



LAWS OF ALASKA

1971

Source

CSSB 214 am H

Chapter No.

81

AN ACT

Creating the Potter Point State Game Refuge; and providing for an effective date.

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

* Section 1. AS 16.20.030 is amended to read:

Sec. 16.20.030. REFUGES ESTABLISHED. (a) Those land areas now included in the National Wildlife Refuge System which are cited in this subsection are designated as state game refuges, and the board shall assign them appropriate refuge names:

- (1) Aleutian Islands Refuge (except Umnak, Unalaska, Akun, Akutan, Sanak, and Tigalda Islands);
- (2) Bering Sea Refuge (St. Matthews and Hall Islands, and Pinnacle Islet in Bering Sea);
- (3) Bogoslof Island Refuge;
- (4) Chamisso Island Refuge;
- (5) Forrester Island Refuge;
- (6) Hazen Bay (Nunivakchak and Krigegag Islands);
- (7) Hazy Islands Refuge;
- (8) Kenai National Moose Range;
- (9) Kodiak National Wildlife Refuge;
- (10) Nunivak Island Refuge;
- (11) St. Lazaria Island Refuge;

(12) Semidi Islands Wildlife Refuge;

(13) Tuxedni Refuge (Islands in Tuxedni Harbor).

(b) The following described state-owned lands and adjacent state waters, excluding existing applied-for highway, pipelines and railway rights-of-way as of the effective date of this Act, are established as the Potter Point State Game Refuge: All lands and waters south and west of and adjacent to the toe of the bluff which extends from Campbell Point southeasterly to Potter Creek.

* Sec. 2. This Act takes effect on the day after its passage and approval or on the day it becomes law without approval.