

License - Tag Combo

Licenses, applications, harvest reporting and general information: wildlife.dgf.nm.gov

Purchase of a license-tag combo online, by telephone or in person at NMDGF offices allows the hunter to carry a single document in the field.

See page 9 for details.



License Requirements

Licenses, applications, harvest reporting and general information: **1-888-248-6866**



License, Stamp and Validation Requirements You must have all of the following while in the field:

1. All hunters must possess a valid license, and permit if applicable, for the species and hunt type in which they will participate, and must be able to produce the license upon request by a conservation officer.
2. All big-game, upland-game, migratory game bird and turkey hunters must possess a Game-Hunting License or Game-Hunting & Fishing License.
3. All big-game and turkey hunters must possess a carcass tag for each species hunted, unless the E-Tag option is chosen. If E-Tag is chosen, hunters must be able to show their license on their smartphone.
4. All hunters and anglers on any Forest Service or Bureau of Land Management lands must possess a Habitat Stamp. See exceptions on page 10.
5. All hunters, trappers and anglers 18 years and older must possess a Habitat Management and Access Validation (HMAV) on public and/or private lands. (See exceptions page 10).
6. All hunters 17 years of age and younger must possess a Hunter Education or mentor-youth number.
7. All hunters and trappers on private lands must possess written permission from the landowner. (See definition and exceptions on page 46).
8. All furbearer trappers and hunters 18 years of age and older must possess a Trapper License. The license will display whether you are authorized to hunt and trap, or hunt only.
9. All furbearer trappers and hunters 12–17 years of age are required to possess a Junior Trapper License (Hunter Education also required if hunting furbearers). No license is required for NM residents 11 years of age or younger; however, all other laws apply.
10. All non-residents 12 and older hunting or trapping furbearers, or trapping nongame species are required to possess a Non-resident Trapper License.
11. All non-resident hunters hunting nongame species must possess a non-resident Hunting or Trapper License.
12. All migratory game bird hunters are required to obtain a Harvest Information Program (HIP) number.
13. All waterfowl hunters 16 years of age or older are required to purchase a Federal Duck Stamp.

Hunter Responsibility

It is the responsibility of each hunter to know and comply with all applicable license, stamp, permit and/or tag requirements.

Purchasing Licenses, Stamps and Validations

Each individual purchasing a license or applying for a draw hunt must have a NMDGF account with a customer identification number (CIN). Accounts can be accessed and created online: <https://onlinesales.wildlife.state.nm.us> or by telephone at **1-888-248-6866**. If any issues are encountered, please contact NMDGF. DO NOT create a duplicate account. Licenses, tags, stamps and validations are available online, by telephone and in person at NMDGF offices and local vendors. Information and requirements for the Habitat Stamp and Habitat Management and

Access Validation (HMAV) are described on page 10. Please note, before March 24, Game-Hunting Licenses and stamps for the 2025–26 season can be purchased through the draw application process. Restrictions may apply for online big-game license purchases. Licenses and permits can be printed on standard paper in the customer's account if the physical tag is chosen, but all big-game and turkey hunters must also obtain a carcass tag(s) from NMDGF or a license vendor prior to hunting, unless the E-Tag option was chosen. **Draw permits may not be printed until the appropriate OTC license(s) is purchased.**

E-Tag Option for Big Game and Turkey

When purchasing or applying for a license, hunters may choose either the E-Tag option or a physical tag. **Hunters MUST be able to show their license on their phone. After any physical tag has been issued by NMDGF, the E-Tag option may not be used.**

How to E-Tag

Prior to hunting, hunters must download the NM E-Tag app to their mobile phone each year, login while in service, and remain logged in while hunting— DO NOT log out. Upon harvesting an animal, the hunter must immediately click the Tag My Animal link in the app. The hunter will receive their E-Tag number with the CIN and the date of kill, which must be handwritten on a durable material (e.g. duct tape or flagging ribbon) in permanent ink and attached to the animal (see Tagging Instructions, page 33). **The app will work even while out of service as long as the license is verified prior to leaving cell service. Hunters choosing to E-Tag must still submit a harvest report.**

License/Carcass Tag Combo

Unless the E-Tag option is chosen, a license/carcass tag combination will be issued when Big-Game or Turkey Licenses are purchased online, by phone and in person at NMDGF offices. The license/tag combo includes everything hunters need to carry in the field, provided that the Habitat Stamp (if applicable) has been purchased prior to May 15, 2025, for all draw licenses.

Obtaining License/Tag Combo

- A license/tag and permit are available immediately if purchased at an NMDGF office.
- A license/tag will be mailed to all successful big-game draw applicants, unless the E-Tag option is chosen.
- Telephone or online purchases for Javelina and Private-Land Barbary Sheep, Deer, Elk, Oryx and Pronghorn Licenses must be made at least 14 days prior to the start of the hunt to allow time to mail the license/carcass tag. The license/tag will be mailed to the address provided by the customer for each species.
- Customers may obtain a \$6 duplicate license/tag combination plus \$1 vendor fee in person at NMDGF offices only. If a duplicate tag is obtained, the original tag number will be invalidated. It is unlawful to use an invalidated license/tag.
- See page 33 for more information and instructions for tagging.

