

Proposal 37

Effect of Proposal:

Reduce the resident and nonresident bag limit for deer in Game Management Unit 2 from 4 bucks to 3

Submitted by: East POW AC

Department Recommendation:

Opposed

1



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Proposal 37

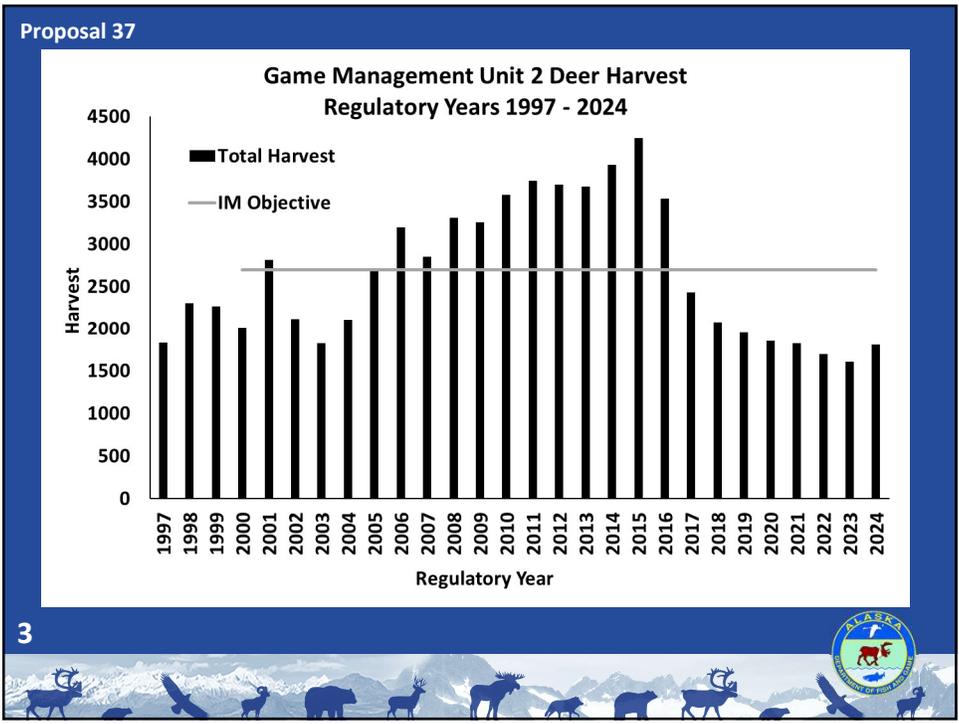
Background

- Intensive Management (IM) Population Objective:
 - 71,000 deer
- IM Harvest Objective:
 - 2,700 deer
- Positive C&T finding, Amount Reasonably Necessary for Subsistence (ANS): 1,500 – 1,600 deer

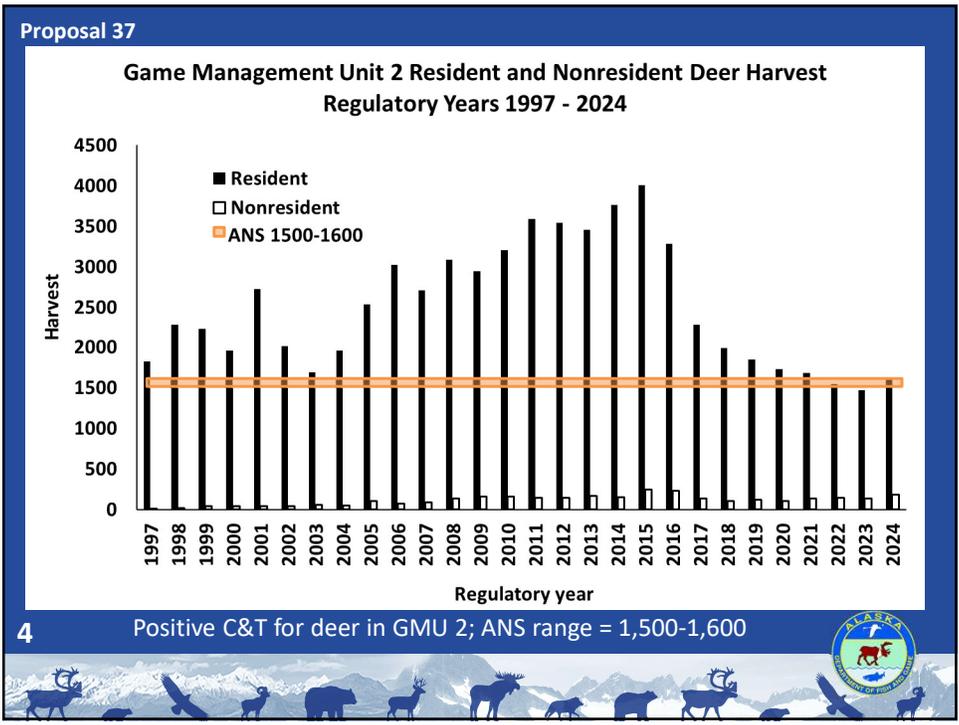
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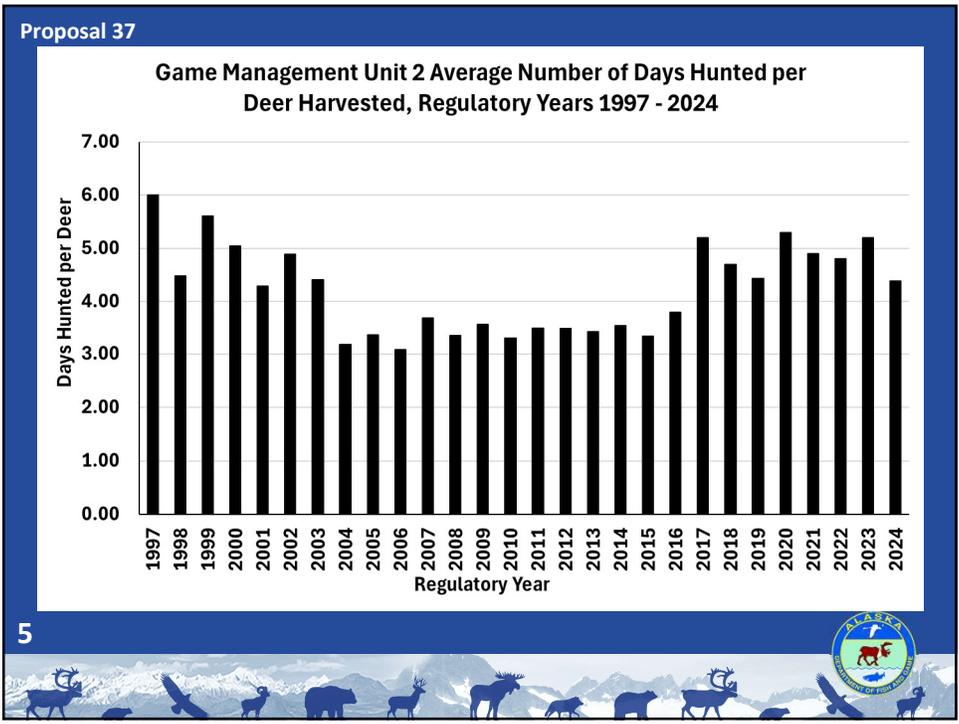
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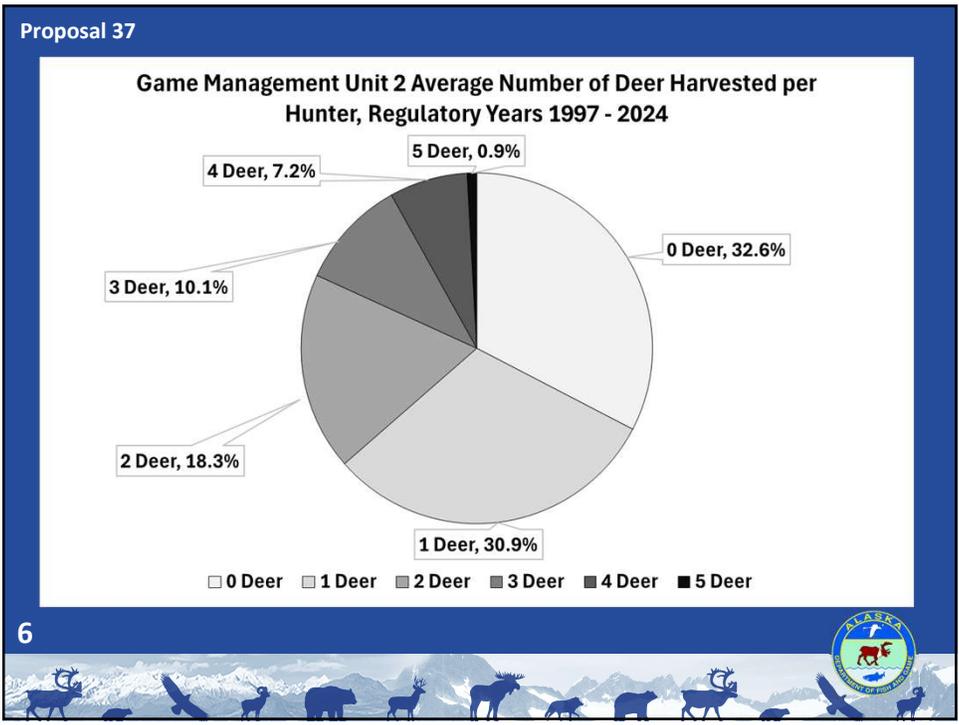
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Proposal 37

Considerations

- Average harvest from RY1997-RY2024 was 2,620 deer
- 8% of hunters harvested a 4th buck
- Harvest of a 4th buck by NFQ and FQ from outside GMU 1-5 accounts for <1% of total harvest
- 2018 federal subsistence restriction to 2 bucks
- If adopted, this proposal would prevent harvest of about 6 bucks

7



7

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Submitted by: East POW AC

Department Recommendation:

Opposed

8



8

Proposal 38

Effect of Proposal:

Reduce the resident bag limit for deer in Game Management Unit 2 from 4 bucks to 3

Submitted by: Craig AC

Department Recommendation:

Opposed

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Proposal 38

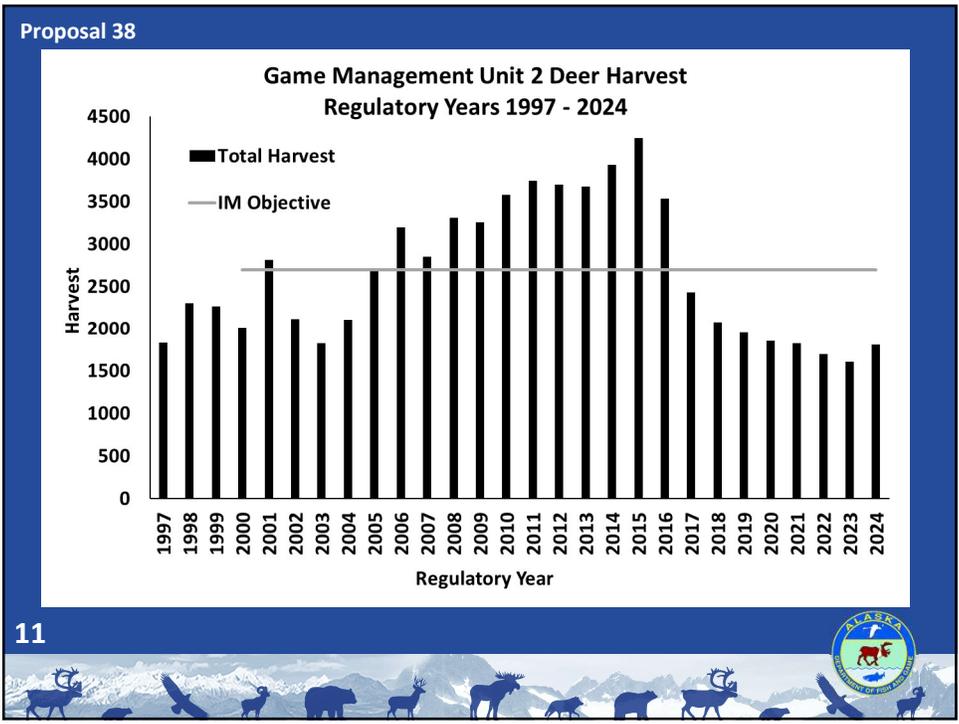
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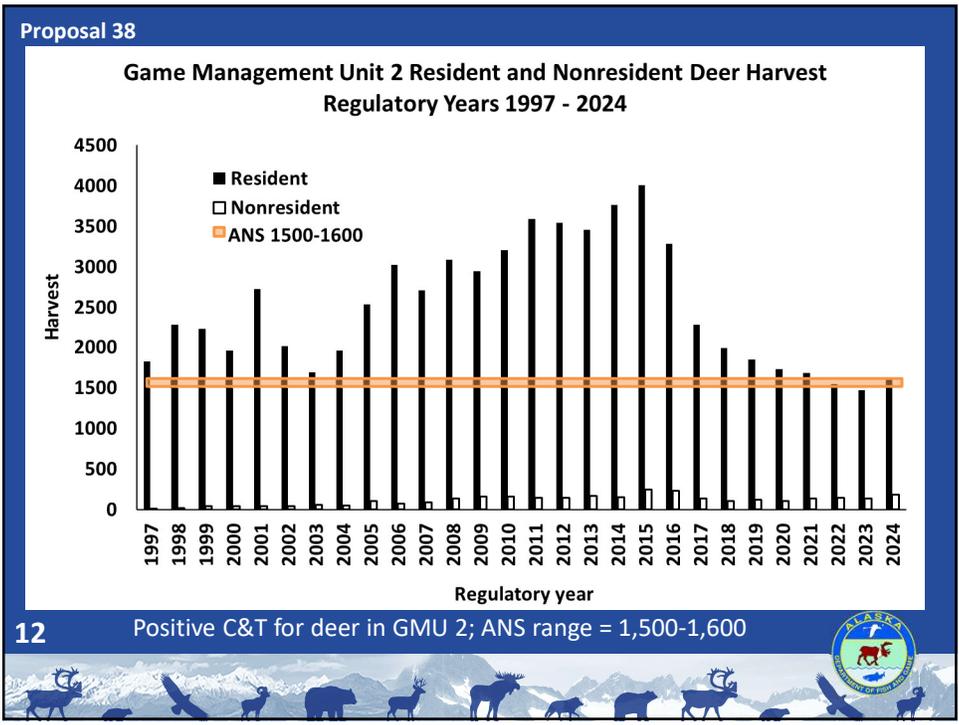
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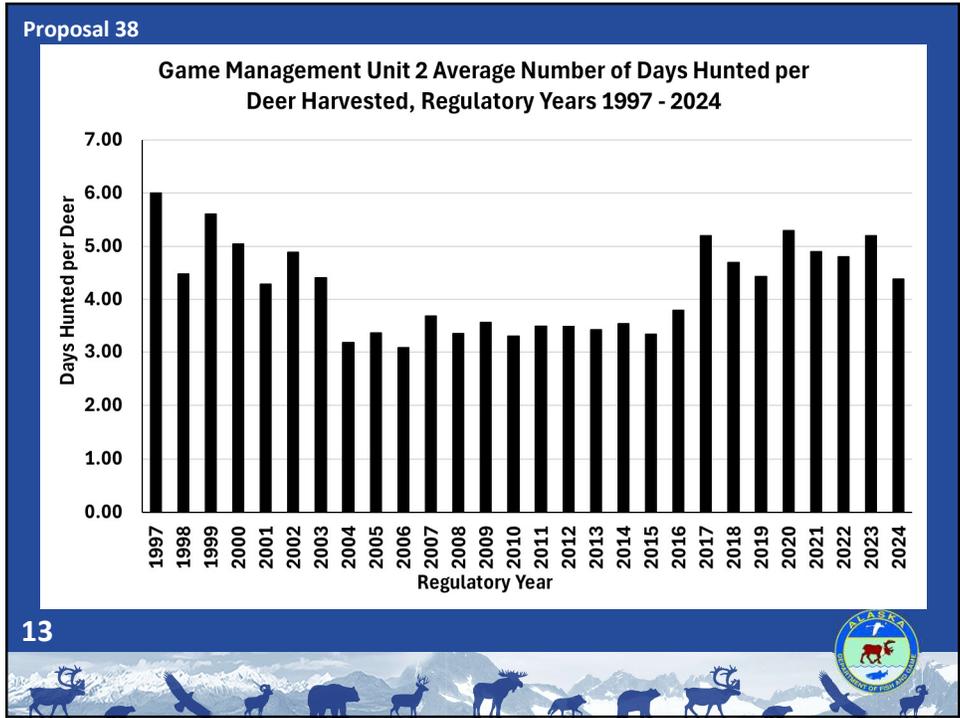
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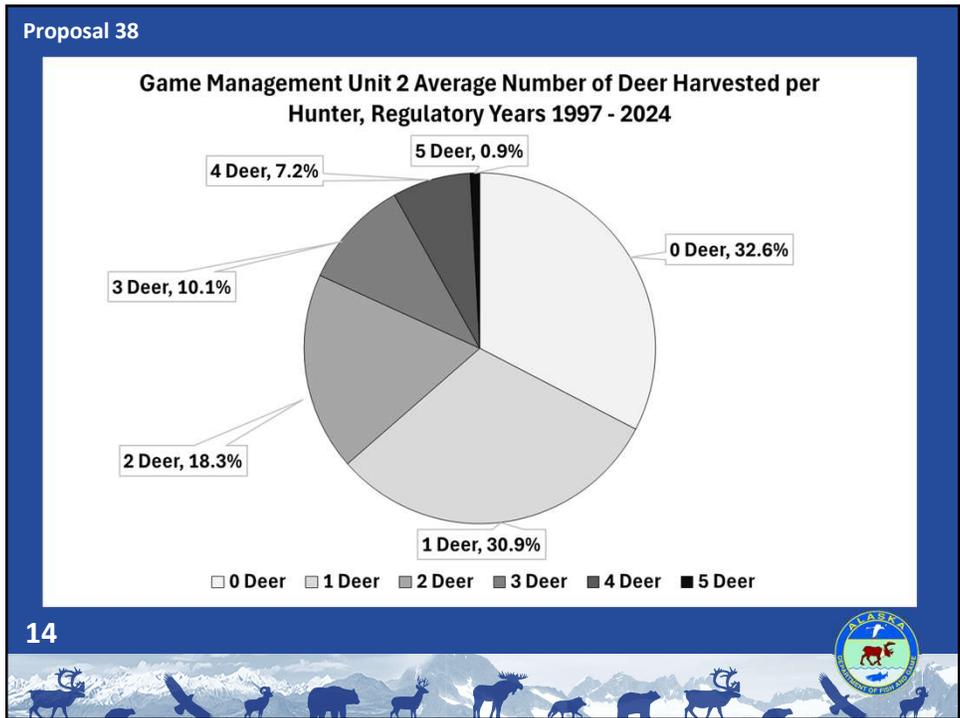
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Proposal 38

