



# Game Management Unit

## 139 - Steptoe

### 2020 - 2021 Hunting Season

WA Department of Fish and Wildlife (WDFW)  
Administrative Areas

- 2019-20 Game Management Unit
- WDFW Wildlife Area boundary
- WDFW Wildlife Area
- Water Access Site

#### Public Land Survey System (Township and Range)

- Township Line
- Section Line

#### Political Boundaries

- State Line
- County Line
- City Limits

#### Other Major Public Land Ownership

- Other Federal Land
- State - DNR
- Other State Land
- Municipal Land

#### Hydrography

- Annual River or Stream
- Intermittent Stream
- Lake, Wide River, or Ocean

#### Roads

- State Route
- Local Road (Unimproved to Paved)

#### Utilities

- Pipeline
- Transmission Line
- Railroad



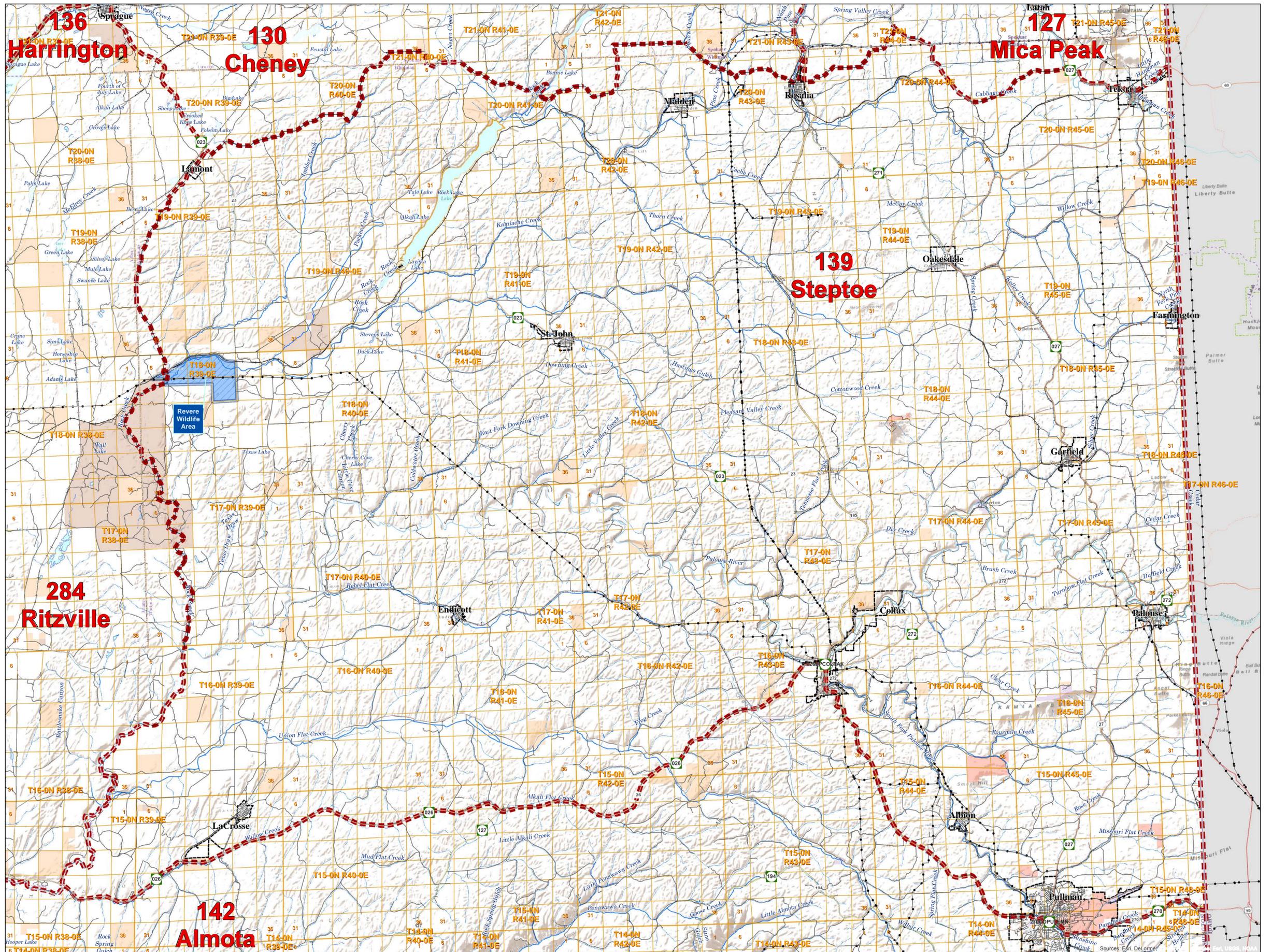
Sources of Information –  
 Game Management Units  
 WA Department of Fish and Wildlife; Wildlife Program (2020)  
 Land Ownership  
 WA Department of Natural Resources; Resource Mapping Section (2020)  
 Political and Survey Boundaries  
 WA Department of Natural Resources; Land Survey Section (2020)  
 Transportation and Utilities  
 Washington State Department of Natural Resources (2011)  
 WA Department of Transportation (2017)  
 US Geological Survey; National Mapping Division (1989)  
 City Limits  
 WA Department of Transportation (2011)  
 Hydrography  
 WA Department of Fish and Wildlife; Fish Program (2020)  
 Delorme Publishing Company; Washington Atlas and Gazetteer (2006)

#### DISCLAIMER

Due to the dynamic nature of data and the need to rely on outside sources of information the Washington Department of Fish and Wildlife cannot accept responsibility for errors or omissions in the data and information contained in this product. There are no warranties that accompany the maps and information contained in this product. For legal definitions of hunting regulations, seasons, and boundaries, the user should refer to Chapters 220-410-01 thru 220-410-06 of the Washington Administrative Code (<http://www.leg.wa.gov/wac/>)



Map Published April 2020



Sources: Esri, Delorme