

# 3-Year Season Setting explained

Anis Aoude

Game Division Manager, Wildlife Program



# Why 3-year season setting

- The 3-year season setting establishes most general season dates, bag limits, method restrictions, and hunt boundaries for a 3-year period
- Provides consistency from one year to the next
- Reduces workload
- Some rules such as General Season deer, elk, upland game and small game require revision every 3-years as the dates in the rules are only valid for specific years
- Gives us an opportunity to consider changes that the public suggests at an expected interval
- Permit numbers and season dates for deer and, elk and once in a lifetime species are considered annually
- Waterfowl seasons are also considered annually
- **This process does not prohibit us from revisiting any rule at any time if needed**



# Linking GMP Update to 3-Yr Process

- Seasons described in the 3-year process can be modified on an annual basis based on new Policies, GMP guidance, or annual environmental conditions
- **Flexibility to adapt seasons as we revise GMP is preserved**



# 3-year season setting process

- May-June – Gather ideas for possible rule changes (internal and external)
- July- review suggested changes internally
- August-September – Gather public input on proposals that make it through the internal review process
- October-November – Draft rules based on public comment
- January-April – Commission rulemaking process (CR 101-103 public input etc.)



# Internal Review process

- Ideas are discussed internally through regional meetings
- Ideas must be feasible and cost effective
- Ideas must be biologically sound
- Ideas must fit within the guidance provided in the GMP



# Rules Groupings

- [220-400](#) Wildlife—Definitions, classifications, and general wildlife rules (7)
- [220-410](#) Wildlife—Hunting—Game management areas (6)
- [220-411](#) Wildlife—Hunting—Game reserves (26)
- [220-412](#) Wildlife—Hunting—Permits (13)
- [220-413](#) Wildlife—Hunting—General rules (18)
- [220-414](#) Wildlife—Hunting—Firearms, ammunition, and equipment (10)
- [220-415](#) Wildlife—Hunting—Big game (13)
- [220-416](#) Wildlife—Hunting—Small game, birds, and other wildlife (12)
- [220-417](#) Wildlife—Hunting—Trapping (4)
- [220-420](#) Falconry (42)



# Questions?