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- Harvest of a 4th buck by NFQ and FQ from outside GMU 1-5 accounts for <1% of total harvest
- 2018 federal subsistence restriction to 2 bucks
- If adopted, this proposal would prevent harvest of about 6 bucks

15



15

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Submitted by: Craig AC

Department Recommendation:

Opposed

16



16

Proposal 39

Effect of Proposal:

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Submitted by: East POW AC

Department Recommendation:

Opposed, Neutral on allocation

17



17

Proposal 39

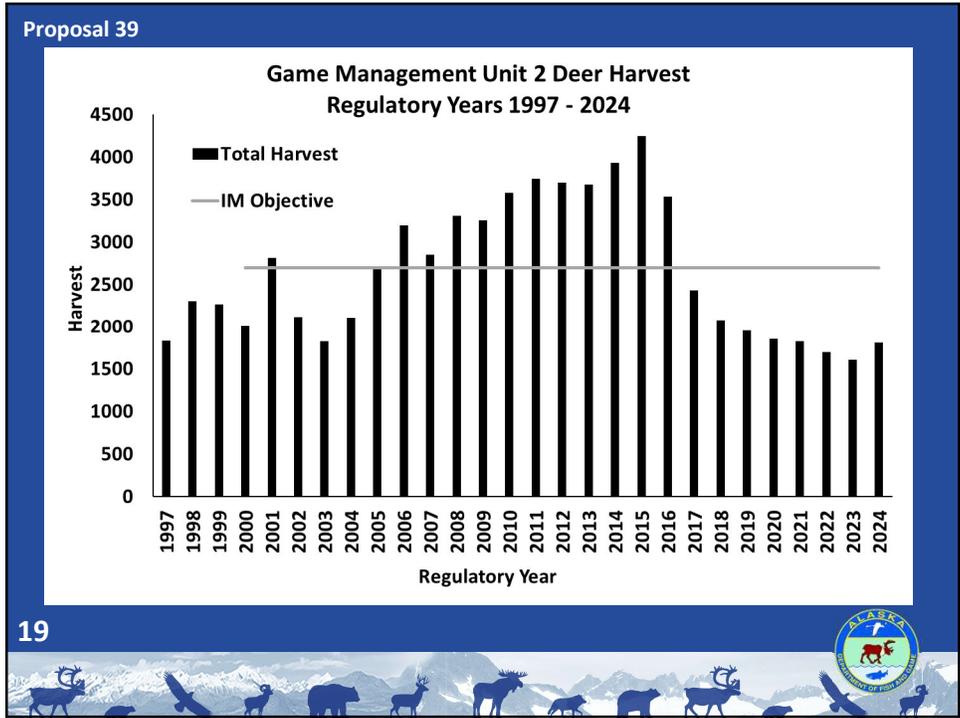
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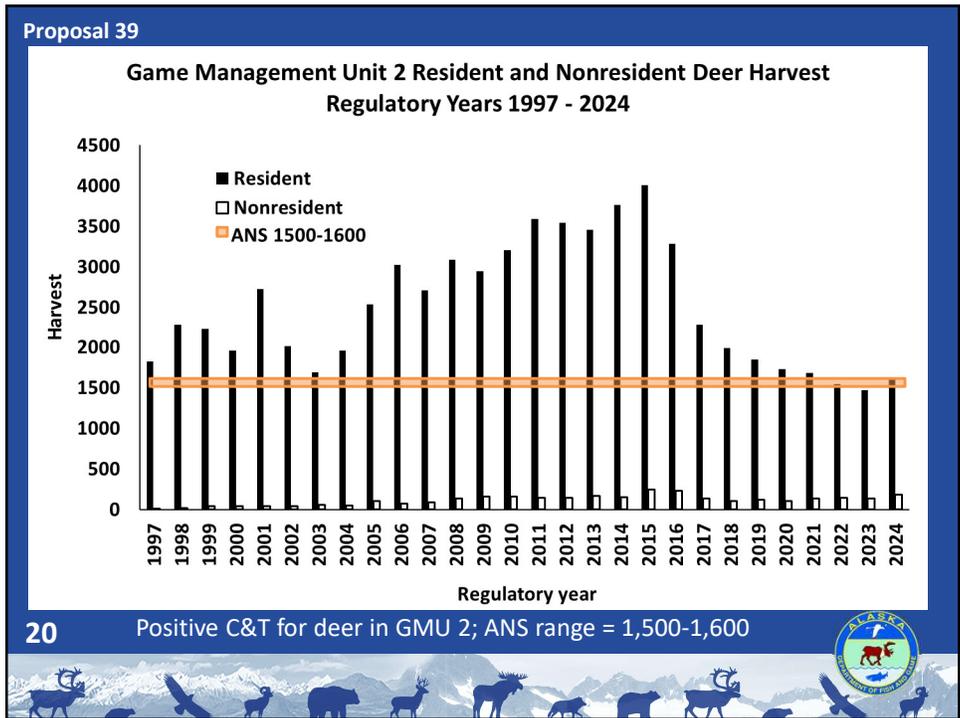
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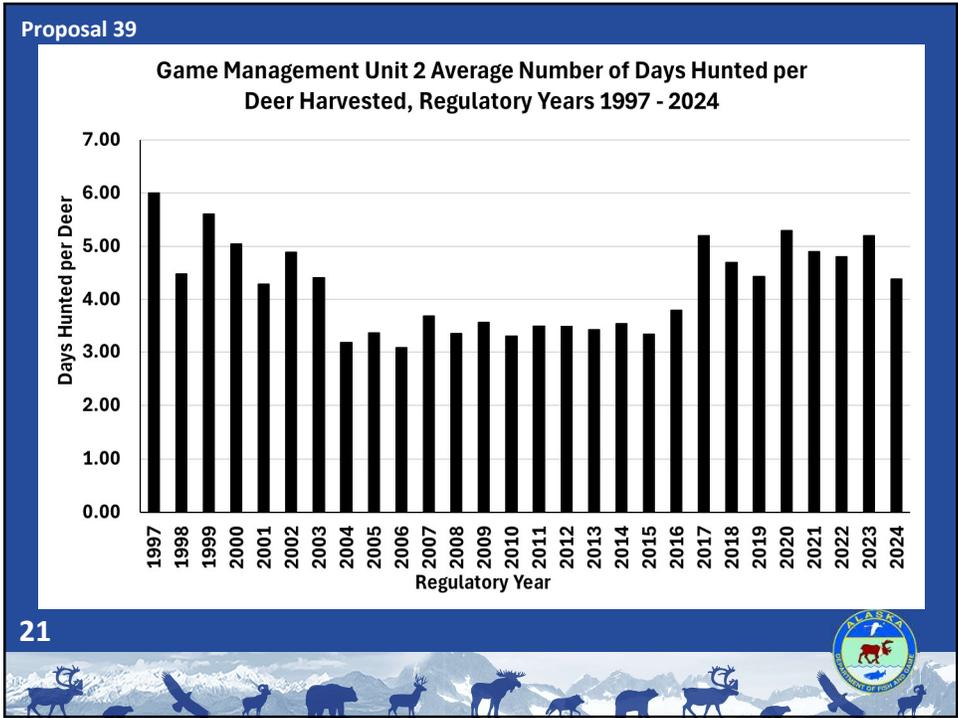
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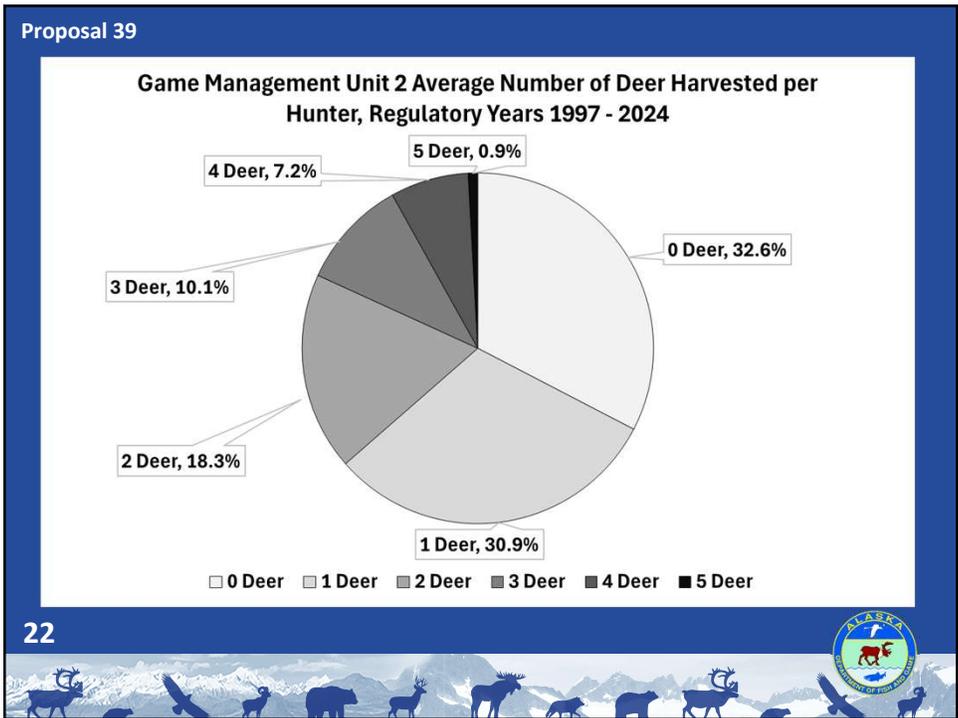
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Proposal 39

Considerations

- NFQ restricted to 2 buck bag limit in RY2018
- 53% of NFQ and residents outside GMUs 1-5 harvest at least one deer since RY2018
- Harvest of 3+ deer by NFQ and residents outside GMUs 1-5 account for 1.5% of overall since RY2018

23



23

Proposal 39

Considerations

- If adopted, this proposal would prevent harvest of about 28 bucks

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24

Proposal 39

Effect of Proposal:

Reduce the resident and nonresident bag limit for deer in Game Management Unit 2 from 4 bucks to 2

Submitted by: East POW AC

Department Recommendation:

Opposed, Neutral on allocation

25



25

Proposal 40

Effect of Proposal:

Reduce the nonresident bag limit for deer in Game Management Unit 2 from 4 bucks to 1 buck.

Submitted by: Klawock AC

Department Recommendation:

Opposed, Neutral on allocation

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26

Proposal 40

Background

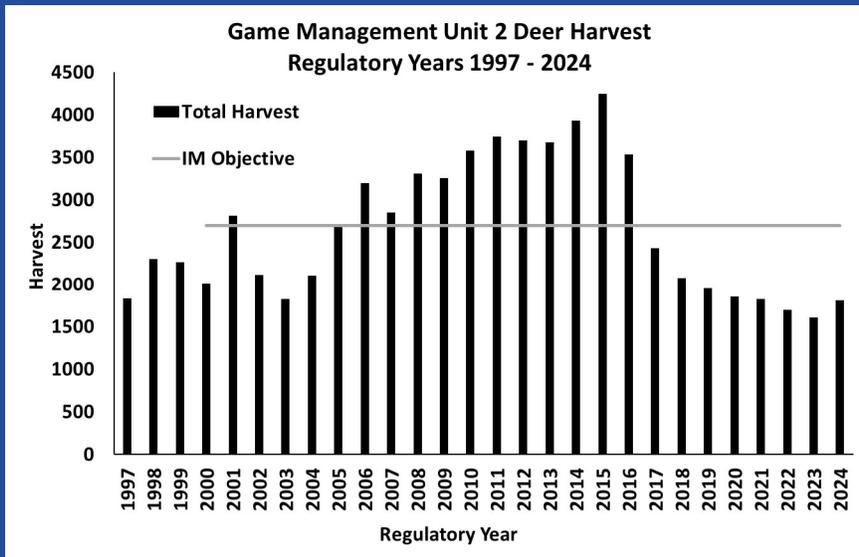
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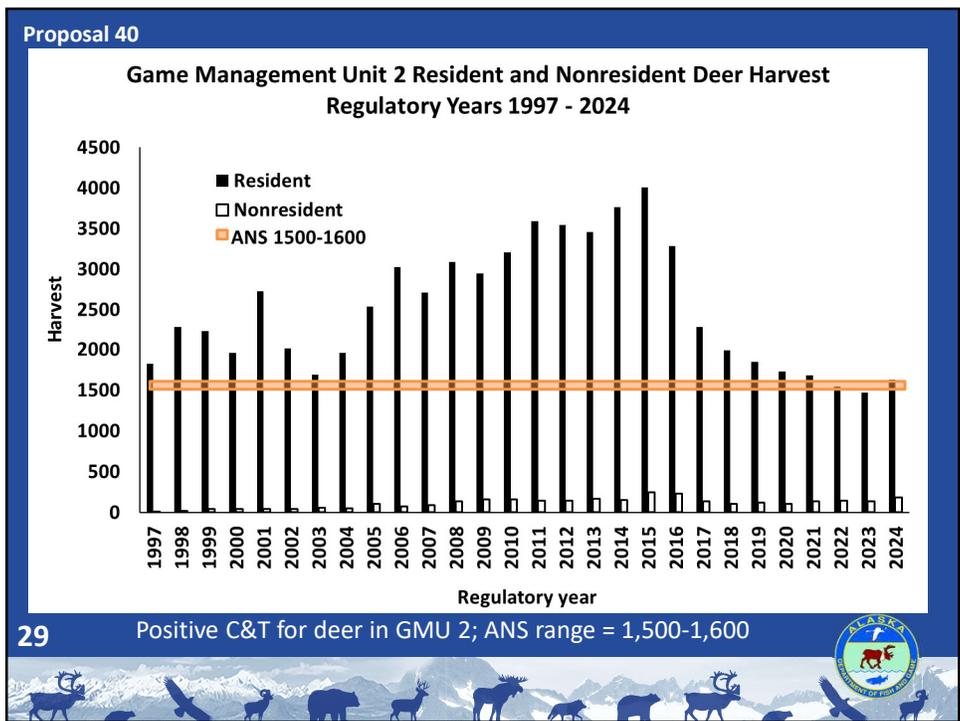
Proposal 40