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Purchases at OTC License Vendors

The license/tag combination will not be available for Big-Game or Turkey Licenses and duplicate tags purchased at OTC license vendors. Both a tag and a printed license will be required.

Required Stamps

Habitat Management and Access Validation (HMAV)

A Habitat Management and Access Validation (HMAV) must be purchased and possessed by all hunters, trappers or anglers, except individuals 17 years of age and younger, resident anglers 70 years and older (free fishing license) and resident 100% disabled veteran card holders. Only one HMAV each license year is required. Funds from the sale are used to lease access to private lands for public use, provide public access to landlocked public land, and provide improvement, maintenance, development and operation of State Game Commission property for fish and wildlife habitat management. The HMAV will automatically be added to the shopping cart with your first purchase of a hunting, fishing or trapping license if required.

Habitat Stamp

Hunters and anglers must purchase and possess a current Habitat Stamp for U.S. Forest Service and Bureau of Land Management (BLM) lands in New Mexico, except anglers 11 years of age and younger, resident anglers 70 years and older (free fishing license) and 100% disabled resident veterans in conjunction with privileges covered by the Disabled Veteran Card. Only one stamp is required each license year for these lands. The stamp is not required on BLM lands in Unit 28, on other public property, or on private property. Funds from the sale of habitat stamps are used to improve wildlife habitat. All hunters, trappers and anglers are encouraged to purchase a Habitat Stamp.

Harvest Information Program Number (HIP)

Each year, migratory game bird hunters must obtain a separate HIP permit number for each state in which they hunt migratory game birds.

Duck Stamp

Federal law requires all waterfowl hunters 16 years of age or older to purchase a federal Migratory Bird Hunting & Conservation Stamp (Duck Stamp). Stamps are available online: <https://wildlife.dgf.nm.gov> or duckstamp.com and at U.S. Post Offices, NMDGF offices and at all license vendors. Hunters must either carry a physical duck stamp signed in ink across the face or a valid hunting license that displays "Federal Duck Stamp" to meet the federal requirement.

New Mexico Residency Requirements

To qualify for New Mexico resident license(s), one of the criteria below must be met:

1. A United States citizen who has resided in New Mexico for a period of not less than 90 days immediately preceding the date of application (or purchase) for the license, has been domiciled in New Mexico, and has not claimed residency elsewhere for any purpose. **Temporary or seasonal residents and homeowners**, who maintain a primary

- residence outside of New Mexico, **do not qualify** for resident licenses.
2. A citizen of another country who is legally in the United States and has lived in New Mexico for at least 90 days immediately preceding his/her license application (or purchase).
 3. A student, not otherwise entitled to claim residence, who is attending any educational institution in New Mexico, has attended and actually has lived in the state for at least one full semester immediately preceding the application (or purchase) for a license. Students must present a certificate or letter verifying their enrollment and attendance from the proper authorities of the educational institution.
 4. A member of the U.S. military, not otherwise entitled to claim residence, who is permanently assigned to a military installation located within New Mexico and who presents with his/her application a certificate or letter that verifies the military assignment and is signed by the commanding officer. The spouse or dependent of such person, living within the same household and similarly certified by the person's commanding officer may also purchase resident licenses.
 5. A member of the U.S. military who is officially stationed at Fort Bliss and who presents a certificate or letter to NMDGF that verifies the military assignment and is signed by the commanding officer, prior to application. **This applies only for draw-hunt licenses on Fort Bliss. Fort Bliss personnel must pay non-resident license fees for all other hunts.** The 50% resident military and veteran discount does not apply.

License Information Is Public Record

Pursuant to the New Mexico Inspection of Public Records Act, Sections 14–2–1 et. seq. NMSA 1978, all information provided when applying for licenses and permits is public record and must be disclosed to anyone when properly requested except as provided by law.

Rabbits and Other Nongame Species

Common nongame species include coyotes, skunks, rabbits and rock squirrels. New Mexico residents are not required to have a license to take nongame species. Non-residents must possess either a non-resident Nongame License or a current New Mexico non-resident Game-Hunting License. Nongame species may be taken on U.S. Forest Service and BLM lands open to hunting. Nongame species may also be taken on State Trust Lands that are opened by easement, provided the hunter holds a valid license for protected species on those lands and he/she is hunting during the season(s) designated for that license. White-sided jackrabbits, found primarily in Hidalgo County, are protected under the New Mexico Wildlife Conservation Act and may not be hunted.

Protected Bird Species

Game Hunting licenses do not allow hunting for protected birds for which there is no season, including eagles, hawks, falcons, owls, vultures, crows, ravens and all songbirds. Unprotected birds are starlings, rock doves (common pigeons) and house sparrows (English sparrows). No license is required for residents for unprotected species, but non-residents must have a valid NM hunting license.