PROPOSAL 233

5 AAC 92.085 (3)(a). Unlawful methods of taking big game; exceptions.

Eliminate the requirement for peak draw weight of bows or establish peak draw weight for taking species as follows:

The most preferable solution would be to eliminate the regulatory requirements for peak draw weight of bows. The current goal of educating hunters in the appropriate tackle used for taking game can be accomplished through the required bowhunter's education certification.

A secondary solution could be to restructure the regulations to coordinate with the anatomical resilience of game. 5 AAC 92.085(3)(a) would read:

(3) with a longbow, recurve bow, or compound bow, unless the

(a) bow is not less than

   (i) **35** [40] pounds peak draw weight when hunting black-tailed deer, wolf, wolverine;[BLACK BEAR, DALL SHEEP, AND CARIBOU]

   (ii) **45** [50] pounds peak draw weight when hunting **black bear, Dall sheep,** mountain goat, and caribou; [MOOSE, ELK, BROWN/GRIZZLY BEAR, MUSKOX, AND BISON,]

   (iii) 55 pounds peak draw weight when hunting moose, elk, brown/grizzly bear, musk ox, and bison.

What is the issue you would like the board to address and why? The current regulations do not accomplish the goal of their intent. The goal is to reduce unrecovered game through the use of tackle appropriate for the species. However, the regulations allow great latitude in the tackle available to hunters. For example, a 50 pound homemade longbow can be crafted which casts an arrow inefficiently, but is legal for the taking of moose. Conversely, a 40 pound modern compound bow would deliver much more kinetic energy, but is illegal for the taking of moose.

Additionally, black bear are grouped with black-tailed deer under this regulation. I don't think that anyone would argue that black bear are far more resilient anatomically than black-tailed deer. Mountain goat are likewise grouped with moose, muskox, and brown bear.

To reiterate, the current set of regulations restricting archery tackle does not accomplish the goal of reducing unrecovered game.

PROPOSED BY: Tyler Riberio   (EG-F21-002)
****