

ALASKA BOARD OF GAME
Southeast Region Meeting
Juneau, Alaska
January 9-13, 2015

Roadmap

Petersburg & Wrangell Area – Units 1B & 3

- _____ 1 Open a fall brown bear season for residents in Unit 3.
- _____ 2 Open a fall brown bear season for residents in Unit 3, Mitkof Island.
- _____ 3 Open a fall brown bear season for residents in Unit 3.
- _____ 4 Clarify the boundaries of the Petersburg Closed Area and the Petersburg Management Area due to changing city boundaries.
- _____ 5 Clarify the boundaries of the Wrangell Road System Closed Area.
- _____ 6 Redefine "broken antler" for Units 1 and 3.
- _____ 7 Define “points” for forked moose antlers for the RM038 registration hunt in Unit 1C.

Sitka Area – Unit 4

- _____ 8 Establish a resident drawing hunt for goats in Unit 4, Sitka area.
- _____ 9 Increase the resident bag limit for deer in Unit 4 Remainder to six deer, of which the last two must be bucks.
- _____ 10 Change "any deer" resident season to October 15 - December 31 for portions of Unit 1C and all of Unit 4.
- _____ 11 Establish separate brown bear registration hunts for nonresident relatives within second- degree of kindred in Unit 4.

Ketchikan/Prince of Wales Island Area – Units 1A and 2

- _____ 206 Modify the amount reasonably necessary for subsistence uses for deer in Game Management Unit 1A.
- _____ 12 Reduce the bag limit for trapping and hunting wolves in Unit 2, require locking tags and implement registration requirements.
- _____ 13 Change the management level for wolves in Unit 2 to include all causes of mortality for wolves.
- _____ 14 Establish regulations in Unit 2 to allow for appropriate harvest levels and account for unrecovered harvest.
- _____ 15 Allow trappers to take beaver in Unit 2 with a firearm.

Juneau, Haines/Skagway, and Yakutat Areas – Units 1C, 1D, & 5

- _____ 16 Modify the amount reasonably necessary for subsistence uses for deer in Unit 5.
- _____ 17 Increase the resident bag limit for deer in Unit 1C (Lincoln, Shelter & Sullivan Islands) to six deer, of which the last two must be bucks.
- _____ 18 Establish a resident, archery drawing hunt for goats in Unit 1C, Juneau area.
- _____ 19 Create a resident youth hunt for goats in Unit 1D, Tugahgo Mountain area.
- _____ 20 Expand the resident goat season dates for registration permit hunts RGO23 and RGO24 in Unit 1D.
- _____ 21 Delay the use of black bear bait stations in Unit 1D until after the brown bear season is closed.
- _____ 22 Shift the resident moose season two weeks earlier in Unit 5B, Mamby Shore area.
- _____ 23 Reauthorize antlerless moose hunts in Unit 1C.
- _____ 24 Reauthorize the antlerless moose season in Unit 5A, Nunatak Bench.
- _____ 25 Move the resident duck season two weeks earlier in Unit 5.

Regional and Multiple Units

- _____ 26 Modify deer population and harvest objectives, or exempt the Southeast Region from objectives.
- _____ 27 Establish deer hunting seasons for elder hunters and individuals with disabilities in Units 1 - 5.
- _____ 28 Extend the wolverine trapping season in Units 1 - 5.
- _____ 29 Require a time limit for checking traps in Units 1 - 5.
- _____ 30 Remove the reporting requirement for GPS coordinates for bear bait stations in Units 1 - 5.
- _____ 31 Change the bag limit restriction for black and brown bear in Units 1 - 5.
- _____ 32 Allow the transfer of resident harvest tickets to a relative within second-degree of kindred.
- _____ 33 Remove the restriction against using felt sole waders while hunting in Southeast Region Units.
- _____ 34 Require harvest reporting of migratory birds by species in Southeast Region Units.
- _____ 35 Require certification for big game hunters using crossbows.
- _____ 36 Remove the requirement to clean up contaminated soil from bear bait stations for Southeast Region Units.
- _____ 37 Add five days to all resident hunting seasons and allocate 75% of the drawing permits to residents in the Southeast Region.

_____ 38 Allocate 90% of big game drawing permits to residents for Southeast Region Units.

Statewide

_____ 201 Clarify the language regarding retrieval and salvage of wounded game.