

HOUSE BILL NO. 39

IN THE LEGISLATURE OF THE STATE OF ALASKA

THIRTIETH LEGISLATURE - FIRST SESSION

BY REPRESENTATIVE JOSEPHSON

Introduced: 1/18/17

Referred: Resources, Finance

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 before leaving the kill site 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 450
- 12 (B) Bear, brown or grizzly, each 1,000
- 13 (C) Bison, each 900
- 14 (D) Caribou, each 650
- 15 (E) Deer, each 300

1 (F) Elk, each 600
 2 (G) Goat, each 600
 3 (H) Moose, each 800
 4 (I) Sheep, each 850
 5 (J) Wolf, each 60

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

11 (K) Wolverine, each 350
 12 (L) Musk oxen, each 2,200

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 600
 16 (B) Bear, brown or grizzly, each 1,300
 17 (C) Bison, each 1,300
 18 (D) Caribou, each 850
 19 (E) Deer, each 400
 20 (F) Elk, each 800
 21 (G) Goat, each 800
 22 (H) Moose, each 1,000
 23 (I) Musk oxen, each 3,000
 24 (J) Sheep, each 1,100
 25 (K) Wolf, each 100

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

31 (L) Wolverine, each 500

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)(1), 16.05.255(e), 16.05.255(f), 16.05.255(g),
19 and 16.05.255(k) are repealed.