

## Tips for Hunting Elk

1. **Know your equipment.** Your equipment will shoot a lot differently at different altitudes, just because of sheer elevation changes. Say you normally shoot at zero elevation and will hunt in Colorado at 7,000 feet. You'll be shooting quite a bit higher because the air is a lot thinner in the Rockies. You will want to know where you'll hit, because it will vary. If an archer shoots anywhere from 30 to 40 yards, the altitude can make a big difference in a 6-inch drop in the killing of an elk or a deer. So, you want to know your equipment.
2. **Shape Up.** Just ask yourself how demanding you want to make your hunt. If you're going to get back into some of this country that's more remote, you'll have to get in shape. A lot of out-of-shape people come out and get sick because they push themselves too hard. You really have to pace yourself. Get in shape, and prepare for some rough conditions because carrying yourself and your equipment up and down these mountains is hard.
3. **Scout.** Allow yourself a couple of days to scout. Get to know your location, pick out landmarks, and then spend another day actually looking for signs, droppings and rubs on trees. A good pair of optics will go a long way out here. I look for drainages where elk can move in and out and good food and water sources.
4. **Buddy Up.** If possible, hunt with a buddy--not only for companionship but for safety as well. Bring someone else out there with you, because you will be hunting in new territory. Once you take an animal, the work begins.
5. **Calls of the Wild.** Make sure to bring your calls. Know your calls, and practice them. To experience success with a call, you need to practice with that call before hand and become comfortable with it. Then, when the moment of truth comes, you won't panic or hyperventilate. Try a bugle call. You may want to use a bugle as a locator call, and to take a couple of cow calls. You can use a diaphragm for a bugle and for a cow call. You can bugle with a grunt tube to amplify and direct the sound.