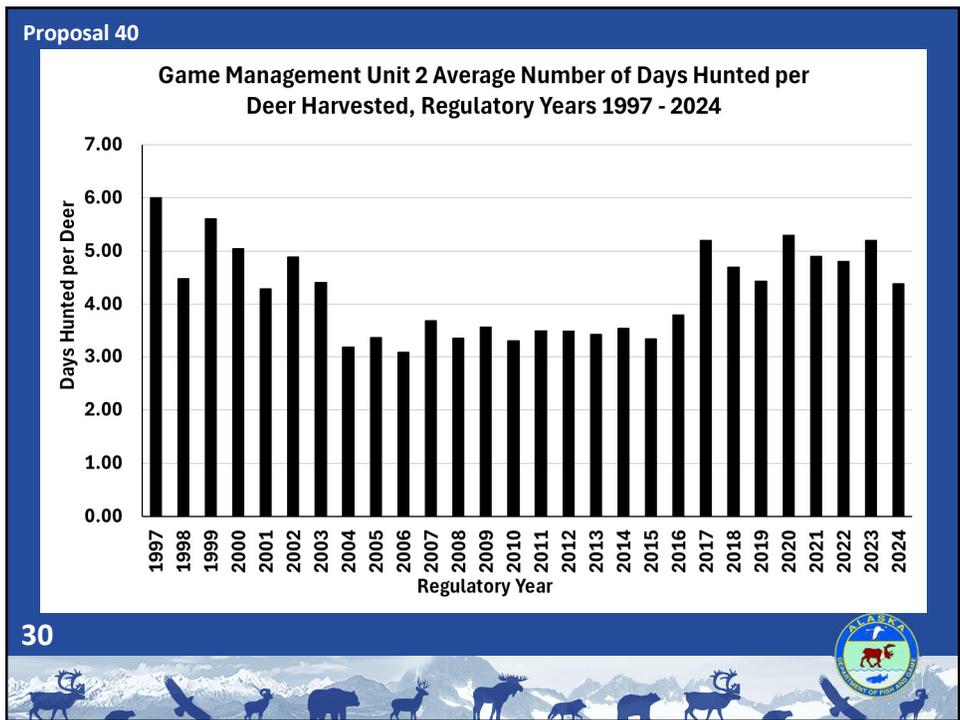
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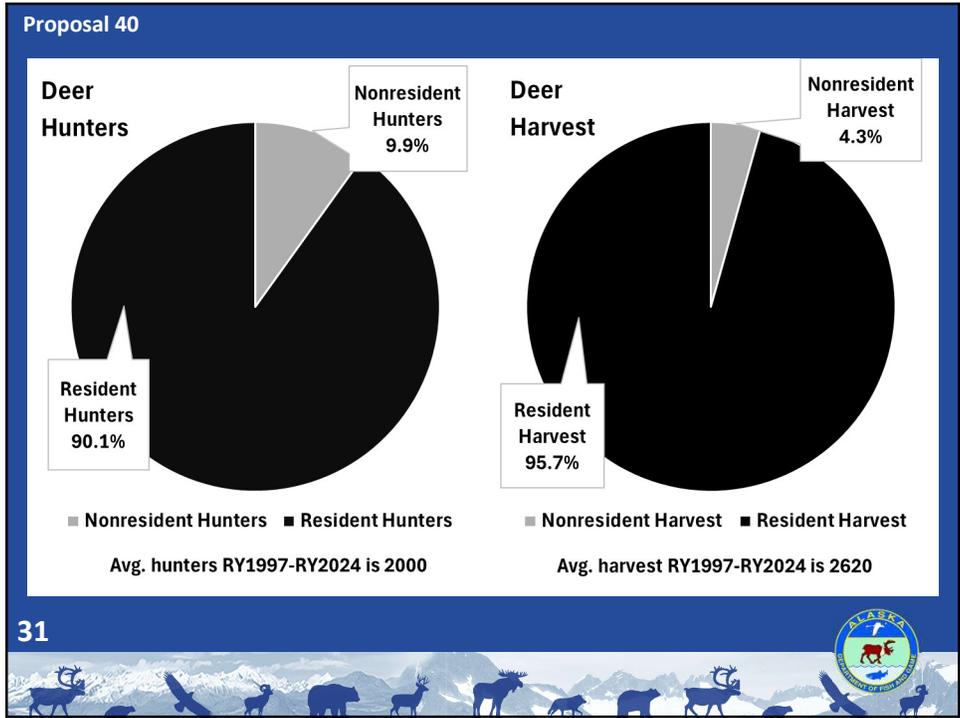
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Proposal 40

Considerations

- 2018 NFQs restricted to 2 bucks
- < 1% of nonresident hunters harvest 2 or more deer annually in GMU 2
- Accounts for less than 1% of overall harvest
- If adopted, this proposal would prevent harvest of about 18 bucks

32

32

Proposal 40

Effect of Proposal:

Reduce the nonresident bag limit for deer in Game Management Unit 2 from 4 bucks to 1 buck.

Submitted by: Klawock AC

Department Recommendation:

Opposed, Neutral on allocation

33



33

Proposal 41

Effect of Proposal:

Reduce the nonresident bag limit for deer in Game Management Unit 2 from 4 bucks to 1 buck.

Submitted by: Craig AC

Department Recommendation:

Opposed, Neutral on allocation

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34

Proposal 41

Background

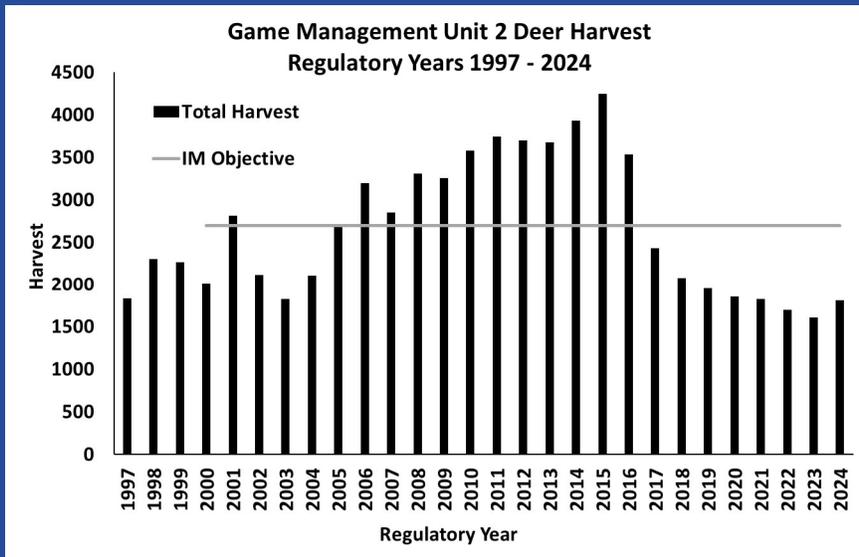
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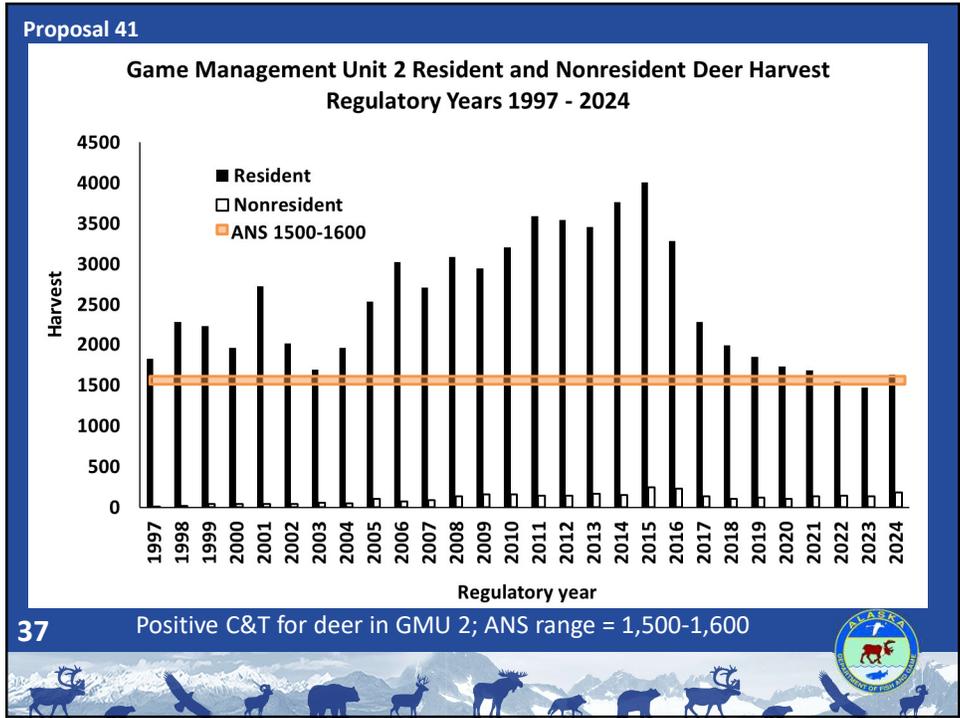
Proposal 41



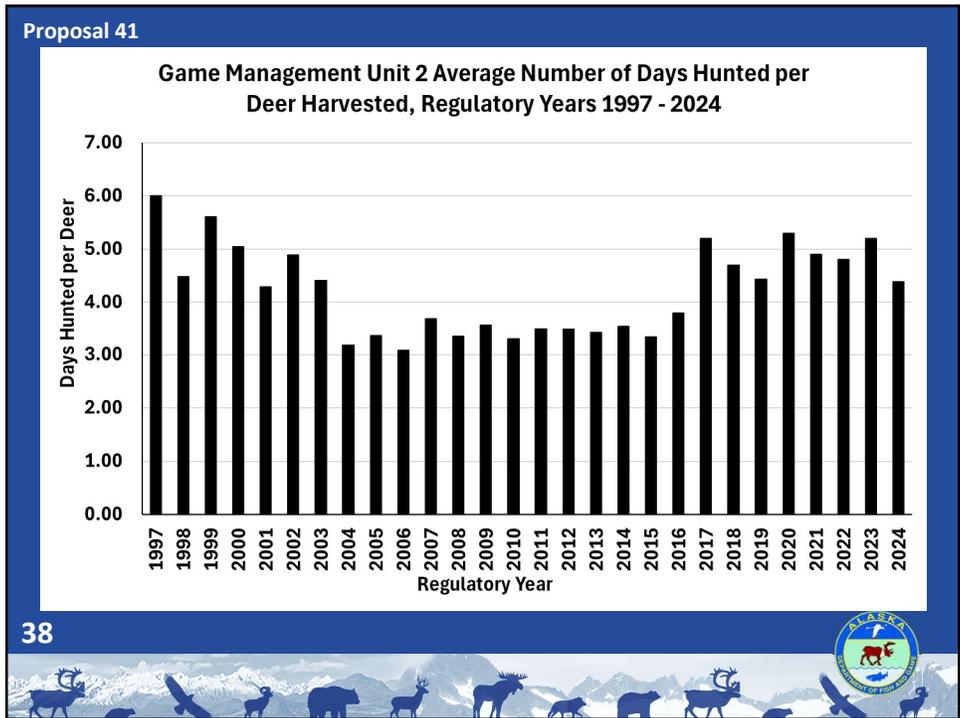
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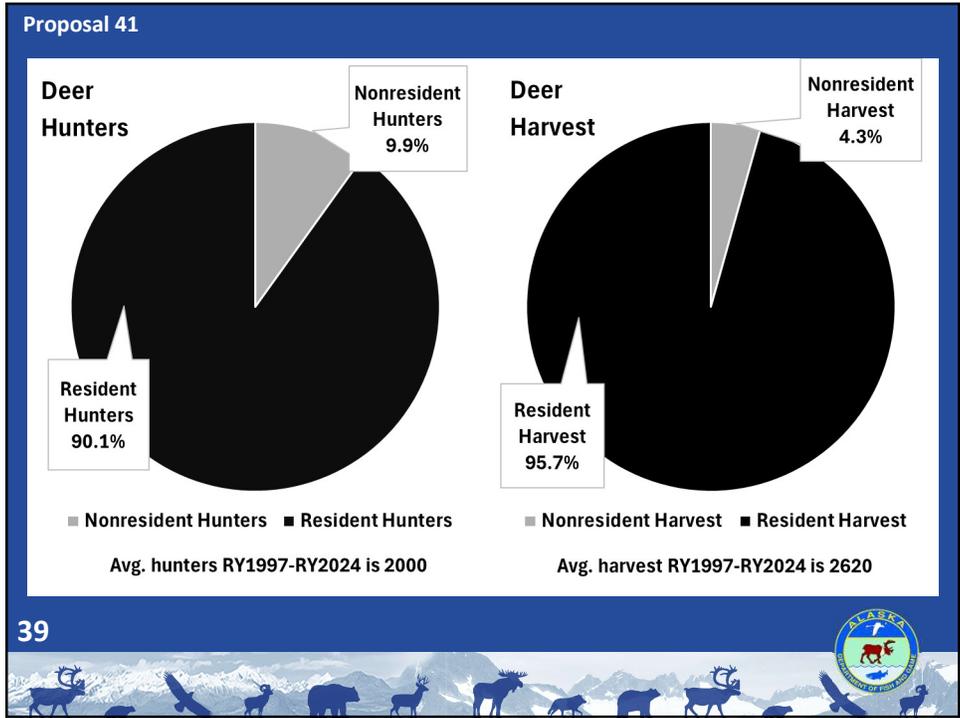
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Proposal 41

Considerations

- 2018 NFQs restricted to 2 bucks
- < 1% of nonresident hunters harvest 2 or more deer annually in GMU 2
- Accounts for less than 1% of overall harvest
- If adopted, this proposal would prevent harvest of about 18 bucks

40

40

Proposal 41

Effect of Proposal:

Reduce the nonresident bag limit for deer in Game Management Unit 2 from 4 bucks to 1 buck.

Submitted by: Craig AC

Department Recommendation:

Opposed, Neutral on allocation

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41

Proposal 42

Effect of Proposal:

Change the nonresident start date for the Game Management Unit (GMU) 2 deer season from August 1st to August 15th.

