

HOUSE BILL NO. 171

IN THE LEGISLATURE OF THE STATE OF ALASKA

TWENTY-EIGHTH LEGISLATURE - FIRST SESSION

BY REPRESENTATIVE JOSEPHSON

Introduced: 3/15/13
Referred: Resources

A BILL

FOR AN ACT ENTITLED

1 **"An Act relating to game management and to regulations of the Board of Game."**

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

3 * **Section 1.** AS 16.05.340(a)(15) is amended to read:

4 (15) Nonresident big game tags

5 A nonresident may not take a big game animal without previously purchasing a
6 numbered, nontransferable, appropriate tag, issued under this paragraph. The tag must
7 be affixed to the animal immediately upon capture and must remain affixed until the
8 animal is prepared for storage, consumed, or exported. A tag issued but not used for an
9 animal may be used to satisfy the tagging requirement for an animal of any other
10 species for which the tag fee is of equal or less value.

- 11 (A) Bear, black, each 225
- 12 (B) Bear, brown or grizzly, each 500
- 13 (C) Bison, each 450
- 14 (D) Caribou, each 325
- 15 (E) Deer, each 150

1	(F) Elk, each	300
2	(G) Goat, each	300
3	(H) Moose, each	400
4	(I) Sheep, each	425
5	(J) Wolf, each	30

[A NONRESIDENT IS NOT REQUIRED TO HAVE A NONRESIDENT WOLF TAG TO TAKE A WOLF IN A GAME MANAGEMENT UNIT IF THE BOARD OF GAME HAS ADOPTED AN INTENSIVE MANAGEMENT PROGRAM UNDER AS 16.05.255 FOR ALL OR A PORTION OF THE GAME MANAGEMENT UNIT.]

11	(K) Wolverine, each	175
12	(L) Musk oxen, each	1,100

* **Sec. 2.** AS 16.05.340(a)(21) is amended to read:

(21) Nonresident alien big game tags

15	(A) Bear, black, each	300
16	(B) Bear, brown or grizzly, each	650
17	(C) Bison, each	650
18	(D) Caribou, each	425
19	(E) Deer, each	200
20	(F) Elk, each	400
21	(G) Goat, each	400
22	(H) Moose, each	500
23	(I) Musk oxen, each	1,500
24	(J) Sheep, each	550
25	(K) Wolf, each	50

[A NONRESIDENT ALIEN IS NOT REQUIRED TO HAVE A NONRESIDENT ALIEN WOLF TAG TO TAKE A WOLF IN A GAME MANAGEMENT UNIT IF THE BOARD OF GAME HAS ADOPTED AN INTENSIVE MANAGEMENT PROGRAM UNDER AS 16.05.255 FOR ALL OR A PORTION OF THE GAME MANAGEMENT UNIT.]

31	(L) Wolverine, each	250
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1 * **Sec. 3.** AS 16.05.783(a) is amended to read:

2 (a) A person may not shoot or assist in shooting a free-ranging wolf or
3 wolverine the same day that a person has been airborne. However, the Board of Game
4 may authorize a predator control program as part of a game management plan that
5 involves airborne or same day airborne shooting if the board has determined based on
6 information provided by the department

7 [(1) IN REGARD TO AN IDENTIFIED BIG GAME PREY
8 POPULATION UNDER AS 16.05.255(g) THAT OBJECTIVES SET BY THE
9 BOARD FOR THE POPULATION HAVE NOT BEEN ACHIEVED AND THAT
10 PREDATION IS AN IMPORTANT CAUSE FOR THE FAILURE TO ACHIEVE
11 THE OBJECTIVES SET BY THE BOARD, AND THAT A REDUCTION OF
12 PREDATION CAN REASONABLY BE EXPECTED TO AID IN THE
13 ACHIEVEMENT OF THE OBJECTIVES; OR

14 (2)] that a disease or parasite of a predator population

15 (1) [(A)] is threatening the normal biological condition of the predator
16 population; or

17 (2) [(B)] if left untreated, would spread to other populations.

18 * **Sec. 4.** AS 08.54.750(e); AS 16.05.050(b), AS 16.05.255(e), 16.05.255(f), 16.05.255(g),
19 and 16.05.255(k) are repealed.