



Pheasants Forever (PF) & Quail Forever (QF)

are dedicated to the conservation of pheasants, quail and other wildlife through habitat improvements, public awareness, education and land management policies and programs.

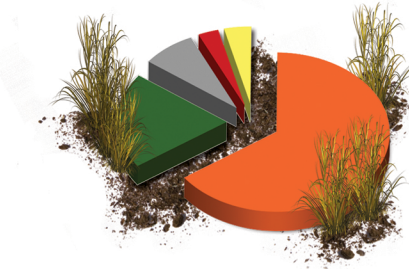
ORGANIZATIONAL FACTS



Over
138,000
Members!

120,000 + - PF
18,000 + - QF

- **12,000** Ringnecks (Ages:17 & Under)
- **2,000** Whistlers (Ages:17 & Under)



Program Expenditures

- 69% Habitat Improvement
- 18% Land Acquisition
- 7% Public Awareness
- 5% Conservation Education & Youth Programs
- 1% Habitat Equipment



91%
Of Members Hunt

Pheasants Forever was formed by a group of hunters, and participation in hunting spurs the volunteer spirit of many PF & QF members to help conserve the resources that allow them to enjoy their favorite outdoor activities.

HABITAT CONSERVATION

In addition to benefitting wildlife, Pheasants Forever and Quail Forever habitat conservation projects provide water, soil and air quality benefits.

19+
MILLION

Historical Acres Improved

551
THOUSAND

Historical Habitat Projects

9
THOUSAND

Wildlife Habitat Projects in 2019

\$929
MILLION

Historical Habitat & Education Program Expenditures

203,468 Acres & 1,616 Land Acquisitions since 1982



Pheasants Forever and Quail Forever chapters put a priority on acquiring lands for public use. Land acquisition projects are completed in conjunction with local, state, and federal natural resource agencies and projects are opened to the public for hunting.

Education & Outreach

Pheasants Forever and Quail Forever are dedicated to working with members, chapters and conservation partners to provide opportunities for youth, families and interested adults to share our outdoor traditions, hunting heritage and develop a conservation ethic.

- **14,500** youth members
- **2,000** annual youth events with **200,000** participants
Learn-to-Hunt events, Hands-on Habitat Projects, Shooting Sports, and Conservation Leadership/Engagement
- National Youth Leadership Council
- Women on the Wing Initiative

