

80 Changes in Alaska Hunting and Trapping Law

Eighty proposed changes in Alaska hunting and trapping law, twenty alone on the taking of wolves, will be aired at a public hearing to be held by the Fairbanks Advisory Committee to the Alaska Board of Fish and Game Tuesday, March 20, 7:30 p.m. at the Alaskaland Civic Theater.

According to Chairman Dwane Sykes over two hundred proposals for change have been made and about eighty of these directly effect Fairbanks.

Sykes said: "There is going to be controversy over certain proposals."

Sykes labled the proposals concerning brown and grizzly bear hunting seasons, antlerless moose, reintroduction of aerial

hunting of coyotes and wolves, a lower limit on sheep and goats, and a proposal to eliminate the use of aircraft as an aid in hunting, as sure to "create friction."

He went on to say there are several changes recommended on the Caribou limit and on black bear. He listed a proposal to introduce falconry to Alaska as another subject which would attract attention.

When questioned on laws regarding Off-the-road-vehicles Sykes said: "There are eight proposals alone effecting the use of ORVs in relation to hunting and trapping. One proposal", said Sykes, "would eliminate the use of ORVs in the 'tracking' of animals in addition to the present

relation to hunting and trapping."

Pointing to Unit 20 which is around Fairbanks, Sykes said: "There are three proposals for restricting entry into portions of Unit 20(A) and two others concerning the Delta-Tok management areas."

According to publicity chairman, Jim Hunter, the committee has selected eighty proposals out of the two hundred for public hearing in an effort to air those which concern the interior.

Hunter went on to say the hearing would be held open to hear testimony on additional proposals if the public requested. An agenda will be available at the hearing.

The Alaska Board of Fish and Game will meet April 2 to

to April 9 in Anchorage at the Holiday Inn to make final decision on the various proposals.