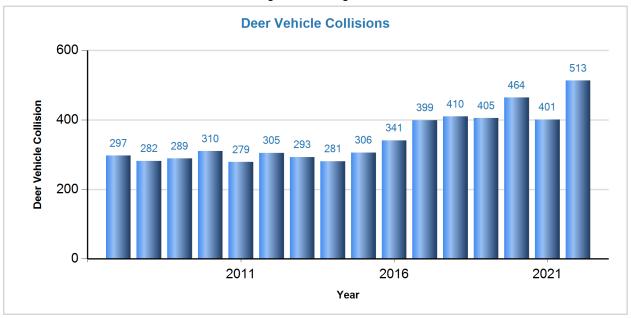
View trends in county and statewide enrollment, shooting permit, Ag Damage, and Nuisance harvest numbers over the years.





## Deer Impacts - Deer Vehicle Collision

Deer-vehicle collisions (DVCs) are one of the most visible negative impacts that deer populations have on society. As managing deer involves balancing the positive benefits of deer with their negative impacts, it makes sense to consider DVCs when making deer management decisions.



# **Hunter Dynamics - Hunter Field Observations**

This metric provides voluntary hunter observation data that is collected either during the process of registering a deer, or from submitted field observations through an on-line reporting form.

