



Washington Falconer's Association Membership Application

The Washington Falconer's Association (WFA) is a nonprofit corporation founded in 1980 to provide communication among and to all members; to promote scientific study of raptorial species, their care, welfare and training; to promote conservation of birds of prey and an appreciation for their value in nature and wildlife conservation programs; to urge recognition of falconry as a legal field sport; and, to establish traditions which will aid, perpetuate and further the welfare of falconry and the raptors it employs. Membership in WFA is open to all falconers and non-falconers.

New Member Renewal

Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone: _____ Email: _____

• **Membership Type:**

I am a Washington resident AND I am a licensed falconer: Regular Member

I am not a Washington resident OR I am not a licensed falconer: Associate Member

• **Are you a member of North American Falconers Association (NAFA)?** Yes No

• **If you are a licensed falconer, which license do you currently hold?** Apprentice General Master

• **SPONSORSHIP: If you are a General or Master Class falconer:**

Are you currently sponsoring apprentice(s)? YES How many? _____ NO

Are you willing to sponsor additional falconry apprentices? YES NO

Bird preference/your experience? Red-tail Kestrel Other

To help sponsors and apprentices find each other, WFA can provide prospective apprentices with contact information. Please indicate your preferred method of contact: Email Phone Mail None

IF you are under 18 AND a licensed falconer in Washington, your membership is free!

Dues (January 1 to December 31): \$ 20.00

Donation to the Mark Lowmiller Conservation Fund: \$ _____

TOTAL PAYMENT ENCLOSED: \$ _____

Signature _____ Date _____

Mail this completed application with a check or money order payable to "WFA" to:

**Kirk Wallace
Treasurer
PO Box 833
Manson, WA 98831**

Thank you for your support of falconry in Washington!
www.wafalconersassociation.org