

HOUSE BILL NO. 141

IN THE LEGISLATURE OF THE STATE OF ALASKA

EIGHTEENTH LEGISLATURE - FIRST SESSION

BY REPRESENTATIVE THERRIAULT

Introduced: 2/10/92

Referred: Resources, Finance

A BILL

FOR AN ACT ENTITLED

1 "An Act relating to the powers of the Board of Game and to intensive game
2 management to achieve higher sustained yield for human harvest."

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

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

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

11 (1) setting apart game reserve areas, refuges, and sanctuaries in the
12 water or on the land of the state over which it has jurisdiction, subject to the approval
13 of the legislature;

14 (2) establishing open and closed seasons and areas for the taking of

- 1 game;
- 2 (3) establishing the means and methods employed in the pursuit,
3 capture, and transport of game, including regulations, consistent with resource
4 conservation and development goals, establishing means and methods that may be
5 employed by persons with physical disabilities;
- 6 (4) setting quotas, bag limits, harvest levels, and sex, age, and size
7 limitations on the taking of game;
- 8 (5) classifying game as game birds, song birds, big game animals, fur
9 bearing animals, predators, or other categories;
- 10 (6) methods, means, and harvest levels necessary to control predation
11 and competition among game in the state;
- 12 (7) watershed and habitat improvement, and management, conservation,
13 protection, use, disposal, propagation, and stocking of game;
- 14 (8) prohibiting the live capture, possession, transport, or release of
15 native or exotic game or their eggs;
- 16 (9) establishing the times and dates during which the issuance of game
17 licenses, permits, and registrations and the transfer of permits and registrations between
18 registration areas and game management units or subunits is allowed;
- 19 (10) regulating sport hunting and subsistence hunting as needed for the
20 conservation, development, and utilization of game;
- 21 **(11) requiring the department, within the department's ability, to**
22 **conduct intensive management programs to restore the abundance or productivity**
23 **of a game population as necessary to achieve human consumptive use goals of the**
24 **board in an area where the board has determined that**
- 25 **(A) depletion of the game population or reduction of the**
26 **productivity of the game population has occurred and may result in a**
27 **significant reduction in the allowable human harvest of the game**
28 **population;**
- 29 **(B) enhancement of abundance or productivity of the game**
30 **population is feasible; and**
- 31 **(C) the expected benefits to human consumptive use of the**

1 **game population iustify intensive management.**

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

3 (e) The Board of Game may not significantly reduce the taking of a game
4 population under this section unless the board has previously adopted regulations
5 providing for the use of intensive management to increase the take of the game
6 population for human harvest. After adopting regulations providing for intensive
7 management of a game population subject to this subsection, the board may consider
8 and adopt regulations relating to development or regulation of access to the population
9 and to management of the population by customary adjustments in seasons, bag limits,
10 open and closed areas, methods and means, or by other customary means authorized
11 under (a) of this section.

12 (f) In this section, "intensive management" means management of a game
13 population to enhance, extend, and develop the game population to maintain high
14 levels or provide for higher levels of human harvest in accordance with the sustained
15 yield principle, including control of predation and prescribed or planned use of fire and
16 other habitat improvement techniques.