

## ALASKA BOARD OF GAME RESOLUTION

95-94-BOG

Whereas, when the Legislature created the McNeil River State Game Refuge it was in response to concerns over the potential impact of the Paint River fish ladder on the existing McNeil River State Game Sanctuary; and

Whereas the Board of Game has been confronted with refuge-related issues on an almost annual basis since the creation of the Refuge; and

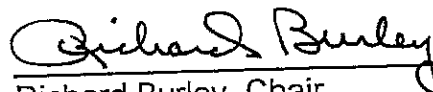
Whereas, based on testimony and correspondence from the public, it is clear to the board that the name of the Refuge is causing unnecessary confusion; some members of the public and certain out-of-state media outlets believe board actions regarding the Refuge actually apply to the sanctuary of the same name; and

Whereas the refuge was created to protect habitat and cope with potential developments on the Paint River.

Therefore be it resolved that the Alaska Board of Game believes changing the name of the McNeil River State Game Refuge to the Paint River State Game Refuge would resolve some of the misunderstandings concerning management of the Refuge; and

Therefore be it further resolved that pursuant 16.05.255(a)(1) the Alaska Board of Game requests the Alaska State Legislature to change the name of McNeil River State Game Refuge to the Paint River State Game Refuge.

DATE: October 26, 1995

  
Richard Burley, Chair

VOTE: 5 favor, 1 oppose, 1 abstain