

SENATE BILL NO. 77

IN THE LEGISLATURE OF THE STATE OF ALASKA

NINETEENTH LEGISLATURE - FIRST SESSION

BY SENATOR SHARP

Introduced: 2/8/95

Referred: Resources

A BILL

FOR AN ACT ENTITLED

1 "An Act relating to intensive management of identified big game prey
2 populations."

3 **BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF ALASKA:**

4 * **Section 1.** LEGISLATIVE FINDINGS. The legislature finds that providing for high
5 levels of harvest for human consumptive use in accordance with the sustained yield principle
6 is the highest and best use of identified big game prey populations in most areas of the state
7 and that those identified big game prey populations should be managed accordingly.

8 * **Sec. 2.** AS 16.05.255(e) is amended to read:

9 (e) The Board of Game shall adopt regulations to provide for intensive
10 management programs to restore the abundance or productivity of identified big game
11 prey populations as necessary to achieve human consumptive use goals of the board
12 in an area where the board has determined that

13 (1) consumptive use of the big game prey population is a preferred use;

14 (2) depletion of the big game prey population **from historic high levels**

1 or reduction of the productivity of the big game prey population has occurred and may
2 result, **or has resulted**, in a significant reduction in the allowable human harvest of
3 the population; and

4 (3) enhancement of abundance or productivity of the big game prey
5 population is feasibly achievable utilizing recognized and prudent active management
6 techniques.

7 * **Sec. 3.** AS 16.05.255(g)(2) is amended to read:

8 (2) "intensive management" means management of an identified big
9 game prey population to enhance, extend, and develop the population to maintain high
10 levels or provide for higher levels of human harvest, including control of predation and
11 prescribed or planned use of fire and other habitat improvement techniques, **but not**
12 **including restrictions on methods or means of taking game, access to game, or**
13 **human harvest of game.**

14 * **Sec. 4.** AS 16.05.255(g) is amended by adding new paragraphs to read:

15 (3) "harvestable surplus" means the number of animals that is equal to
16 the number of offspring born in a game population during the year less the number of
17 animals in the population that die during the year from all causes other than predation
18 or human harvest;

19 (4) "high level of human harvest" means the harvest of one-third or
20 more of the harvestable surplus of a game population for human harvest;

21 (5) "sustained yield" means the achievement and maintenance in
22 perpetuity of a high level of human harvest of game on an annual or periodic basis.

23 * **Sec. 5.** AS 16.05.255 is amended by adding a new subsection to read:

24 (h) The board shall manage game populations for which human use is an
25 important use so as to provide at least one-half of the harvestable surplus for human
26 harvest.