Submitted by: Craig Advisory Committee

Department Recommendation:

Opposed, Neutral on allocation

42



42

Proposal 42

Background

- Intensive Management (IM) Population Objective:
71,000 deer
- IM Harvest Objective:
2,700 deer
- Positive C&T finding, Amount Reasonably Necessary for Subsistence (ANS):
1,500 – 1,600 deer

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43

Proposal 42

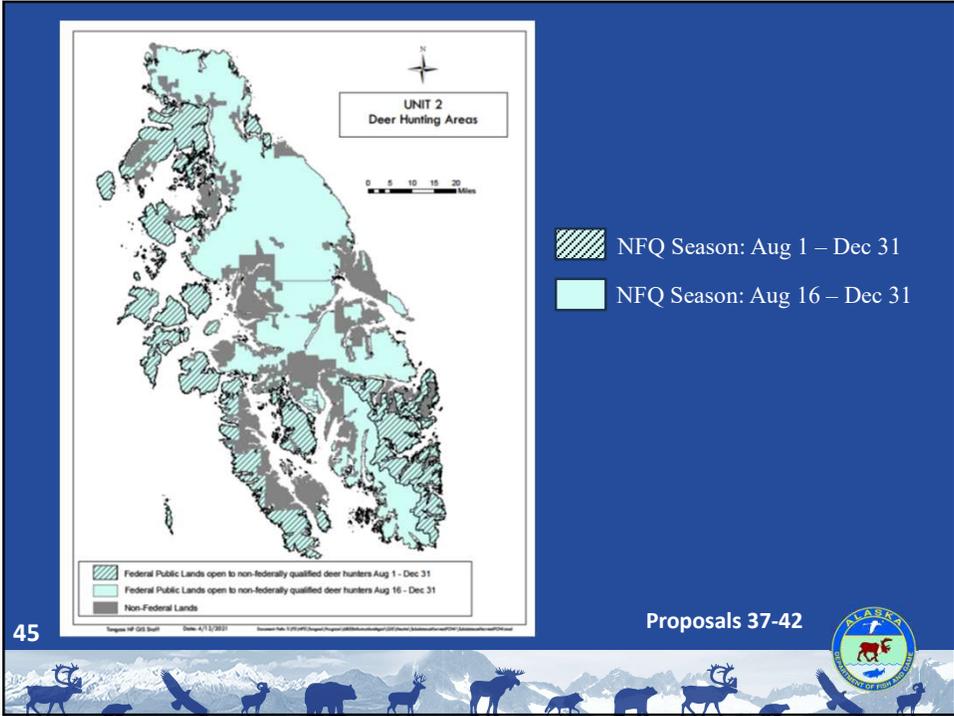
Current Season

- State
 - Bag Limit: 4 bucks
 - Season: August 1st to December 31st
- Federal
 - Bag Limit: 5 deer, 1 may be a doe
 - Season: July 24th to January 31st
- Additional NFQ restrictions:
 - Bag Limit: 2 bucks on federal land (since 2018)
 - Most federal land closed Aug 1st to Aug 15th

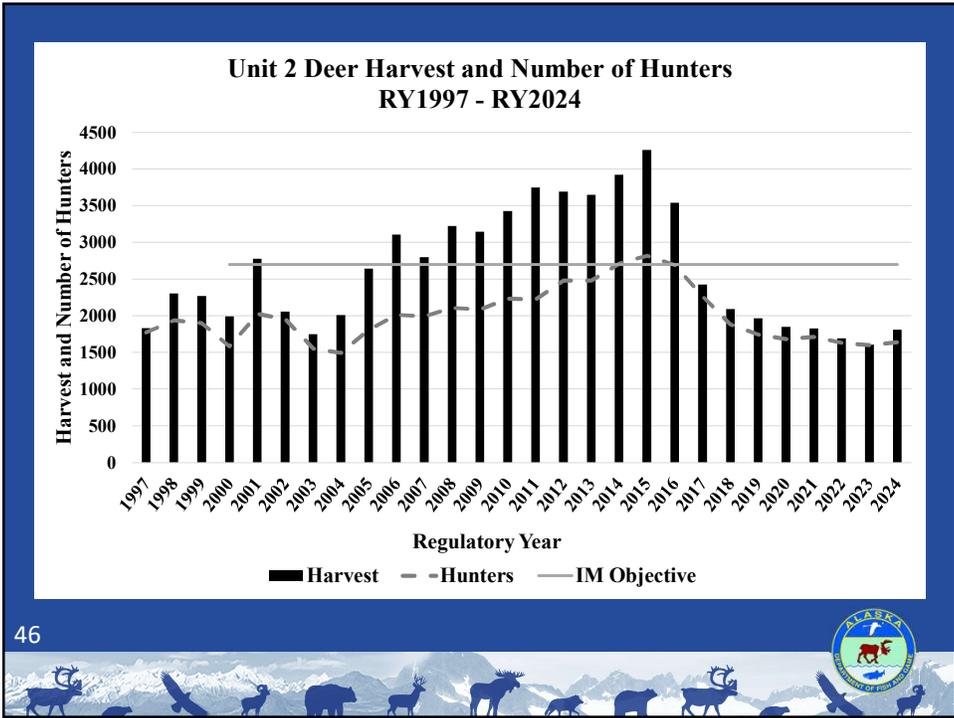
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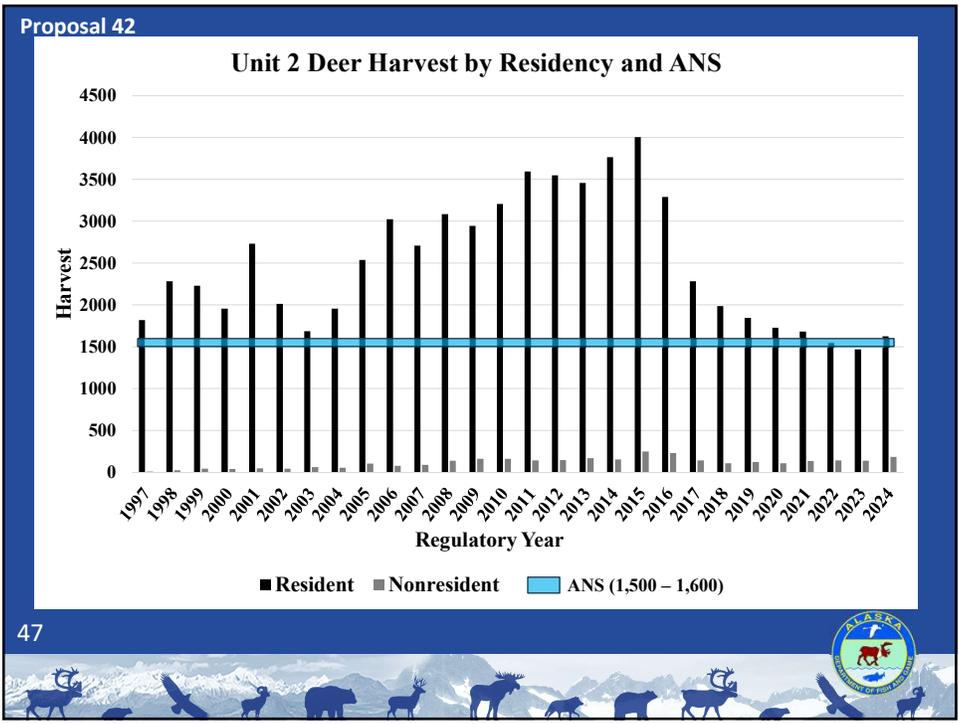
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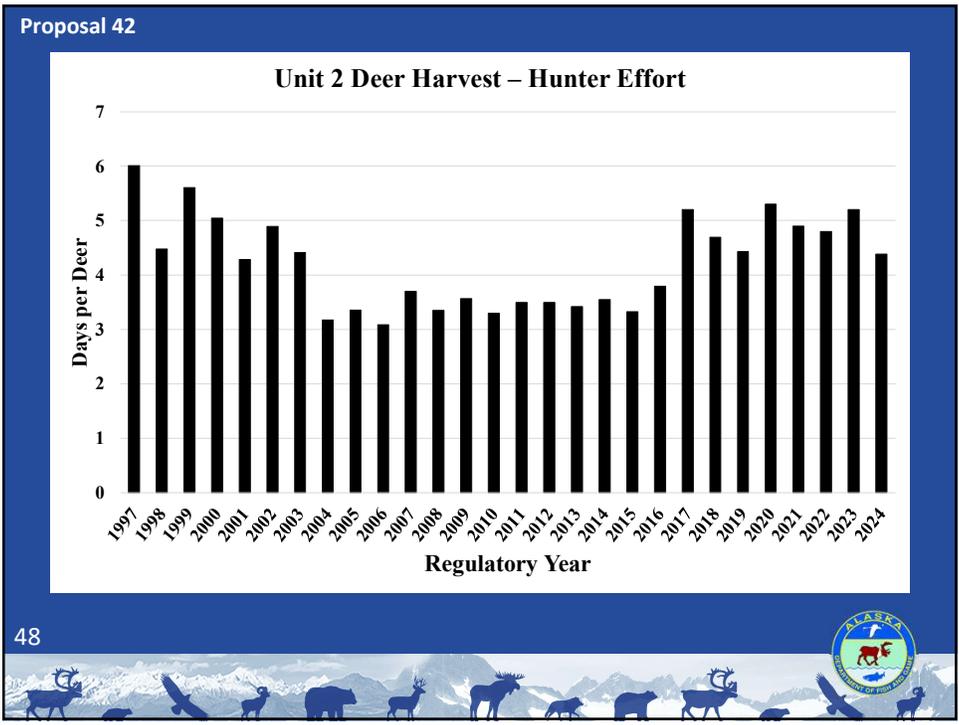
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Proposal 42

Considerations

- GMU 2 Hunters and Harvest (RY1997-RY2024)

Unit 2 Deer - Hunters by Residency

Residency	Percentage
Resident	90.1%
Nonresident	9.9%

Unit 2 Deer - Harvest by Residency

Residency	Percentage
Resident	95.7%
Nonresident	4.3%

49

49

Proposal 42

Unit 2 Nonresident Deer Harvest by Month, RY2015 – RY2024

Month of Regulatory Year	Average Harvest
August	40
September	12
October	10
November	88
December	3

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Proposal 42

Considerations

- Nonresident deer harvest in August = 1.8% of total GMU2 deer harvest.
 - 40 bucks of ~2,300 total deer harvested, RY15-24.
- If adopted, this proposal would prevent harvest of ~20 bucks.
- Limitations to nonresidents Aug 1 to Aug 15
 - Most of POW closed to nonresidents until Aug 16

51



51

Proposal 42

Effect of Proposal:

Change the nonresident start date for the Game Management Unit (GMU) 2 deer season from August 1st to August 15th.

Submitted by: Craig Advisory Committee

Department Recommendation:

Opposed, Neutral on allocation

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Proposal 43

Effect of Proposal:

Increase the season length and bag limit for deer on a portion of the Cleveland Peninsula in Game Management Unit 1A.

Submitted by: Department Proposal

Department Recommendation:

Support

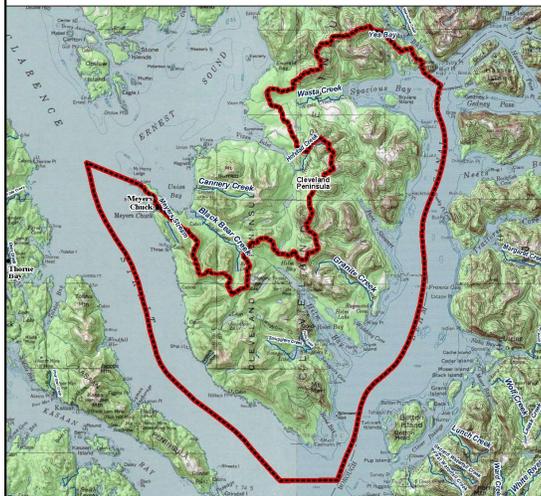
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Proposal 43

Unit 1A, Cleveland Peninsula Deer - General Hunt Residents and Nonresidents - *Harvest Ticket Required*



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Proposal 43

Background

- 2008 Board of Game meeting
 - Lowered deer bag limit on portion of Cleveland Peninsula
- 2010 Board of Game meeting
 - Shortened GMU 1A deer season to Aug. 1 – Nov. 30
- 2023 Board of Game meeting
 - Lengthened deer season GMU 1A to Aug. 1 – Dec. 31 except for portion of Cleveland Peninsula

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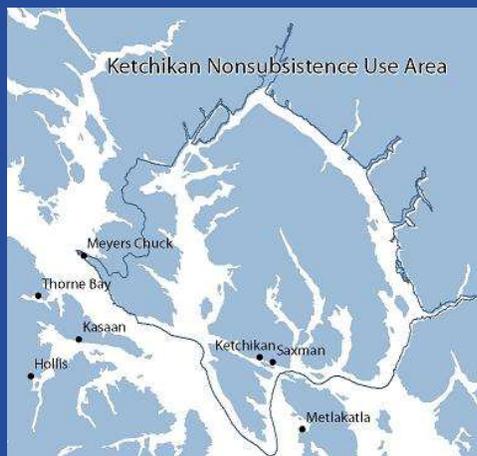


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Proposal 43

Background

- Positive C&T finding for deer in GMU 1A outside the Ketchikan nonsubsistence area; ANS = 5 – 40



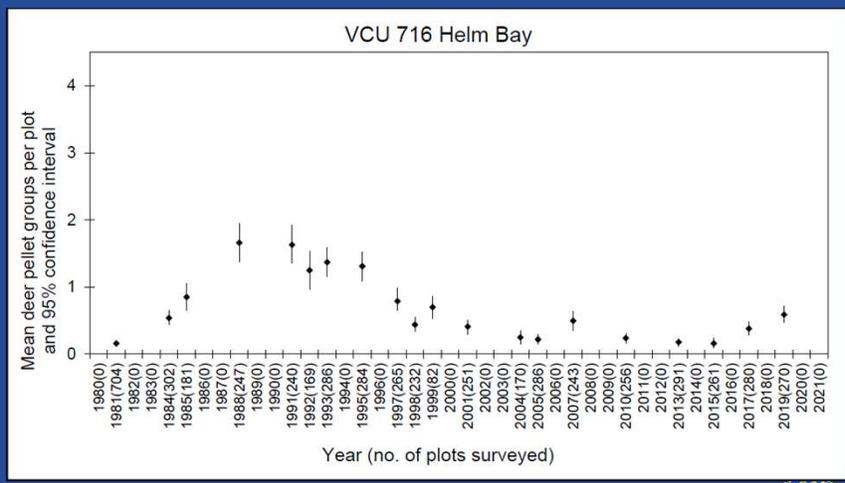
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Proposal 43

Background



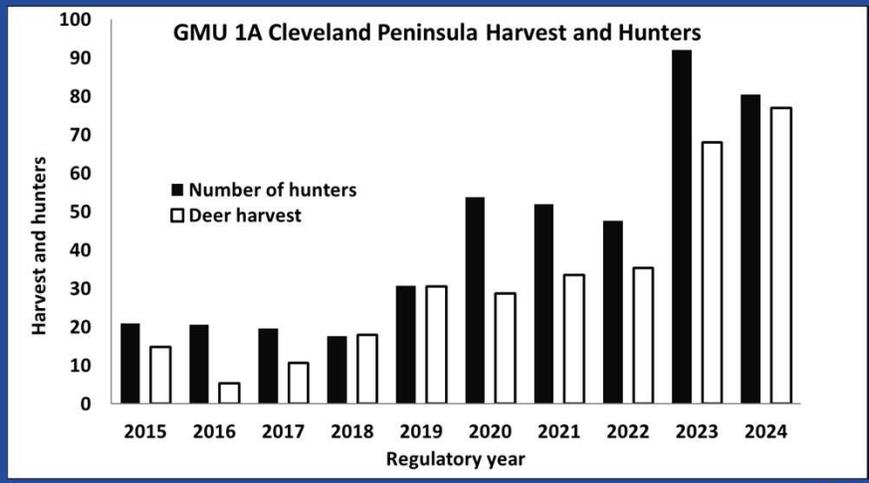
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Proposal 43

