

Introduced: 5/1/85
Referred: House Special Committee
on Fisheries and Resources

1 IN THE HOUSE

BY SHULTZ AND MARROU

2

HOUSE BILL NO. 411

3

IN THE LEGISLATURE OF THE STATE OF ALASKA

4

FOURTEENTH LEGISLATURE - FIRST SESSION

5

A BILL

6 For an Act entitled: "An Act relating to the composition of the Board of
7 Fisheries and the Board of Game."

8 BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF ALASKA:

9 * Section 1. AS 16.05.221 is amended to read:

10 Sec. 16.05.221. BOARDS OF FISHERIES AND GAME. (a) For purposes
11 of the conservation and development of the fishery resources of the
12 state, there is created the Board of Fisheries composed of seven
13 members appointed by the governor, subject to confirmation by a major-
14 ity of the members of the legislature in joint session. The appointed
15 members shall be residents of the state who are knowledgeable about
16 the allocation and use of fisheries resources. Members [AND] shall be
17 appointed without regard to political affiliation. At least one
18 member shall be appointed from each of the six fish and game resource
19 management regions created by the board [OR GEOGRAPHICAL LOCATION OF
20 RESIDENCE]. The commissioner is not a member of the Board of Fisher-
21 ies, but shall be ex officio secretary.

22 (b) For purposes of the conservation and development of the game
23 resources of the state, there is created a Board of Game composed of
24 seven members appointed by the governor, subject to confirmation by a
25 majority of the members of the legislature in joint session. The
26 appointed members shall be residents of the state who are knowledge-
27 able about the allocation and use of game resources. Members [, AND]
28 shall be appointed without regard to political affiliation. At least
29 one member shall be appointed from each of the six fish and game

1 resource management regions created by the board [OR GEOGRAPHICAL
2 LOCATION OF RESIDENCE]. The commissioner is not a member of the Board
3 of Game, but shall be ex officio secretary.