PROPOSAL - **5 AAC 85.020. Seasons and bag limits for brown bear.** Open a spring 2021 Unit 9 brown bear season for residents and nonresidents.

Current regulations:

5 AAC 85.020. Hunting seasons and bag limits for brown bear.

Units and Bag Limits	Resident Open Season (Subsistence and General Hunts)	Nonresident Open Season
(8)		
Unit 9(A) 1 bear every 4 regulatory years by registration permit only	Oct. 1 - Oct. 21 (Odd years only) May 10 - May 31 (Even years only)	Oct. 1 - Oct. 21 (Odd years only) May 10 - May 31 (Even years only)
Unit 9(B)		· · · · ·
1 bear every regulatory year by registration permit only	Sept. 1 - May 31 (Subsistence hunt only)	No open season.
1 bear every 4 regulatory years by registration permit only	Sept. 20 - Oct. 21 (Odd years only) May 10 - May 31 (Even years only)	Sept. 20 - Oct. 21 (Odd years only) May 10 - May 31 (Even years only)
1 bear every regulatory year by registration permit only within 5 miles of the communities of Port Alsworth, Nondalton, Iliamna, Newhalen, Pile Bay, Pedro Bay, Pope Vanoy Landing, Kakhonak, Igiugig, and Levelock	July 1 - June 30	No open season.
Unit 9(C)	Oct. 7 - Oct. 21 (Odd years only)	Oct. 7 - Oct. 21 (Odd years only)
1 bear every 4 regulatory years by registration permit only	(Oud years only) May 10 - May 25 (Even years only)	(Oud years only) May 10 - May 25 (Even years only)
1 bear every regulatory year by registration permit only	July 1 - June 30	No open season.

within 5 miles of the communities of King Salmon, Naknek, and South Naknek

Unit 9(D) 1 bear every 4 regulatory years by registration permit only	Oct. 7 - Oct. 21 (Odd years only) May 10 - May 25 (Even years only)	Oct. 7 - Oct. 21 (Odd years only) May 10 - May 25 (Even years only)
1 bear every regulatory year by registration permit only within 5 miles of the communities of Cold Bay, King Cove, Sand Point, and Nelson Lagoon	July 1 - June 30	No open season.
Unit 9(E), that portion including all drainages into the Pacific Ocean between Cape Kumliun and the border of Units 9(E) and 9(D)		
1 bear every regulatory year by registration permit only	Nov. 1 - Dec. 31 (Subsistence hunt only)	No open season.
1 bear every 4 regulatory years by registration permit only	Oct. 7 - Oct. 21 (Odd years only) May 10 - May 25 (Even years only)	Oct. 7 - Oct. 21 (Odd years only) May 10 - May 25 (Even years only)
1 bear every regulatory year by registration permit only within 5 miles of the communities of Chignik Lake, Chignik Lagoon, Chignik Bay, Perryville, and Ivanof Bay	July 1 - June 30	No open season.
Remainder of Unit 9(E)	Oct. 7 - Oct. 21 (Odd years only)	Oct. 7 - Oct. 21 (Odd years only)
1 bear every 4 regulatory years by registration permit only	May 10 - May 25 (Even years only)	May 10 - May 25 (Even years only)
1 bear every regulatory year by registration permit only within 5 miles of	July 1 - June 30	No open season.

the communities of Egegik, Pilot Point, Ugashik, Port Heiden, and Port Moller

WHAT SOLUTION DO YOU RECOMMEND? The Board of Game recommends opening a spring 2021 resident and nonresident hunting season with existing brown bear hunting season dates and bag limits. This action is limited to spring 2021 and will sunset June 30, 2021.

WHAT IS THE ISSUE YOU WOULD LIKE THE BOARD TO ADDRESS AND WHY? Due to current health mandates around the United States associated with COVID-19 both resident and nonresident brown bear hunters are unable to fully utilize spring 2020 (regulatory year 2019) hunting opportunities. In Unit 9 brown bear hunts are managed by registration permit. Fall hunts are offered only in odd numbered years (e.g., 2019), and spring hunts are offered only in even numbered years (e.g., 2020). In an effort to provide brown bear hunting opportunity in Unit 9 for those hunters unable to hunt in spring 2020 the Alaska Board of Game may open a hunt in the spring of 2021. After the spring 2021 season, all Unit 9 brown/grizzly bear hunts would return to the regularly scheduled cycle of a hunt in the fall of odd numbered years (2021) and spring of even numbered years (2022).

PROPOSED BY: Alaska Board of Game	[Log	#]