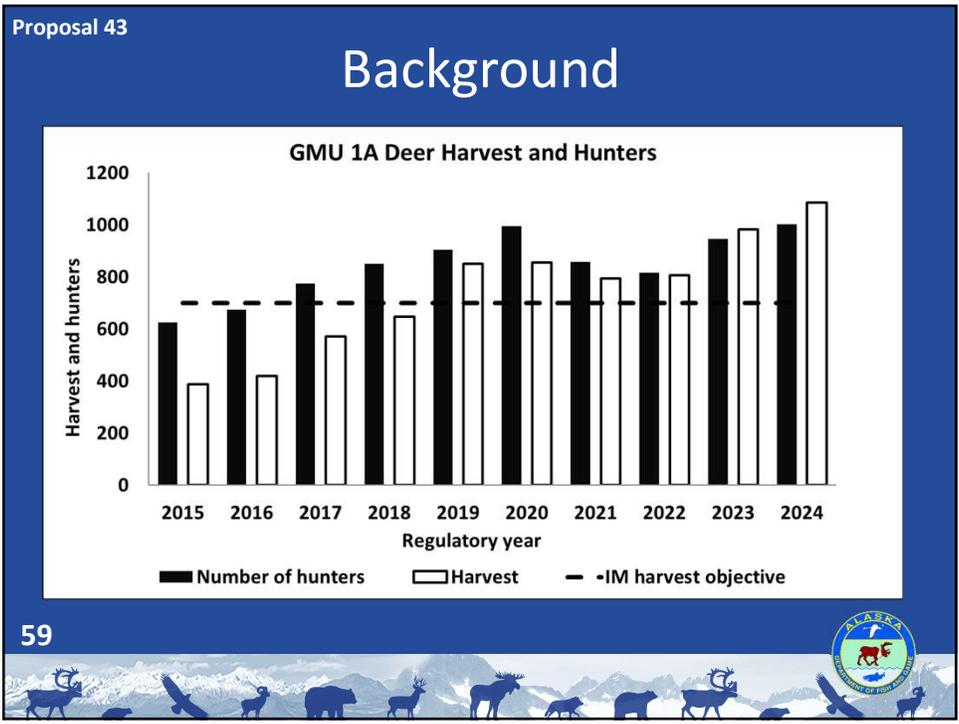
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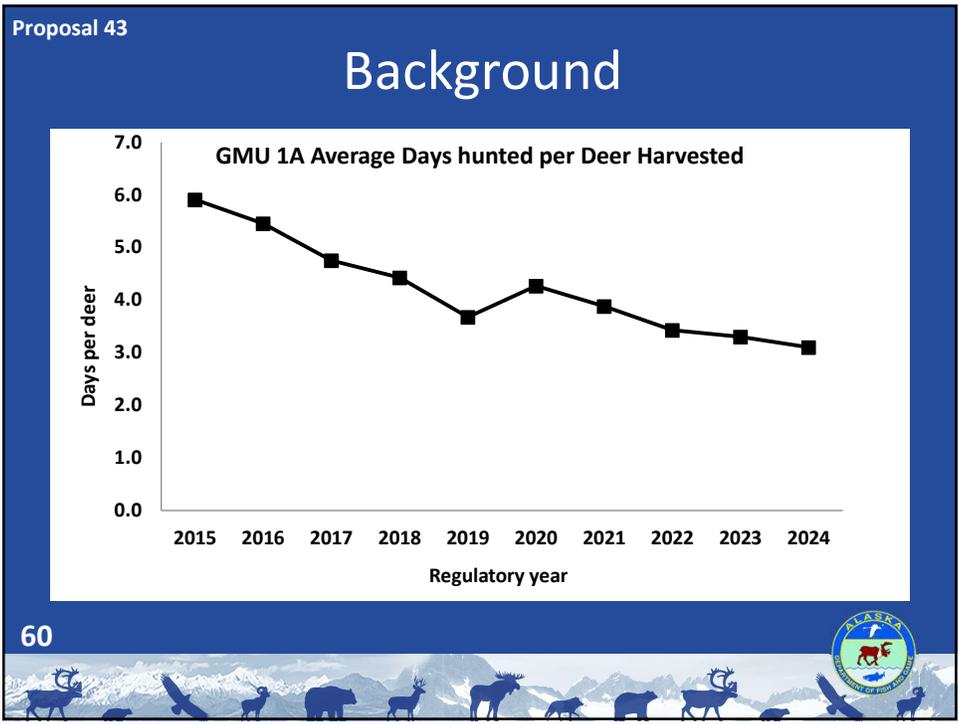
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Proposal 43

Background

- Average days per deer on Cleveland Peninsula
 - RY2015 = 5.8
 - RY2018 – RY2024 = ~4
- December harvest in GMU 1A
 - Averaged 24 deer (RY2023-RY2024)

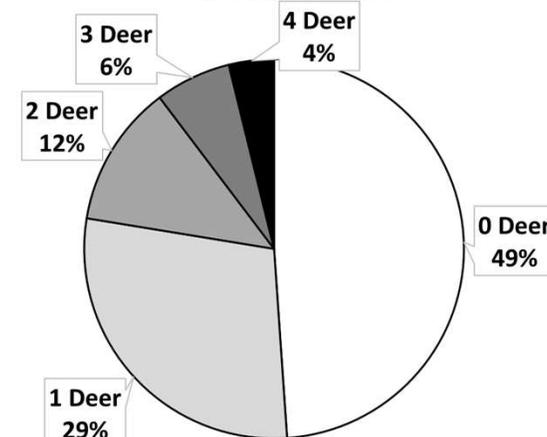
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Proposal 43

GMU 1A Average Deer Harvest per Hunter RY2015-RY2024



Average number of hunters from RY2015-RY2024 = 553

62



62

Proposal 43

Considerations

- Align the bag limit and season length
 - Reduce regulatory complexity
- Deer harvest is at an all time high in GMU 1A
- Residents of GMU 1A expressed interest submitting this proposal

63



63

Proposal 43

Effect of Proposal:

Increase the season length and bag limit for deer on a portion of the Cleveland Peninsula in Game Management Unit 1A.

Submitted by: Department Proposal

Department Recommendation:

Support

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Proposal 44

Effect of Proposal:

Limit nonresident permit allocation for DG005 to up to 20% of the available permits.

Submitted by: Public Proposal

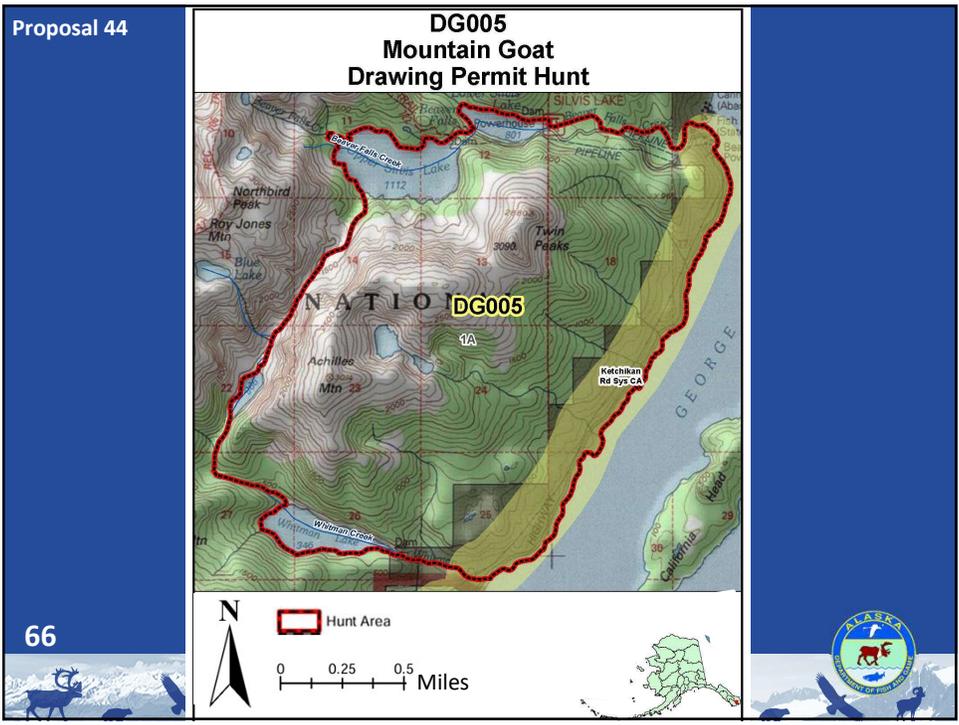
Department Recommendation:

Neutral

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Proposal 44

Background

- Goats on Revilla were introduced in 1983 and 1991
- Goats are abundant and produce large horns
- Average harvest from RY2015-RY2024 = 3 goats
- Positive C&T finding, ANS = 5 – 10 goats outside the Ketchikan nonsubsistence area

67



67

Proposal 44

Background

Table 2. Resident and nonresident goat permit draw results for DG005, 2015–2024.

Regulatory Year	DG005 Permits		
	Resident	Nonresident	Total
2015	4		4
2016	3	1	4
2017	4		4
2018	4		4
2019	5		5
2020	5		5
2021	5		5
2022	2	1	3
2023	3		3
2024	3		3
Total	38	2	40

68



68

Proposal 44

Considerations

- Small hunt area with few permits
- Nonresidents average 5% of permits from 2015-2024
- If adopted, a nonresident only draw hunt would be created with 20% of permits
- May reduce guided hunts

69



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Proposal 44

Effect of Proposal:

Limit nonresident permit allocation for DG005 to up to 20% of the available permits.

Submitted by: Public Proposal

Department Recommendation:

Neutral

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Proposal 45

Effect of Proposal:

Limit nonresident permit allocation for DG006 to up to 20% of the available permits.

Submitted by: Public Proposal

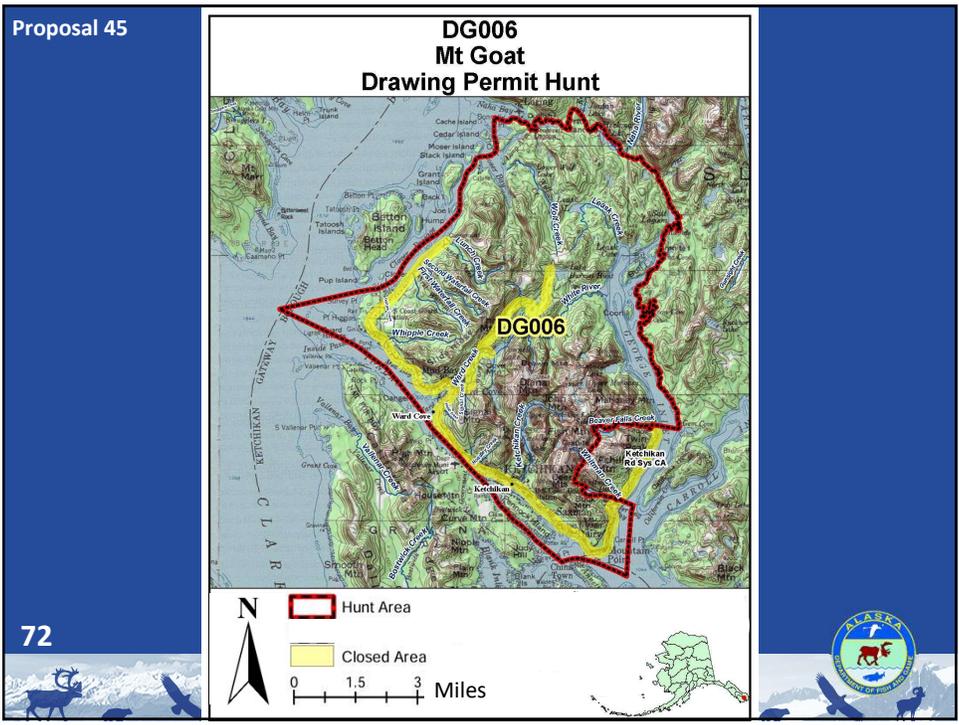
Department Recommendation:

Neutral

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72

Proposal 45

Background

- Goats on Revilla were introduced in 1983 and 1991
- Goats are abundant and produce large horns
- Average harvest for DG006:
 - RY2015-RY2024 = 13 goats
- Positive C&T finding, ANS = 5-10 goats outside Ketchikan nonsubsistence area

73



73

Proposal 45

Background

Table 2. Resident and nonresident goat permit draw results for DG006, 2015–2024.

Regulatory Year	DG006 Permits		
	Resident	Nonresident	Total
2015	12	0	12
2016	15	0	15
2017	15	0	15
2018	14	1	15
2019	20	0	20
2020	25	3	28
2021	25	3	28
2022	22	4	26
2023	21	3	24
2024	21	2	23
Total	190	16	206

74



74

Proposal 45

Considerations

- Nonresidents averaged 8% of permits from 2015-2024 with a maximum of 15% in 2022
- If adopted, a nonresident only draw hunt would be created with 20% of permits
- May increase guided hunts

75



75

Proposal 45

Effect of Proposal:

Limit nonresident permit allocation for DG006 to up to 20% of the available permits.

Submitted by: Public Proposal

Department Recommendation:

Neutral

76



76

Proposal 46

Background

- Isolated peninsula with small population
- Known for its trophy goats
- Average harvest for DG008:
 - RY2020-RY2024 = 1 goat
- Positive C&T finding, ANS = 5 – 10 goats outside the Ketchikan nonsubsistence area

79



79

Proposal 46

Background

Table 2. Resident and nonresident goat permit draw results for DG008, 2015–2024.

Regulatory Year	DG008 Permits		
	Resident	Nonresident	Total
2015	-	-	-
2016	-	-	-
2017	-	-	-
2018	-	-	-
2019	-	-	-
2020	2	0	2
2021	2	0	2
2022	2	0	2
2023	2	0	2
2024	1	0	1
Total	9	0	9

80



80

Proposal 46

Considerations

- Nonresidents received 0 permits from 2020-2024
- If adopted, nonresidents could not receive a DG008 permit
- Reduced opportunity for guides

81



81

Proposal 46

Effect of Proposal:

Limit nonresident permit allocation for DG008 to up to 20% of the available permits.

Submitted by: Public Proposal

Department Recommendation:

Neutral

82



82

Proposal 47

Effect of Proposal:

Eliminate the black bear meat salvage requirements in Game Management Unit 2 during the month of May for Alaska residents.

Submitted By: Craig Advisory Committee

Department Recommendation:

Neutral

83



83

Proposal 47

Background

- Black bear meat salvage requirements implemented statewide in RY1996
- Board of Game meeting history:
 - 1998 Statewide meeting: Proposal 36 - Failed
 - 1998 SE meeting: Proposal 7, 8, 9 – Failed
 - 2006 Statewide meeting: Proposal 37 – Failed
 - 2010 SE meeting: Proposal 40 - Failed

84



84

Proposal 47

Salvage Requirements

- For GMUs in which sealing is required:
 - January 1 – May 31:
 - Hide, skull, and edible meat
 - June 1 – December 31:
 - Skull and hide OR skull and meat

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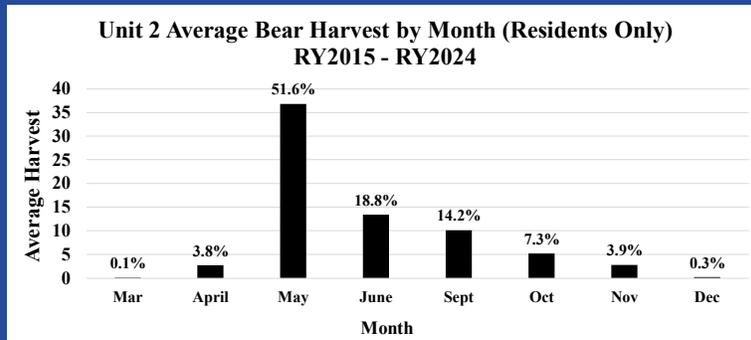


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Proposal 47

Background

- Unit 2 black bear harvest: ~60% nonresidents.
- Most resident harvest occurs in May.



