MINUTES

Environment, Agriculture and Economic Development Budget Division Thursday, April 20, 2006 2:15 p.m., Room 107 Capitol

MEMBERS PRESENT

MEMBERS ABSENT

Anderson Bachmann Bakk Cohen Dibble Dille Frederickson Jungbauer Kubly Metzen Pariseau Rosen Sams Vickerman

The meeting was called to order at 2:15 p.m.

Senator Saxhaug presented SF2974, the game and fish bill. Ed Bogus, Fish & Wildlife Division of the Minnesota Department of Natural Resources went over the money changes in the bill. Senator Vickerman offered an amendment for special hunts for military personnel. The amendment was adopted. Senator Vickerman offered the A20 amendment concerning designation of game refuges. The amendment was adopted. Senator Frederickson offered the A16 amendment regarding Farmed cervidae. The amendment would prohibit shooting farmed cervidae by anyone other than the owner or an employee. Tom Kelliher, representing the Minnesota Deer Hunters Assoc. testified in support of the amendment. After much discussion by the committee, the amendment was withdrawn. Senator Kubly offered the A15 amendment to allow counties to offer a bounty on coyotes. Mark Holston, Deputy Commissioner, DNR testified against the amendment. The amendment was adopted. Senator Vickerman moved the bill as amended to be referred to the Finance Committee. The motion prevailed.

The meeting adjourned at 4:20 p.m.

Respectfully submitted,

Environment, Agriculture & Economic Development Budget Division Chair: Senator Dallas Sams Thursday, April 20, 2006 Room 107 Capitol

Agenda

SF2974-Samhaug: Game & Fish bill.

DIVISION REPORT - WITH AMENDMENTS

TO: Finance	_ Committee
FROM: Environment, Agriculture & Com Der	Division
<u>S. F. No. 2974</u> /	
Amendments:	

Amendment no number - see attached A20 - See attacked A15 as amended - See attached

Division recommendation:

 \underline{X} And when so amended that the bill be recommended to pass and be referred to the full committee

_____ And when so amended that the bill ______

(date of division action)