

HOUSE BILL NO. 319

IN THE LEGISLATURE OF THE STATE OF ALASKA

THIRTY-THIRD LEGISLATURE - SECOND SESSION

BY REPRESENTATIVE FIELDS

Introduced: 2/12/24

Referred: Resources, Finance

A BILL

FOR AN ACT ENTITLED

1 **"An Act relating to game management; relating to a hunting license surcharge and**
2 **related revenue; and relating to regulations of the Board of Game."**

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

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

5 (15) Nonresident big game tags

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

- 12 (A) Bear, black, each 450
- 13 (B) Bear, brown or grizzly, each 1,000
- 14 (C) Bison, each 900

1	(D) Caribou, each	650
2	(E) Deer, each	300
3	(F) Elk, each	600
4	(G) Goat, each	600
5	(H) Moose, each	800
6	(I) Sheep, each	850
7	(J) Wolf, each	60

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

13	(K) Wolverine, each	350
14	(L) Musk oxen, each	2,200

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

16 (21) Nonresident alien big game tags

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

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

1 ALL OR A PORTION OF THE GAME MANAGEMENT UNIT.]

2 (L) Wolverine, each 500

3 * **Sec. 3.** AS 16.05.783(a) is amended to read:

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

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

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

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

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

20 * **Sec. 4.** AS 08.54.750(e); AS 16.05.050(b)(1), 16.05.130(g), 16.05.255(e), 16.05.255(f),
21 16.05.255(g), 16.05.255(k), and 16.05.340(k) are repealed.