



Feeding Pelicans is Prohibited by Law! (FAC 68A-4.001)

The intentional feeding or the placement of food that attracts pelicans and modifies the natural behavior of the pelican so as to be detrimental to the survival or health of a local population is prohibited.

Do Not Feed the Seabirds:

Feeding seabirds causes them to congregate in areas where they are more likely to be hooked or entangled in fishing line, causing injury or death. Please discard carcasses and offal in designated receptacles.

Prevent Fishline Entanglement:

Cast away from birds and vegetation.
Keep bait buckets covered.
Take unused bait home or give it to another fisherman.
Collect and store loose line for proper disposal/recycling.

Do Not Leave Your Line Behind:

Improperly discarded fishing line causes devastating problems for marine life. Marine mammals, sea turtles, fish and birds become injured from entanglements or ingesting the line, often dying as a result.

For More Information Visit:

MyFWC.com/unhook. Downloadable Pelican Rescue Brochure, & video on how to safely handle hooked birds.

**Florida Fish & Wildlife Conservation
Commission (FWC) Hotline:**

888-404-3922

If You Hook a Pelican or Other Seabird, DO NOT CUT THE LINE!

(Birds that fly away with hook and line attached may become entangled in trees and die.)

You Can Do This!

Put on glasses
to protect your eyes.

Reel the bird in slowly
to reduce the risk of added injury.

Use a net
to carefully lift the bird from the water.

Fold the bird's wings
against its body and hold the beak firmly.

Allow the beak to be open slightly
to allow it to breathe.

Cover its head and eyes
with a towel or shirt to calm it.

Clip the barb
and back the hook out.

**If the bird is severely hurt or has
swallowed a hook,**
call FWC for a list of wildlife rehabilitators:
888-404-3922

**If the bird appears healthy
it is okay to release it.**
Place its feet on the ground and face it
toward the water. Stand back and release it,
letting it take off on its own.

You have just saved a life!