

Guidance on Intensive Management process for Board of Game members

20 January 2022 work session

Division of Wildlife Conservation (DWC)

INTENSIVE MANAGEMENT LAW:

In 1994 the Alaska Legislature passed the “Intensive Management” (IM) law for caribou, deer, and moose (prey) that required the Alaska Board of Game to:

- set lower and upper prey population and harvest objectives in areas important to hunting,
- consider active management of predation and habitat when prey abundance and harvest are below IM objectives and harvest restrictions are proposed, and
- consider feasibility based on science, land ownership, and subsistence uses (e.g., effect of increased hunt opportunity on local users).

PERTINENT STATUTES AND REGULATIONS:

- AS 16.05.255 (e-g) and (k) - conditions, tools, feasibility assessment, objectives, and definitions.
- 5 AAC 92.106 - criteria for IM objectives.
- 5 AAC 92.108 - IM objectives by species herd or GMU.

PROCESS STEPS:

- Proposal to restrict prey harvest in herd or Game Management Unit with positive finding for IM triggers Board consideration of IM practices (habitat enhancement, predator control) if prey is below population or harvest objectives.
- Division of Wildlife Conservation (DWC) does Analysis & Recommendation (reviewed by Division of Subsistence) and may produce a Feasibility Assessment (report on potential to achieve IM objective).
- BOG reviews DWC Feasibility Assessment and decides whether to authorize an IM Plan (5 AAC 92.1##).
- If Board authorizes IM Plan, then DWC drafts an IM Operational Plan as complement to IM Plan for Board and public review.
- DWC implements and monitors IM program and produces annual reports to Board.
- Under discretionary authority, DWC reviews decision to conduct predator control annually and may suspend or reactivate control per IM Operational Plan and the codified IM Plan.
- Authorization sunsets /expires, so Board must reauthorize extension of plan; it is not necessary for predator control to be active for plan renewal.

Who controls what factors (authorization)

