

TORONTO LAKE

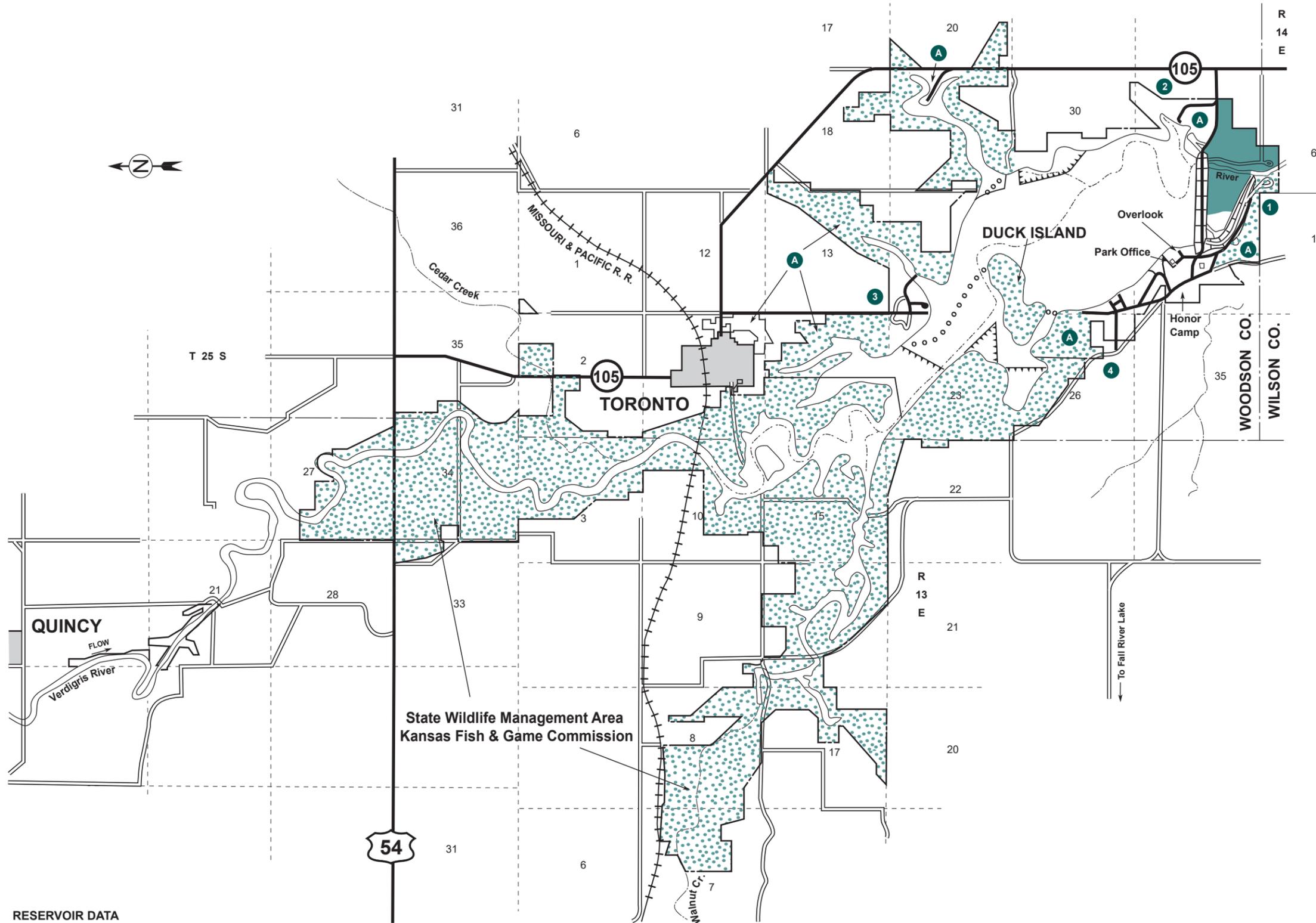
PUBLIC HUNTING AREA

PUBLIC USE AREAS

- 1 Dam Site
- 2 Woodson Cove
- 3 Toronto Point
- 4 Holiday Hill
- A Lake Toronto State Park

LEGEND

- Paved Road
- Improved Road
- Limits of Clearing
- Project Boundary
- Water Skiing & Speed Boating is Prohibited Upstream From This Line
- Corps Areas Open For Hunting
- State Areas Open For Hunting



RESERVOIR DATA
 Top of conservation pool El. 901.5
 51 shoreline miles at El. 901.5
 Total project land & water acreage 8623



US Army Corps of Engineers
 Tulsa District

HUNTING GUIDE

TORONTO LAKE

Hunting at Toronto Lake is in accordance with applicable federal and state regulations. Generally, all Corps lands are open to the public for hunting except developed recreational areas and lands around the dam and other structures.

Hunters are urged to exercise the basic rules of good sportsmanship, safety, and common sense.

Vehicles may be driven only on established roads.

Camping is restricted to designated campsites within developed camping areas.

Fires are allowed only in designated fire rings or grills.

Only temporary duck blinds are authorized and they must be removed after each hunting trip.

Hunters are reminded that if a wildlife violation is observed, it should be reported to the Kansas Department of Wildlife, Parks & Tourism by calling "Operation Game Thief" at 1-877-426-3843.



HUNTING HINTS

- Handle every gun as if it were loaded.
- Be sure of your target and what is beyond it.
- Be courteous.
- Obey all wildlife laws.
- Know the weapon restriction in the area you are hunting.
- No loaded weapons in the parks.

CONTACT INFORMATION

For information and copies of regulations governing use of Fall River Lake as outlined in Title 36 Code of Federal Regulations contact the:

U.S. Army Corps of Engineers
Fall River Lake Office
2453 Lake Road
Fall River, Kansas 67047
(620) 658-4445

or:

U.S. Army Corps of Engineers
2488 E 81st Street
Tulsa, OK 74137
(918) 669-7370

Visit the Tulsa District internet at www.swt.usace.army.mil