

The *Hunting Layers of Protection Model* has been structured based on the following conclusions:

- Hunting is a bottom-up process built up from the smallest piece of sensory information – that being the initial ‘desire’ of the hunter to go hunting.
- The moment the hunter starts to receive initial cues of deer in the vicinity, their ability to make sense of those cues is the beginning of their journey towards identifying or misidentifying their target. Thus, the move from the green to amber stage of the process of hunting is appropriate.
- Layers of protection can be physical (safety on or off, semi-auto or bolt action rifle), cognitive (make sense? ... of the information), or physiological (evaluate self). The model communicates the need to treat the situation uniquely regardless of their experience and the familiarity of the situation.
- As the hunter proceeds, each potential layer of protection peels back until no more layers remain except for the decision of whether to shoot. Each decision to remove a layer of protection is theirs, bringing them one step closer to shooting the correct target and thus the decision should be well thought out.
- A hunter can return to any layer, which may occur due to scenarios such as the deer being startled, the hunter deciding not to shoot a specific deer

or becoming unsure of their situation, thus supporting the dynamic nature of hunting.

- If a hunter decides to take a top-down approach and shoot with little contemplation (often noticed in the near miss data of Appendix B), the layers of protection are thin to non-existent at the top of the model.