

From: Dan Huttunen <danhut@mtaonline.net>
Sent: Tuesday, March 12, 2019 10:13
To: David Scott <David.Scott@akleg.gov>
Subject: My written testimony re: SB 43

March 12, 2019

To: Senate Finances Committee,

RE: SB 43 - Extend Big Game Commercial Services Board

Dear Chair Stedman, Chair Von Imhof, and Senate Finance Committee Members:

In the strongest possible terms, I encourage you to deny extending the Big Game Commercial Services Board (BGCSB) for any additional time. There can be little doubt in anyone's mind that the current system is a hopeless mess and in desperate need of overhaul. I submit that allowing this systemic program failure to continue unaltered for another 8 years won't allow any affirmative voting member to pass the 'red face test' upon subsequent challenge. In effect, it would affirm the right of the fox to continue guarding the chicken coop.

To be brief, I am a 65 year Alaskan resident and have been impacted by illegal guiding activities on more than one occasion in the past. I have politely filed complaints and seen those complaints essentially white-washed with the offending guides repeatedly instructed that their behavior won't continue to be tolerated in the future... It has had the same effect on them and the guiding industry that SB 91 had on deterring criminals and crime, and for the same reason.

Without doubt, the problem comes back to money. But it also comes down to the fact that if anything is going to change, *SOMETHING* has got to change. Extending the BGCSB *status quo* is certainly the easiest thing for this Committee to do. But doing so is to knowingly look away from a dismal failure without even trying to correct it. This problem will not fix itself without serious direction from parties not benefitting in some way from the offending activities. And the growing ground swell of dissent from Alaskans feeling the impacts of lack enforcement by the BGCSB can't be missed by anyone on this Committee.

Thank you for considering my comments.

Respectfully,

Dan Huttunen