

RC 2

Sheep Hunter Survey



TENTATIVE SURVEY PLAN

Presentation to Board of Game
11 October 2013, Anchorage



Background

Objectives

Survey
Strategies

Timeline

Next Steps



Slide 2

Sheep Hunter Survey



Purpose

- Provide a resource for the Board of Game to use when developing regulations for the management and allocation of sheep
- Examine issues, concerns and motivations behind regulation proposals submitted by hunters and others interested in sheep management.

Slide 3

Issues and History



Management

- Hunter concerns about crowding
- Guide / Transporter / Resident hunter conflicts
- Public desire to change or modify sheep hunt management strategies

BOG Proposals

- Proposals to restrict non-resident hunting
- Proposals to create additional drawing hunts
- Proposals to limit access and change bag limits and seasons

Slide 4

Sheep Hunt Survey

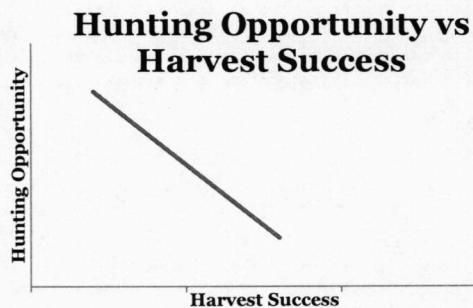
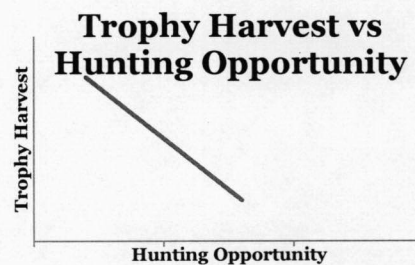
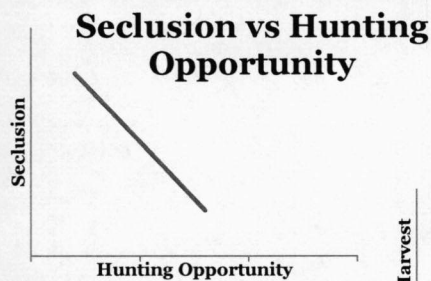
Objectives

- Quantify resident hunter satisfaction with resident vs. guided and next-of-kin nonresident hunter allocation of sheep hunting and harvest opportunity
- Quantify sheep hunting guide satisfaction with resident vs. guided nonresident hunter allocation of sheep hunting and harvest opportunity
- Quantify the relative importance hunters place on each of the following sheep hunt attributes; hunting opportunity, harvest opportunity, trophy potential, burden of regulatory compliance, seclusion, and access
- Quantify the relative importance hunters place on special hunts for youth, seniors, bowhunters, muzzleloaders, spring hunts and late season hunts
- Assess hunter support for management approaches to optimize above attributes

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Issue Dimensions

Trophy Opportunity
Hunting Opportunity
(hunt every year)
Harvest Success
Crowding/Seclusion
Resident/Guided Non-
resident competition
Ease of Entry, Simple
regulations
Accessibility and Cost
Guide Economics



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Sheep Hunt Survey

Survey Strategies and Process

- Determine Objectives
- Identify stakeholders
- Identify issues and concerns
- Focus Groups
- Identify target survey audience
- Design survey tool to investigate relative importance of issues and concerns
- Conduct Survey
- Present results to the Board of Game

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Survey Timeline



Action

- Present Survey Plan to the Board of Game
- Work with BOG and others to finalize objectives
- Hire contractor
- Identify Focus Groups
- Design / Plan Survey with the contractor; consult with BOG for input regarding survey design
- Conduct Survey
- Finalize results
- Present results to BOG

Month

- October 2013
- November 2013
- December 2013
- Jan 2014
- Feb / Mar 2014
- Spring 2014
- Summer 2014
- October 2014

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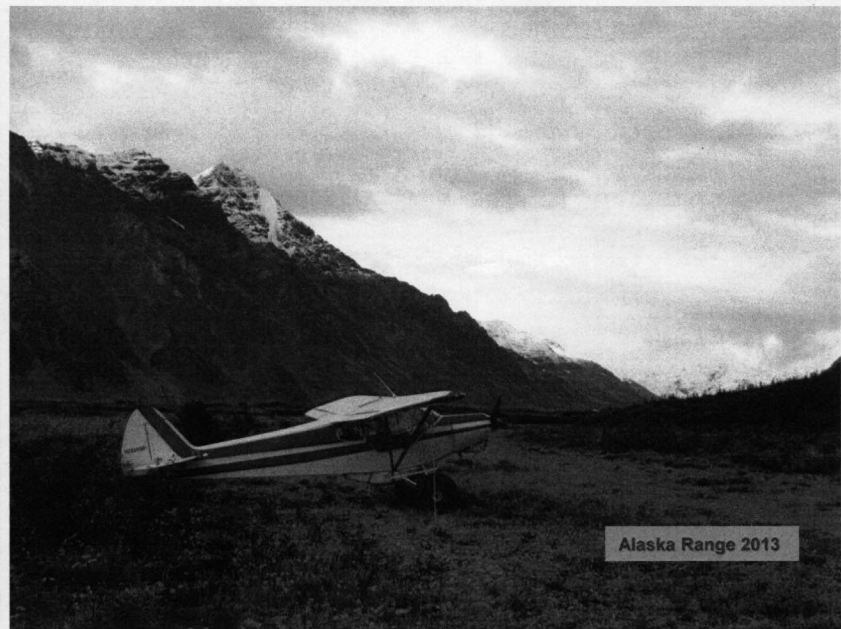
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Questions?

