

HOUSE BILL NO. 152

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 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

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

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

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

14 (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

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

31 (L) Wolverine, each 250

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.