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Proposal 47

Background

- Relatively few hunters (~7.5%) harvest more than 1 bear.
- Black bear meat may be an important food resource for residents.
 - Most bears harvested in May.
 - 60% of 2-bear harvest in April & May.
 - Positive C&T finding; ANS: 15-20

87



87

Proposal 47

Background

- Local Opinions
 - Most surveyed hunters: **No** additional harvest, **no** change to preferred hunting dates.
 - Some surveyed hunters: Additional harvest, change to preferred hunting dates.

88



88

Proposal 47

Effect of Proposal:

Eliminate the black bear meat salvage requirements in Game Management Unit 2 during the month of May for Alaska residents.

Submitted By: Craig Advisory Committee

Department Recommendation:

Neutral

89



89

Proposal 48

Effect of Proposal:

Change the population objective range for wolves in Game Management Unit (GMU) 2 from 150–200 wolves to 200–300 wolves.

Submitted by: Department Proposal

Department Recommendation:

Support

90



90

Proposal 48

Background

- 2019 Board of Game (BOG) meeting – established a population objective of 150-200 wolves
- BOG and ADF&G indicated new information would inform future changes to the objective
- Positive C&T, ANS is 90% of the harvestable portion

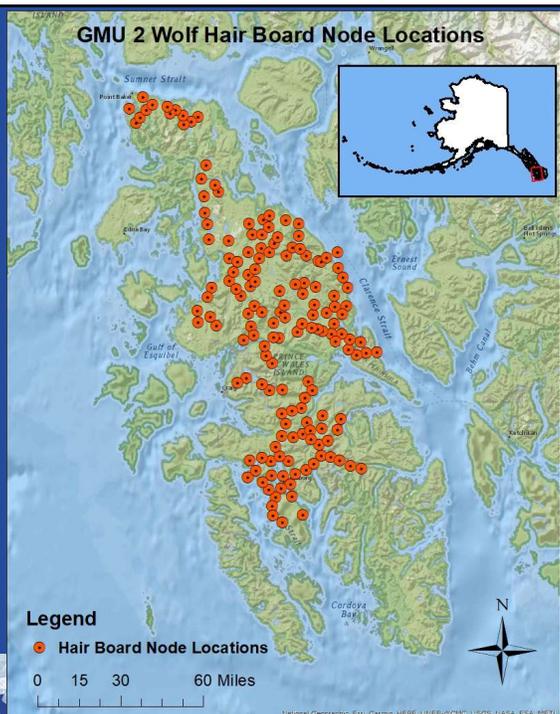
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Proposal 48

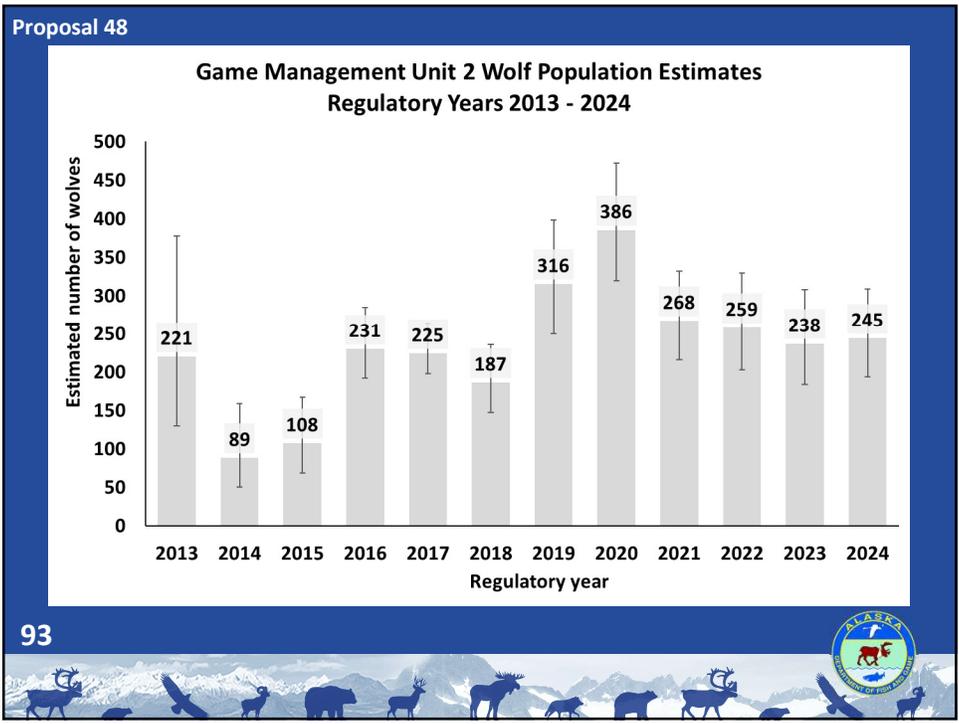
GMU 2 Wolf Hair Board Node Locations



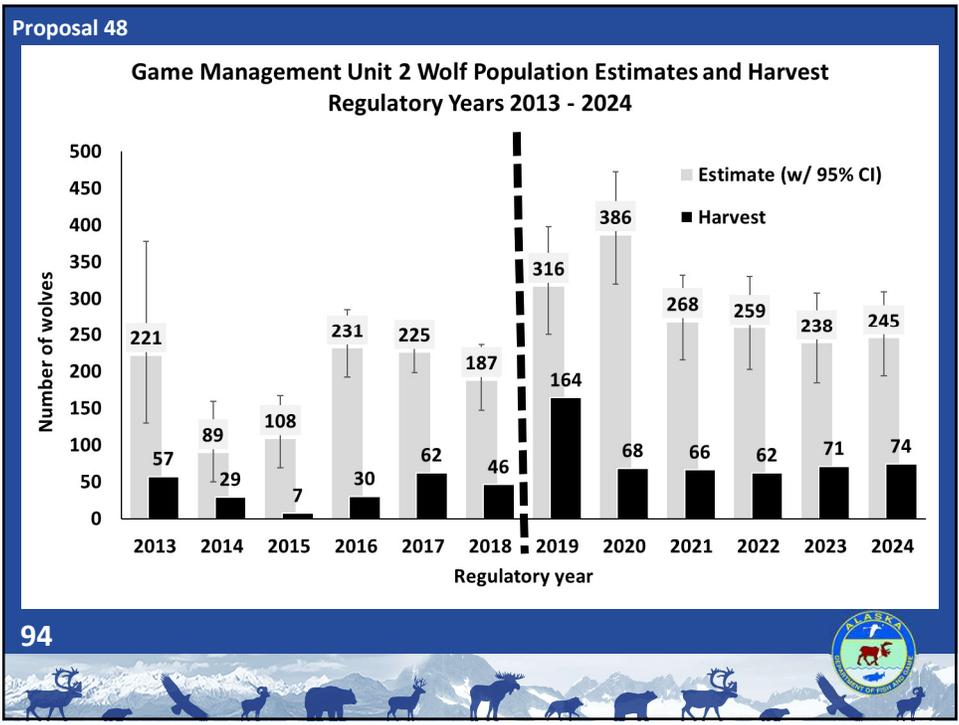
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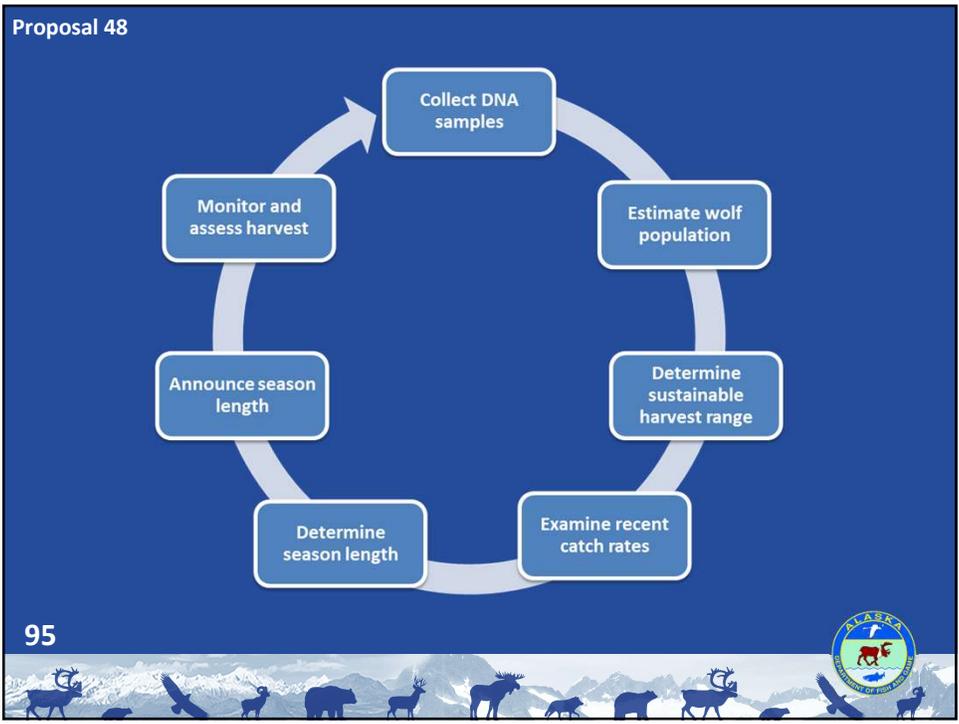
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Proposal 48

Background

Table 1. Unit 2 wolf harvest and season length 2019-2024.

Year	Harvest	Season Length
2019	164	62
2020	68	21
2021	66	31
2022	62	31
2023	71	31
2024	74	31

96



96

Proposal 48

Considerations

- Suggested population objective
 - 200-300 wolves
 - Consistent with past estimates
- Currently researching potential sources of bias and genetic status
- Align regulations with data

97



97

Proposal 48

Effect of Proposal:

Change the population objective range for wolves in Game Management Unit (GMU) 2 from 150–200 wolves to 200–300 wolves.

Submitted by: Department Proposal

Department Recommendation:

Support

98



98

Proposal 49

Effect of Proposal:

Change the wolf trapping season start date in Game Management Unit 2 from Nov. 15 to Dec. 15 or Jan. 1.

Submitted by: Klawock AC Proposal

Department Recommendation:

Neutral

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Proposal 49

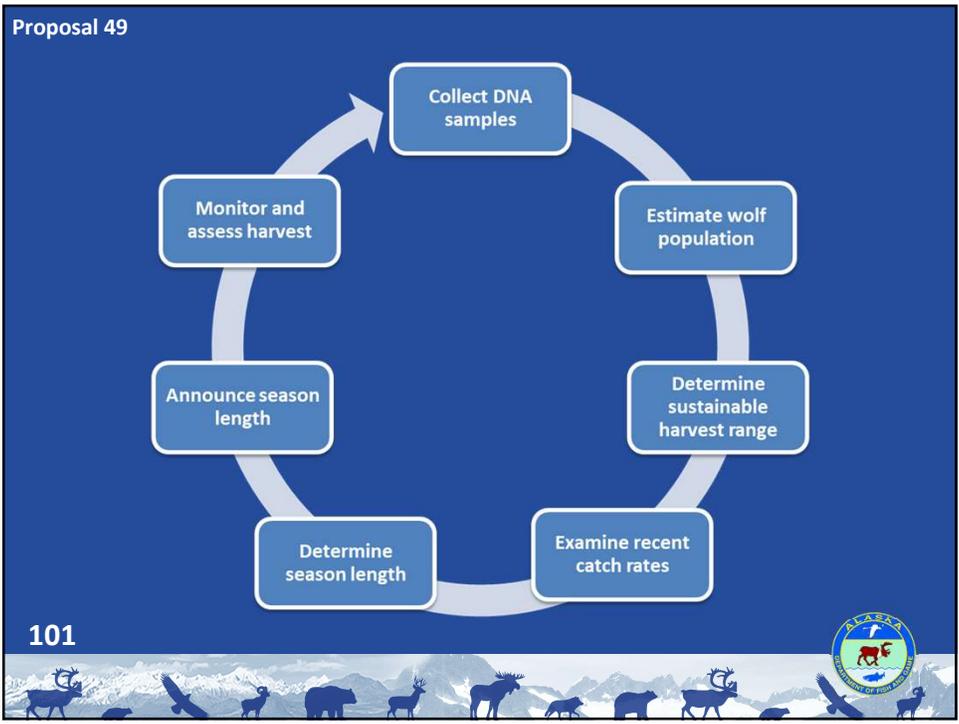
Background

- Game Management Unit 2 trapping season start date: November 15
- Federal Subsistence regulations: Nov. 15
- Author is concerned with incidental catch and other conflicts
- Positive C&T, ANS is 90% of the harvestable portion

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Proposal 49

<p>Pros</p> <ul style="list-style-type: none">• May reduce take of non-target animals• Less conflicts between user groups	<p>Cons</p> <ul style="list-style-type: none">• Trappers may deal with more ice and snow• Could misalign state and federal season
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102



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Proposal 49

Considerations

- A new start date could require adjustments to management
 - Trapper success
- Starting the season later is not likely to cause biological concern

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Proposal 49

Effect of Proposal:

Change the wolf trapping season start date in Game Management Unit 2 from Nov. 15 to Dec. 15 or Jan. 1.

Submitted by: Klawock AC Proposal

Department Recommendation:

Neutral

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104

Proposal 50

Effect of Proposal:

Change the wolf trapping season start date in Game Management Unit 2 from Nov. 15 to Dec. 15.

Submitted by: East POW AC Proposal

Department Recommendation:

Neutral

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105

Proposal 50

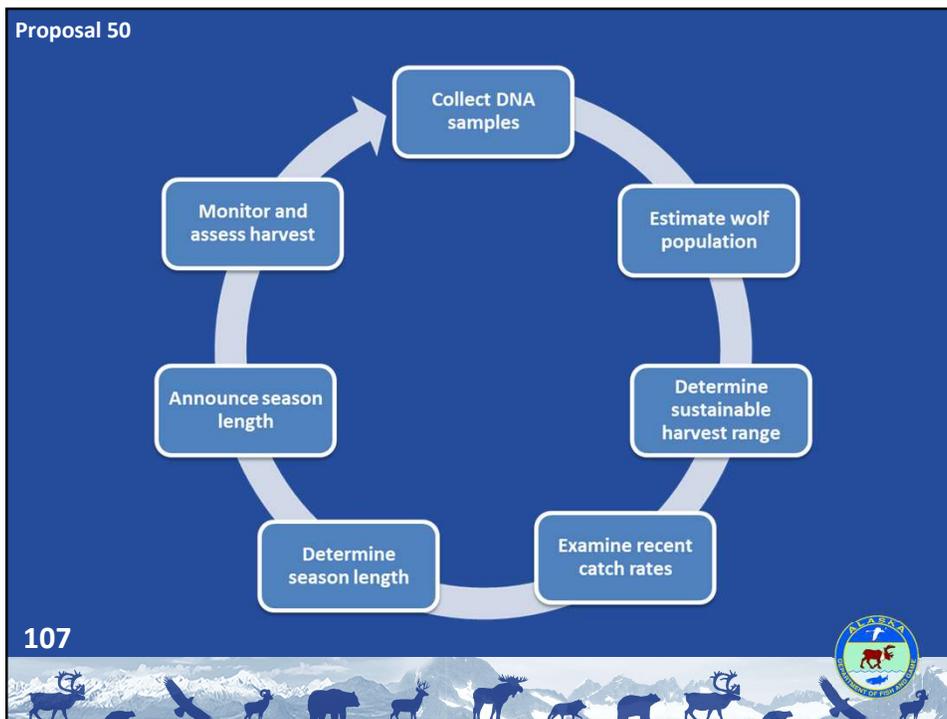
Background

- Unit 2 trapping season start date: November 15
- Federal Subsistence trapping season start date: November 15
- Author is concerned with incidental catch and other conflicts
- Positive C&T, ANS is 90% of the harvestable portion

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107

Proposal 50

Pros	Cons
<ul style="list-style-type: none">• May reduce take of non-target animals• Less conflicts between user groups	<ul style="list-style-type: none">• Trappers may deal with more ice and snow• Could misalign state and federal season

108



108

Proposal 50

Considerations

- A new start date could require adjustments to management
 - Trapper success
- Starting the season later is not likely to cause biological concern

109



109

Proposal 50

Effect of Proposal:

Change the wolf trapping season start date in Game Management Unit 2 to Dec. 15.

