

ALASKA BOARD OF GAME
MEETING CYCLE

The board meeting cycle generally occurs from October through March. The board considers changes to regulations on a region-based schedule. Each region will be discussed on a two-year cycle. When the regional area is before the board, the following regulations are open for consideration within that region:

- Trapping Seasons and Bag Limits -- All species
- General and Subsistence Hunting Seasons and Bag Limits -- All species
(Except antlerless moose hunts as noted below)
- Wolf Control Implementation Plans
- Bag Limit for Brown Bears
- Areas Closed To Hunting
- Closures and Restrictions in State Game Refuges
- Management Areas; Controlled Use Areas, and Areas Closed To Trapping

Regulations specific to an area (e.g., Permits for Access to Round Island) will be taken up when the board is scheduled to consider regulations in that Region. Proposals for changes to regulations pertaining to reauthorization of all antlerless moose hunts, 5 AAC 85.045, and all brown bear tag fee exemptions, 5 AAC 92.015, will be taken up annually.

The Board of Game does not consider proposals to statewide regulations in every meeting cycle. Instead, the Board of Game reviews statewide regulations on a four-year cycle, distributed between winter meetings, every other year. The list of statewide regulations and the associated “Cycle A” and “Cycle B” meeting schedule is set forth on the next page of this publication.

The proposal deadline is May 1 every year. *If May 1 falls on a weekend, the proposal deadline is the Friday preceding that weekend.*

<u>REGION:</u>	<u>MEETING CYCLE:</u>		
SOUTHEAST REGION (REGION I) Game Management Units: 1, 2, 3, 4, 5	2012/2013	2014/2015	2016/2017
SOUTHCENTRAL REGION (Region II) Game Management Units: 6, 7, 8, 14C, 15	2012/2013	2014/2015	2016/2017
CENTRAL / SOUTHWEST REGION (REGION IV) Game Management Units: 9, 10, 11, 13, 14A, 14B, 16, 17	2012/2013	2014/2015	2016/2017
ARCTIC AND WESTERN REGIONS (REGION V) Game Management Units: 18, 22, 23, 26A	2013/2014	2015/2016	2017/2018
INTERIOR REGION (REGION III) Game Management Units: 12, 19, 20, 21, 24, 25, 26B, 26C	2013/2014	2015/2016	2017/2018

ALASKA BOARD OF GAME
STATEWIDE REGULATIONS SCHEDULE

CYCLE “A”: 2014, 2018, 2022

5 AAC Chapter 92 Statewide Provisions:

- .001 Application of this Chapter
- .002 Liability for Violations
- .003 Hunter Education and Orientation Requirements
- .004 Policy for Off-Road Vehicle Use for Hunting and Transporting Game
- .005 Policy for Changing Board Agenda
- .010 Harvest Tickets and Reports
- .011 Taking of Game by Proxy
- .012 Licenses and Tags
- .013 Migratory bird hunting guide services
- .018 Waterfowl Conservation Tag
- .019 Taking of Big Game for Certain Religious Ceremonies
- .020 Application of Permit Regulations and Permit Reports
- .025 Permit for Exporting a Raw Skin
- .028 Aviculture Permits
- .029 Permit for Possessing Live Game
- .030 Possession of Wolf Hybrid Prohibited
- .031 Permit for Selling Skins, Skulls, and Trophies
- .033 Permit for Science, Education, Propagative, or Public Safety Purposes
- .034 Permit to Take Game for Cultural Purposes
- .039 Permit for Taking Wolves Using Aircraft
- .042 Permit to Take Foxes for Protection of Migratory Birds
- .047 Permit for Using Radio Telemetry Equipment
- .104 Authorization for Methods and Means Disability Exemptions
- .106 Intensive Management of Identified Big Game Prey Populations
- .110 Control of Predation by Wolves
- .115 Control of Predation by Bears
- .116 Special Provisions in Predation Control Areas
- .141 Transport, Harboring, or Release of Live Muridae Rodents Prohibited
- .165 Sealing of Bear Skins and Skulls
- .170 Sealing of Marten, Lynx, Beaver, Otter, Wolf, and Wolverine
- .171 Sealing of Dall sheep horns
- .200 Purchase and Sale of Game
- .210 Game as Animal Food or Bait
- .220 Salvage of Game Meat, Furs, and Hides
- .230 Feeding of Game
- .250 Transfer of Musk oxen for Science and Education Purposes
- .450 Description of Game Management Units
- .990 Definitions

CYCLE “B”: 2016, 2020, 2024.

5 AAC Chapter 92 Statewide Provisions:

- .009 Obstruction or hindrance of lawful hunting or trapping
- .035 Permit for Temporary Commercial Use of Live Game
- .036 Permit for taking a child hunting
- .037 Permit for Falconry
- .040 Permit for Taking of Furbearers with Game Meat
- .041 Permit to Take Beavers to Control Damage to Property
- .043 Permit for Capturing Wild Furbearers for Fur Farming
- .044 Permit for hunting black bear with the use of bait or scent lures
- .049 Permits, Permit Procedures, and Permit Conditions
- .050 Required Permit Hunt Conditions and Procedures
- .051 Discretionary Trapping Permit Conditions & Procedures
- .052 Discretionary Permit Hunt Conditions and Procedures
- .057 Special Provisions for Dall Sheep Drawing Permit Hunts
- .062 Priority for Subsistence Hunting; Tier II Permits
- .068 Permit Conditions for Hunting Black Bear with Dogs
- .069 Special Provisions for Moose Drawing Permit Hunts
- .070 Tier II Subsistence Hunting Permit Point System
- .075 Lawful Methods of Taking Game
- .080 Unlawful Methods of Taking Game; Exceptions
- .085 Unlawful Methods of Taking Big Game; Exceptions
- .090 Unlawful Methods of Taking Fur Animals
- .095 Unlawful Methods of Taking Furbearers; Exceptions
- .100 Unlawful Methods of Hunting Waterfowl, Snipe, Crane
- .130 Restriction to Bag Limit
- .135 Transfer of Possession
- .140 Unlawful Possession or Transportation of Game
- .150 Evidence of Sex and Identity
- .160 Marked or Tagged Game
- .200 Purchase and Sale of Game
- .260 Taking Cub Bears & Female Bears with Cubs Prohibited
- .400 Emergency Taking of Game
- .410 Taking of Game in Defense of Life or Property
- .420 Taking Nuisance Wildlife