

Hunting Types – and Hunting Methods

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Explanation: This table tries to classify *hunting types* and *hunting methods* and also to describe some *hunting techniques* that can be used with a variety of these *types* and *methods*. Note that many of these methods and techniques are *not legal under certain circumstances*, or they are *not considered ethical* by some, or they are *not considered “hunting”* or *“fair chase hunting”* by others! This classification is a work in progress.

Ambush Hunting / Ambushing ^[11,13]
 also:
Static Hunting / Stationary Hunting ^[5]
 = The hunter stays in one place and waits for the quarry to come to him/her.

Stalk Hunting / Stalking ^[15,16; 6,7,11,13, 23]
 also:
Dynamic Hunting / Mobile Hunting ^[8]
 = The hunter goes and tries to find the quarry.

Each of the above 2 general *hunting types* can be practiced using several *hunting methods*, and employing a variety of hunting techniques:

Hide Hunting – specifically **Blind Hunting**, or **Stand Hunting**, or **Natural Hide Hunting**
 = The hunter is hidden, awaiting the quarry from a *hide* – either an artificial ground *blind* ^[1], or on a tree *stand* ^[1,2, 23], or behind a *natural hide*, i.e., a cover found in nature or built up and often supported by wearing camouflage ^[9].

Techniques:
 Hide in a place where quarry is likely to be. Find that place by:

- Knowing what kind of habitats, locations and paths the quarry prefers (e.g., watering places, meadows, roosting sites, dens, and burrows, trails between resting and feeding places)
- Direct observation (personal and/or game cam), or by searching for tracks or droppings
- Going to where *natural bait* is found (e.g., a walnut tree, a farmers’ field); sometimes illegal
- Attracting the quarry through *decoying* ^[1] (“hunting over a decoy”) (e.g., a duck or deer decoy)
- Attracting the quarry through *calling* ^[1], either through mechanical devices or electronic devices; sometimes illegal
- Attracting the quarry through *baiting* ^[1] (“hunting over bait”): a *artificial bait* set out for this purpose (grain, salt, or a food plot planted for this purpose); sometimes illegal

Driven Hunt ^[4]
 Also called: “*driving hunt*” ^[5] or “*driving*” ^[23] (compare to *flush hunting* where *all* participants are mobile)
 = One group of hunters (*beaters, drivers*) ^[1] drives the quarry from its hiding places (*flushing*) – sometimes with dogs ^[3] or by other means incl. mechanical noise or light producing devices – and moves the quarry into a certain direction, toward the location of other hunters (*guns, posters*) ^[1; 23] that are waiting ready to shoot.

Techniques:
 Cf. *Hound Hunting*: under the section *Flush Hunting*

Flush Hunting ^[24]
 (compare to a *driven hunt* where the shooters are stationary)
 = One or more hunters pass through dense cover or quarry rest spots in order to drive the quarry from its hiding places (*flushing*) – sometimes with dogs ^[24], or by other means incl. mechanical noise or light producing devices – requiring a quick shot.

Techniques:
Hound Hunting uses dogs ^[25; 3; 24;] to both find quarry, flush quarry from its hiding places, and sometimes retrieve shot quarry from underbrush or dens; sometimes illegal.

Linger and Stalk Hunting ^[my term]
 Also called: “*walk and stalk hunting*” ^[14] and often “*still hunting*” * ^[11,12,13, 23]
 = The hunter takes 2-3 steps and stops – lingering, listening, watching – until finding a quarry to shoot.

*The term “still hunting” seems misleading as the hunter is not *still* but moving; and others use the term “still hunting” to designate *just the opposite*, i.e., “ambush hunting” ^[3;16]. The term “walk” is too general to distinguish it from other types of stalk hunting.

Scout and Stalk Hunting ^[6]
 = The hunter *scouts* ^[23] for (search and examine) animal tracks and other signs (droppings), and *tracks* (follows) the quarry (*tracking* ^[2;19]), requiring *woodsmanship* ^[2] in order to get close to make the shot.

Techniques:
Vehicle Scout and Stalk Hunting ^[cf. 31] uses a vehicle as mobile hunting platform to conveniently cover large areas quickly, i.e.: *Float Hunting* ^[23] uses a boat of float from which water fowl and larger animals at the shore can be shot; *Automobile Hunting* uses an off-road car or truck or four-wheeler; sometimes illegal.

Spot and Stalk Hunting ^[7,11,13]
 Also called: “*glass and stalk hunting*” ^[21,22]
 = The hunter tries to spot the quarry, usually with binoculars (*glassing*) and *stalks* (pursues) the quarry to get into range to make the shot.

Techniques:

- *Knowing the Quarry’s Habits* (locations, timing, feeding, danger detection mechanisms, etc.) can be vitally important to all of these methods.
- *Concealment*: Remain hidden from both the *quarry’s* senses of smell (whitetail deer can smell humans well over one mile away), hearing, and sight. Concealment includes both the *elimination* of sensory stimuli and the *camouflaging* of stimuli, making them appear as something they are in fact not.
- *Night Vision/ Thermal Hunting* ^[31] where the hunter uses night vision and/or thermal devices to spot the quarry (many of which come only out under cover of darkness). Sometimes illegal.
- *Spotlighting or Lamping* ^[32] where the hunter uses one or more lights (flashlights, laser lights, or vehicle mounted floodlights) to spot the quarry (many of which come only out under cover of darkness). Quarry often continues to stare into the light, facilitating the approach of the hunter for the kill. Sometimes illegal.

- *Free-Range Hunting* ^[26] vs. *Preserve Hunting* ^[28] or *Canned Hunting* ^[26] (quarry is captive, or bred in captivity, and/or somewhat domesticated as in that they are not afraid of humans like they should be for a “fair chase”), with the most common type being *High-Fence Hunting* ^[27] (a type of preserve hunting or canned hunting, where quarry is restricted by fences from completely escaping; these methods are often not considered “fair chase hunting”).
- *Remote Hunting* ^[30] or *Internet Hunting* ^[30] where quarry is viewed through a camera and shot with a remotely controlled gun; some sold this as a service for shooting captive quarry, particularly for disabled hunters, but it has been outlawed widely.

Other Hunting Types: • *Trapping* ^[20] [the term “*Trap Hunting*” is rarely used] = The hunter sets up traps to capture the quarry, usually in his/her absence. Sometimes illegal.

Other Hunting Types: • *Persistence Hunting* ^[18] = The hunter follows the quarry persistently until it is exhausted; very rare.

- *Vehicle Chase Hunting* = The hunter chases the quarry with a vehicle (car, helicopter [*Helicopter Hunting* ^[29]]); the vehicle permits to keep pace with the quarry (e.g., feral pigs) (different from *Vehicle Scout and Stalk Hunting*). Sometimes illegal.

Sources

* = Major articles on certain hunting methods, or articles that mention several methods

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- A hunter’s training course that simulates a stalking hunt in the woods where a hunter practices key skills including field craft, ranging, and shots on life-sized targets, under the guidance of an instructor.
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