

**HOUSE BILL NO. 150**

IN THE LEGISLATURE OF THE STATE OF ALASKA  
 TWENTY-NINTH LEGISLATURE - FIRST SESSION

BY REPRESENTATIVE JOSEPHSON

Introduced: 3/18/15  
 Referred: Resources

**A BILL****FOR AN ACT ENTITLED**

1 **"An Act relating to the composition of the Board of Game."**

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

3 \* **Section 1.** AS 16.05.221(b) is amended to read:

4 (b) For purposes of the conservation and development of the game resources  
 5 of the state, there is created a Board of Game composed of seven members appointed  
 6 by the governor, subject to confirmation by a majority of the members of the  
 7 legislature in joint session. The governor shall appoint each member on the basis of  
 8 interest in public affairs, good judgment, knowledge, and ability in the field of action  
 9 of the board, and with a view to providing diversity of interest and points of view in  
 10 the membership. **At least one member shall be appointed whose predominant use**  
 11 **of game resources is nonconsumptive, such as tourism, wildlife viewing, or**  
 12 **scientific study. The knowledge and personal experience of the membership of**  
 13 **the board, taken as a whole, shall directly reflect all of the uses of game in the**  
 14 **state by residents, including sport and subsistence hunting and trapping, tourism,**  
 15 **wildlife viewing, and scientific study.** The appointed members shall be residents of

1           the state and shall be appointed without regard to political affiliation or geographical  
2           location of residence. The commissioner is not a member of the Board of Game, but  
3           shall be ex officio secretary.

4        \* **Sec. 2.** The uncodified law of the State of Alaska is amended by adding a new section to  
5 read:

6           **APPLICABILITY.** The terms of the members of the Board of Game who are serving  
7 on the effective date of this Act are not affected by the amendment to AS 16.05.221(b) in sec.  
8 1 of this Act.