

**SPONSOR SUBSTITUTE FOR HOUSE BILL NO. 429
IN THE LEGISLATURE OF THE STATE OF ALASKA
SEVENTEENTH LEGISLATURE - SECOND SESSION**

BY REPRESENTATIVES SHARP, Gonzales, M.A.Miller, G.Phillips, Choquette, Zawacki, Hudson, Taylor, Baker

Introduced: 2/13/92

Referred: Resources, Finance

A BILL

FOR AN ACT ENTITLED

1 "An Act relating to the powers of the Board of Game."

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

3 * Section 1. AS 16.05.255(a) is amended to read:

4 (a) The Board of Game shall [MAY] adopt regulations it considers advisable in
5 accordance with the Administrative Procedure Act (AS 44.62) to provide for the management
6 of game, and for intensive management of identified game species by the department to
7 maintain or restore high levels of harvest according to the sustained yield principle where
8 the board has determined that a high level of consumptive use of those species to be the
9 preferred use, by [FOR]

- 10 (1) setting apart game reserve areas, refuges, and sanctuaries in the water or on**
11 the land of the state over which it has jurisdiction, subject to the approval of the legislature;
12 (2) establishing open and closed seasons and areas for the taking of game;
13 (3) establishing the means and methods employed in the pursuit, capture, and
14 transport of game, including regulations, consistent with resource conservation and development

1 "An Act goals, establishing means and methods that may be employed by persons with physical
2 disabilities;

3 (4) setting quotas, bag limits, harvest levels, and sex, age, and size limitations on
4 the taking of game;

5 (5) classifying game as game birds, song birds, big game animals, fur bearing
6 animals, predators, or other categories;

7 (6) methods, means, and harvest levels necessary to control predation and
8 competition among game in the state;

9 (7) watershed and habitat improvement, and management, conservation, protection,
10 use, disposal, propagation, and stocking of game;

11 (8) prohibiting the live capture, possession, transport, or release of native or exotic
12 game or their eggs;

13 (9) establishing the times and dates during which the issuance of game licenses,
14 permits, and registrations and the transfer of permits and registrations between registration areas
15 and game management units or subunits is allowed;

16 (10) regulating sport hunting and subsistence hunting as needed for the
17 conservation, development, and utilization of game;

18 (11) requiring the department, within the department's ability and the
19 capacity of the game resource, to develop and conduct intensive management to restore the
20 abundance of a game resource or the productivity of a game resource as necessary to
21 achieve harvest goals of the board while maintaining viable populations of predator and
22 prey species of game in an area where the department has determined that

23 (A) depletion of the game resource, or a reduction of the productivity
24 of the game resource, has occurred and has, or is likely to, result in a significant
25 reduction in the allowable harvest of the game resource;

26 (B) restoration of the abundance or productivity of the game resource
27 is feasible; or

28 (C) the benefits to the public justify intensive management;

29 (12) requiring the development and implementation of plans for long-range
30 management of game populations, game habitat, and human use of game populations in
31 specific areas in order to promote sustained yield of game populations; the plans shall be

1 revised and updated as required by the board.

2 * Sec. 2. AS 16.05.255 is amended by adding new subsections to read:

3 (e) The Board of Game shall evaluate the use of intensive management to increase the
4 harvestable surplus of a game population before restricting the taking of the game population to
5 provide for priority use of the game population by a designated subgroup of resident hunters or
6 trappers.

7 (f) In this section, "intensive management" means management of a game population by
8 regulation to enhance, extend, and develop the game population to provide for higher levels of
9 use in accordance with the sustained yield principle, including reduction of predation on a game
10 species or population, prescribed and controlled use of fire and other habitat management
11 techniques to improve the quality of game habitat, development of access, and other management
12 actions; "intensive management" does not include management of a game population by
13 customary adjustments in seasons, bag limits, areas, or methods and means.