Submitted by: East POW AC Proposal

Department Recommendation:

Neutral

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Proposal 51

Effect of Proposal:

Change the Game Management Unit 2 wolf trapping season from Nov. 15 – Mar. 31 to Nov. 15 – Dec. 29.

Submitted by: Craig AC Proposal

Department Recommendation:

Neutral

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Proposal 51

Background

- Game Management Unit 2 trapping season: November 15 – March 31 (137 days)
- The proposed season is: November 15 – December 29 (45 days)
- Positive C&T, ANS is 90% of the harvestable portion

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Proposal 51

Background

Year	Harvest	Season Length
2019	164	62
2020	68	21
2021	66	31
2022	62	31
2023	71	31
2024	74	31

113

113

Proposal 51

Game Management Unit 2 Wolf Population Estimates and Harvest, Regulatory Years 2013 - 2024

Regulatory Year	Estimate (w/ 95% CI)	Harvest
2013	221	57
2014	89	29
2015	108	7
2016	231	30
2017	225	62
2018	187	46
2019	316	164
2020	386	68
2021	268	66
2022	259	62
2023	238	71
2024	245	74

114

114

Proposal 51

Background

- The intent is to have a minimum of a 45-day trapping season
- Season length set by emergency order before season starts
- The department can manage sustainably with current adaptive management strategy

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Proposal 51

Effect of Proposal:

Change the Game Management Unit 2 wolf trapping season from Nov. 15 – Mar. 31 to Nov. 15 – Dec. 29.

Submitted by: Craig AC Proposal

Department Recommendation:

Neutral

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116

Proposal 52

Effect of Proposal:

Add Game Management Unit 2 as an area of intensive management for deer*

*Proponent originally titled proposal for intensive management of wolves. IM statutes and regulations govern prey animals.

Submitted by: Public Proposal

Department Recommendation:

Opposed

117



117

Proposal 52

Habitat

- Large scale commercial logging started in 1954
- Since 2004 (Albert and Schoen 2013)
 - 94% reduction contiguous high-volume forest in north Prince of Wales Island
- Logging reduced deer habitat capability by 46% in north and central POW and 18% in south (USDA 2016)

118



118

Proposal 52

Habitat

- As of 2018, 360,000 acres of old growth harvested from POW (Albert 2019)
 - 169,000 acres were in stem-exclusion stage and 115,000 acres were close
- Deer density in logged stands >30 years old is 7 deer/km² compared to unmanaged old growth at 12 deer/km² (Brinkman et al. 2011)

119



119

Proposal 52

Habitat

- Southeast Alaska Habitat Enhancement and Restoration for Deer Stewardship (HERDS)
- ADFG and Blacktail Deer Foundation
- Federal, State, Native Corporation, and NGO partners
- Improve habitat for deer and deer hunters

120



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Proposal 52

Deer

- Intensive Management (IM) Population Objective:
 - 71,000 deer
- IM Harvest Objective:
 - 2,700 deer
- Positive C&T, Amount Necessary for Subsistence (ANS):
 - 1,500 – 1,600 deer

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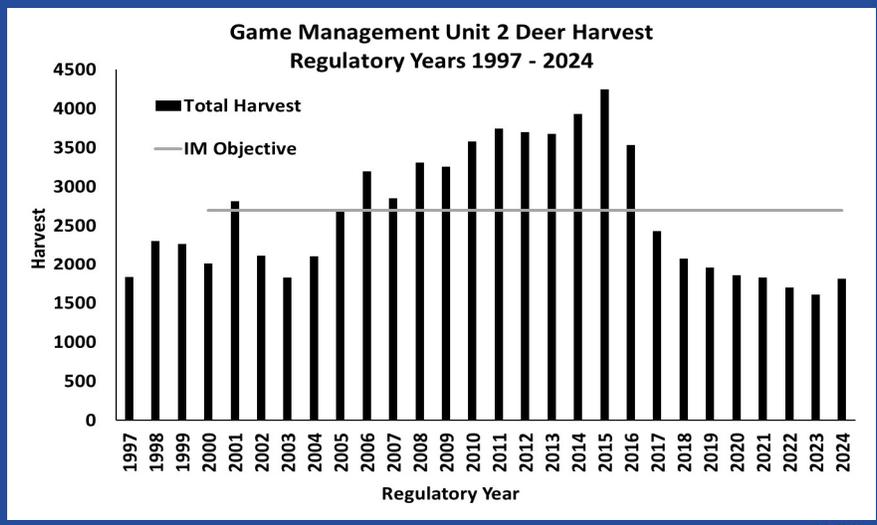


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Proposal 52

Deer

**Game Management Unit 2 Deer Harvest
Regulatory Years 1997 - 2024**

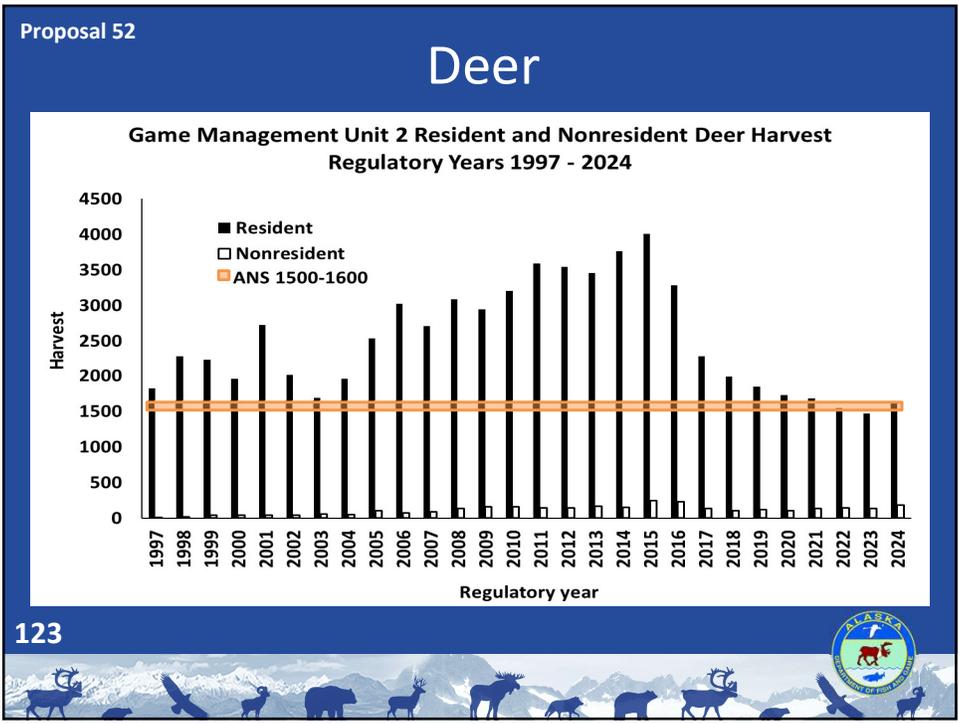


Regulatory Year	Total Harvest	IM Objective
1997	1800	2700
1998	2300	2700
1999	2250	2700
2000	2000	2700
2001	2800	2700
2002	2100	2700
2003	1800	2700
2004	2100	2700
2005	2650	2700
2006	3150	2700
2007	2850	2700
2008	3300	2700
2009	3200	2700
2010	3550	2700
2011	3750	2700
2012	3650	2700
2013	3650	2700
2014	3900	2700
2015	4200	2700
2016	3500	2700
2017	2400	2700
2018	2050	2700
2019	1900	2700
2020	1850	2700
2021	1800	2700
2022	1700	2700
2023	1600	2700
2024	1800	2700

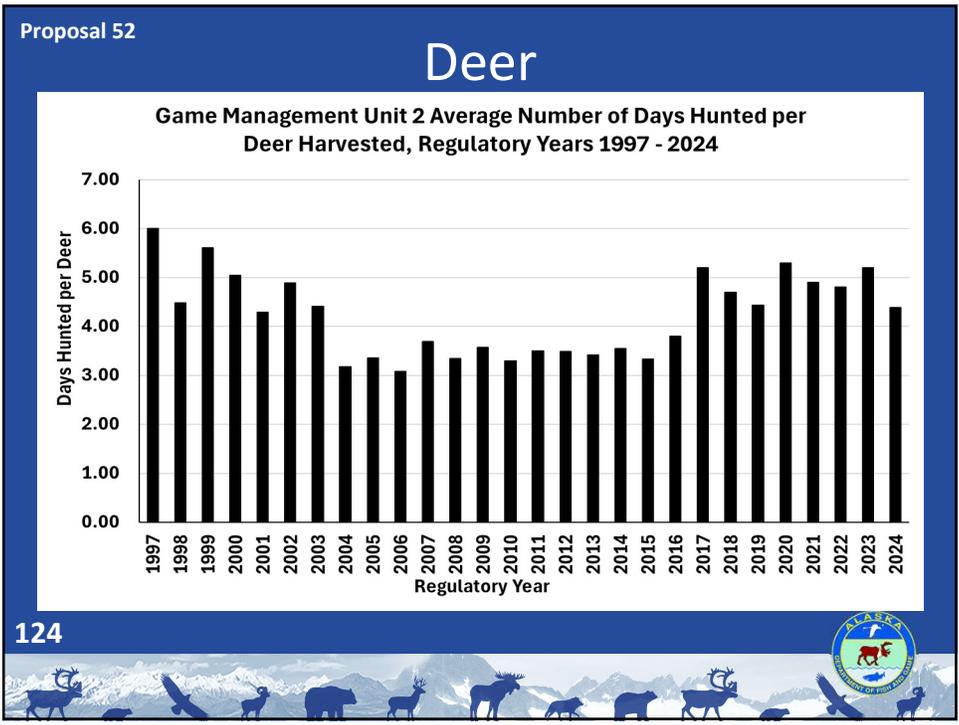
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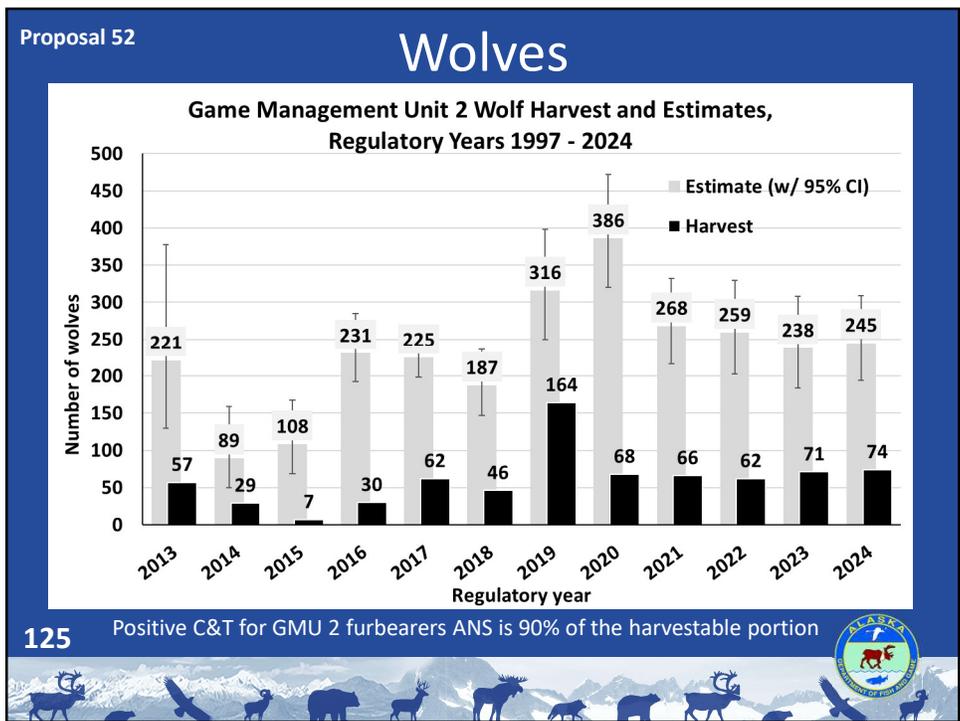
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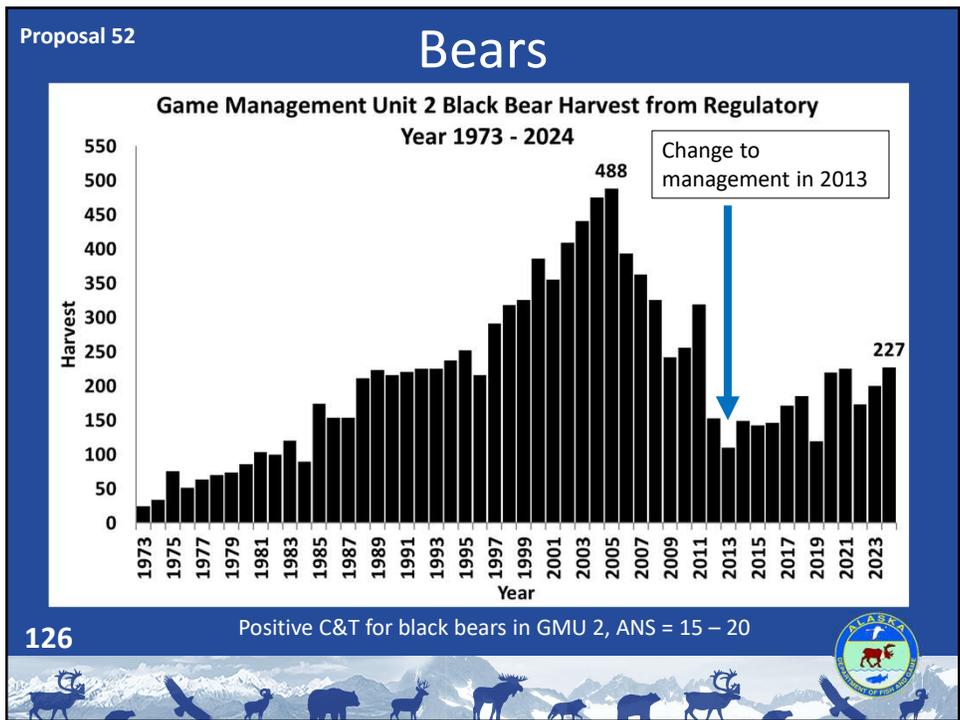
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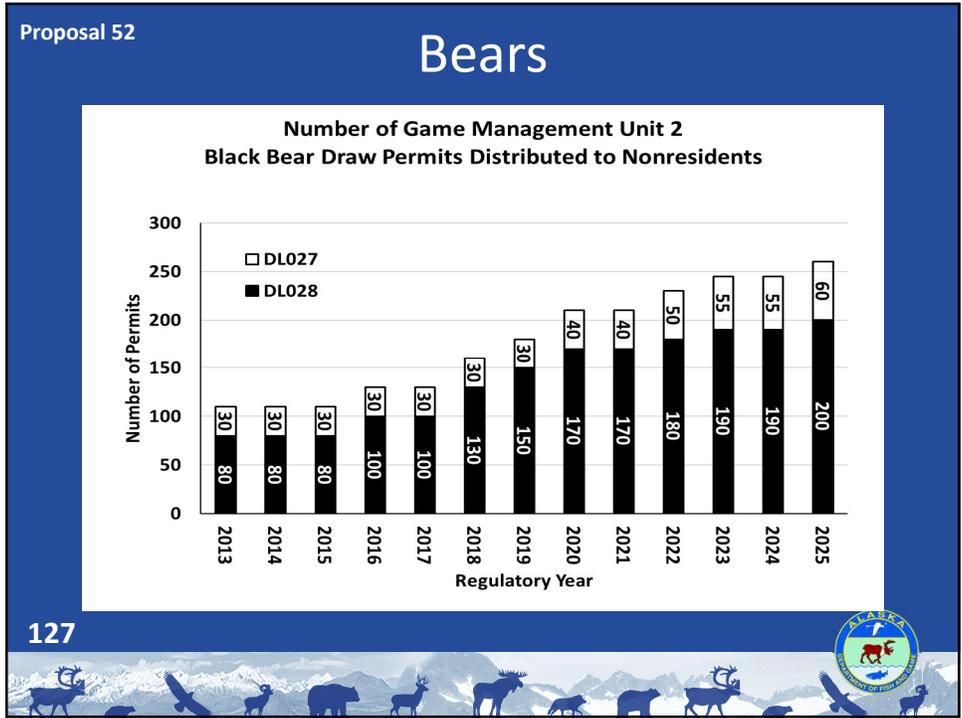
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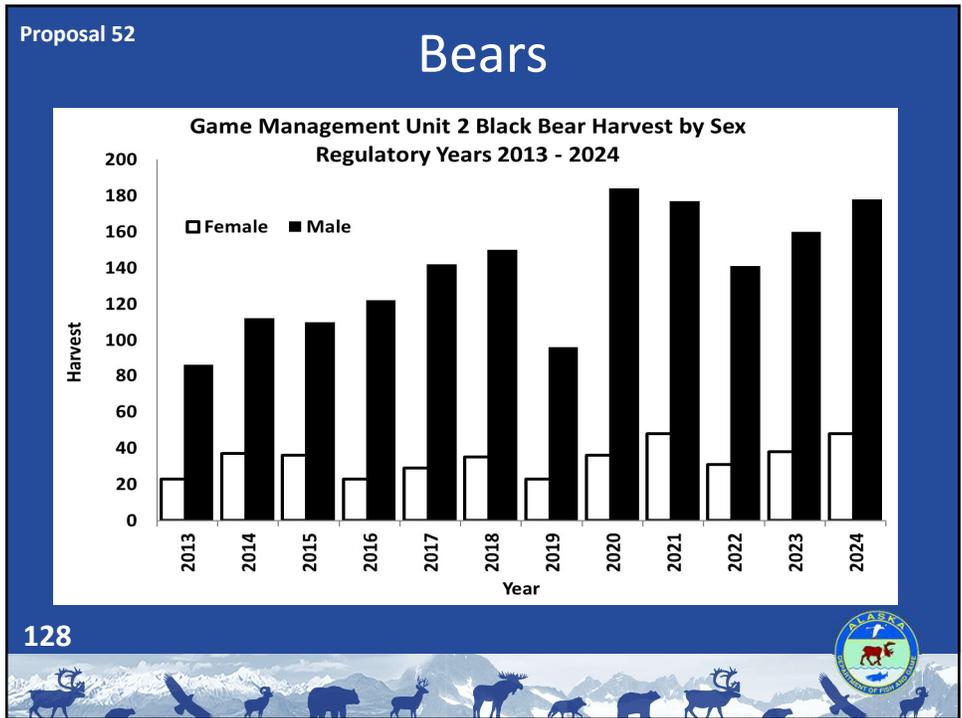
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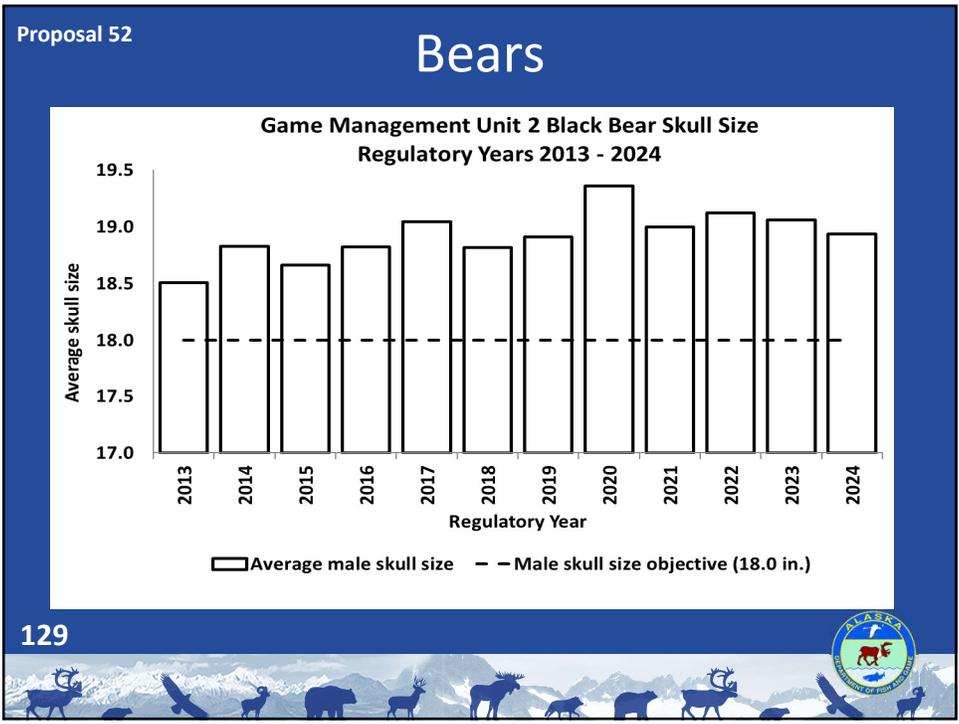
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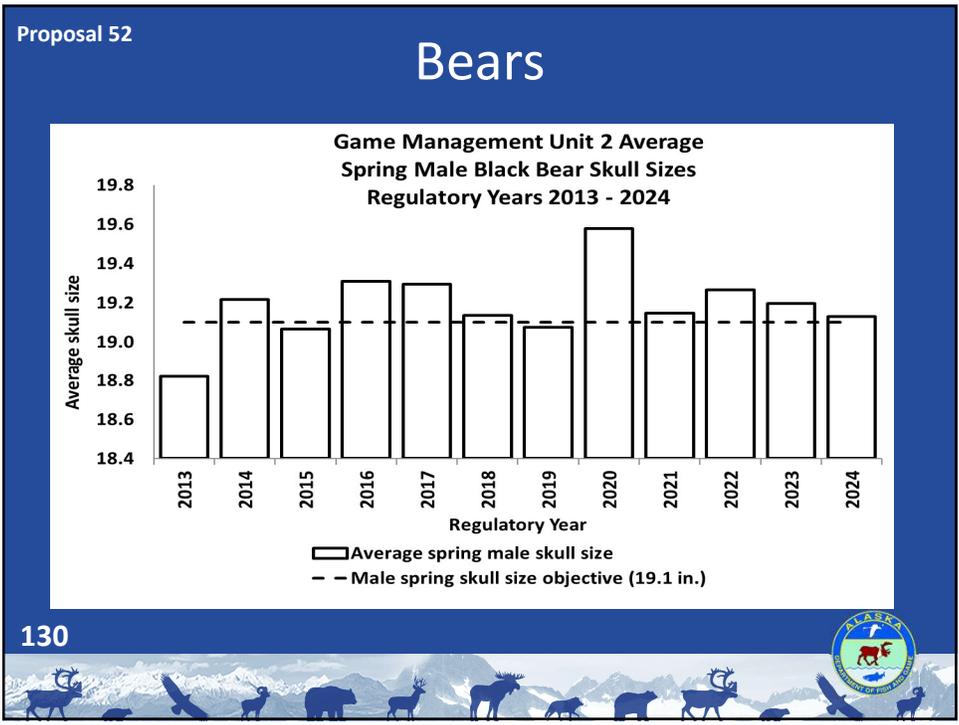
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Proposal 52

Considerations

- ESA petitions and lawsuit concerning wolves
- Currently maintaining sustainable wolf harvest
- IM not likely to be effective if unable to operate on federal lands

131



131

Proposal 52

Effect of Proposal:
Add Game Management Unit 2 as an area of intensive management for deer

Submitted by: Public Proposal

Department Recommendation:
Opposed

132



132

Proposal 53

Effect of Proposal:

Require all Game Management Unit 2 wolf trappers to take an online wolf trapping education course prior to trapping wolves in GMU 2.

Submitted by: Craig Advisory Committee

Department Recommendation:

Neutral

133



133

Proposal 53

Background

- Education requirements for other species:
 - Mountain goat ID quiz (statewide)
 - Dall sheep orientation video (statewide)
 - Moose orientation video for NR (statewide)
 - Moose ID course (Unit 7, 15)
- Positive C&T Finding:
 - ANS = 90% of harvestable portion

134



134

Proposal 53

Background

- Concerns over incidental catch (deer, bear)
 - Wolf trapping season starts Nov. 15th
 - Deer rut peaks mid-Nov.
 - Black bear hibernation starts mid-Oct.
- Anecdotal reports of incidental catch communicated to the department; few are verified/documentated
- Education may decrease incidental take

135



135

Proposal 53

Effect of Proposal:

Require all Game Management Unit 2 wolf trappers to take an online wolf trapping education course prior to trapping wolves in GMU 2.

Submitted by: Craig Advisory Committee

Department Recommendation:

Neutral

136



136

Proposal 54

Effect of Proposal:

Require trappers in Game Management Unit 2 to affix identification tags to traps that identify the trap owner.

Public Proposal

Department Recommendation:

Neutral

137



137

Proposal 54

Background

- Positive C&T for furbearers
 - ANS: 90% of harvestable portion
- Currently no trap identification requirements in Alaska
- Long history of trap identification proposals
- Identification is required for other resource harvest methods (e.g., crab pots, commercial fishing nets)

138



138

Proposal 54

Year	Region	Proposal	Effect	Outcome	Affected Units
1998	Interior	99	Establish trap ID requirements	Failed	
		100	Establish trap ID requirements	No Action	
2000	Statewide	18	Establish trap ID requirements	No Action	
		19	Establish trap ID requirements	Failed	
		20	Establish trap ID requirements	No Action	
2000	Interior	94	Establish trap ID requirements	No Action	
		95	Establish trap ID requirements	Carried as Amended	12, 20E
2002	Interior	23	Continue trap ID requirements	Carried	12, 20E
		24	Change trap ID requirements	No Action	
		25	Continue trap ID requirements	No Action	
		129	Establish trap ID requirements	Carried as Amended	Fairbanks Management Area (20B)
2002	Southeast	39	Establish trap and snare ID requirements	Carried	Portion of 1C
		40	Establish snare ID requirements	Carried as Amended	1-5 except portion of 1C
2004	Statewide	152	Repeal trap ID requirements	Carried	Fairbanks Management Area (20B)
2006	Southeast	1	Standardize trap and snare ID requirements	Carried as Amended	Units 1-5

139



139

Proposal 54

Year	Region	Proposal	Effect	Outcome	Affected Units
2008	Statewide	56	Establish statewide trap ID requirements	No Action	
		58	Establish statewide trap ID requirements	Failed	
2008	Interior	59A	Establish trap ID requirements	Carried as Amended	Chugach State Park (14C)
2008	Southeast	33	Repeal trap ID requirements	No Action	
		35	Repeal trap ID requirements	Failed	
2012	Statewide	124	Establish trap ID requirements	Failed	
2015	Southcentral	178	Establish trap ID requirements	Failed	
		179	Establish trapper ID system	No Action	
2016	Statewide	78	Repeal all trap ID requirements statewide	Carried	1-5, 12, 20E, Chugach State Park (14C)
2019	Southeast	13	Establish trap and snare ID requirements	Failed	
		14	Establish trap and snare site ID requirements	Failed	
2022	Central/Southwest	228	Establish trap ID requirements	Failed	
2025	Statewide	131	Establish statewide trap and snare ID requirements	Failed	

140



140

Background

- Other states requiring trap tags:
 - Required in 43 states. Not required in:
 - California (No fur trapping)
 - Florida
 - Hawaii (No fur trapping)
 - Indiana
 - Louisiana
 - South Dakota
 - Texas

141



141

Proposal 54

Considerations

- Federal regulations – No trap ID requirement
- 80% of GMU 2 federally managed

142



142

Proposal 54

Considerations

- Pros:
 - Successful trappers may be contacted
 - May increase compliance, discourage traps in irresponsible/prohibited locations
- Cons:
 - Tampering, theft
 - Cost to trappers
 - Potentially reduced trapping success

143



143

Proposal 54

Effect of Proposal:

Require trappers in Game Management Unit 2 to affix identification tags to traps that identify the trap owner.

Public Proposal

Department Recommendation:

Neutral

144



144

Proposal 55

Effect of Proposal:

Prohibit the use of enhanced night vision and forward-looking infrared (FLIR) devices for taking furbearers in Game Management Unit (GMU) 2

Public Proposal

Department Recommendation:

Opposed

145



145

Proposal 55

Background

- Night vision – amplifies available light
- Forward looking Infrared (FLIR) – detects infrared radiation emitted from a heat source
- Positive C&T for furbearers in GMU 2
– ANS = 90% of harvestable portion

146



146

Proposal 55

Background

- Board of Game meeting history
 - 2016: prohibit the use of FLIR
 - 2024: Allow for the use of night vision and FLIR for take of furbearers in Region 3
 - 2025: Allow for the use of night vision and FLIR for taking furbearers statewide
- Most states allow the use of night vision or FLIR for harvesting furbearers

147



147

Proposal 55

Discussion

- Proponents of proposal are concerned with potential for abuse of this regulation
- If adopted, Unit 2 would be the only Unit prohibiting the use of night vision and FLIR

148



148

Proposal 55

Effect of Proposal:

Prohibit the use of enhanced night vision and forward-looking infrared (FLIR) devices for taking furbearers in Game Management Unit (GMU) 2

Public Proposal

Department Recommendation:

Opposed

149



149

Proposal 56

Effect of Proposal:

Prohibit the use of enhanced night vision and forward-looking infrared (FLIR) devices for taking furbearers in Game Management Unit (GMU) 2 during any open deer season

Public Proposal

Department Recommendation:

Opposed

150



150

Proposal 56

Background

- Night vision – amplifies available light
- Forward looking Infrared (FLIR) – detects infrared radiation emitted from a heat source
- Positive C&T for furbearers in GMU 2
 - ANS = 90% of harvestable portion

151



151

Proposal 56

Background

- Board of Game meeting history
 - 2016: prohibit the use of FLIR
 - 2024: Allow for the use of night vision and FLIR for take of furbearers in Region 3
 - 2025: Allow for the use of night vision and FLIR for taking furbearers statewide
- Most states allow the use of night vision or FLIR for harvesting furbearers

152



152

Proposal 56

Background

- Proponents of proposal are concerned with potential for abuse of this regulation
- If adopted, Unit 2 would be the only Unit prohibiting the use of night vision and FLIR

153



153

Proposal 56

GMU 2 Deer Season

- State: August 1st through December 31st
- Federal: July 24th through January 31st
- Coincides with:
 - Beaver trapping (Nov 10 – May 15)
 - Marten trapping (Dec 1 – Feb 15)
 - Mink/Weasel trapping (Dec 1 – Feb 15)
 - River otter trapping (Nov 10 – Mar 31)
 - Wolf trapping (Nov 15 – Feb 28*)

154



154

Proposal 56

Effect of Proposal:

Prohibit the use of enhanced night vision and forward-looking infrared (FLIR) devices for taking furbearers in Game Management Unit (GMU) 2 during any open deer season

Public Proposal

Department Recommendation:

Opposed

155



155