



Agenda Item 8.

Rule Proposal: Naselle River – Internal Combustion Motor Restriction

**Ron Warren; Region 6 Fish Program Manager
Washington Fish and Wildlife Commission Meeting
December 6, 2013**

Current Rule

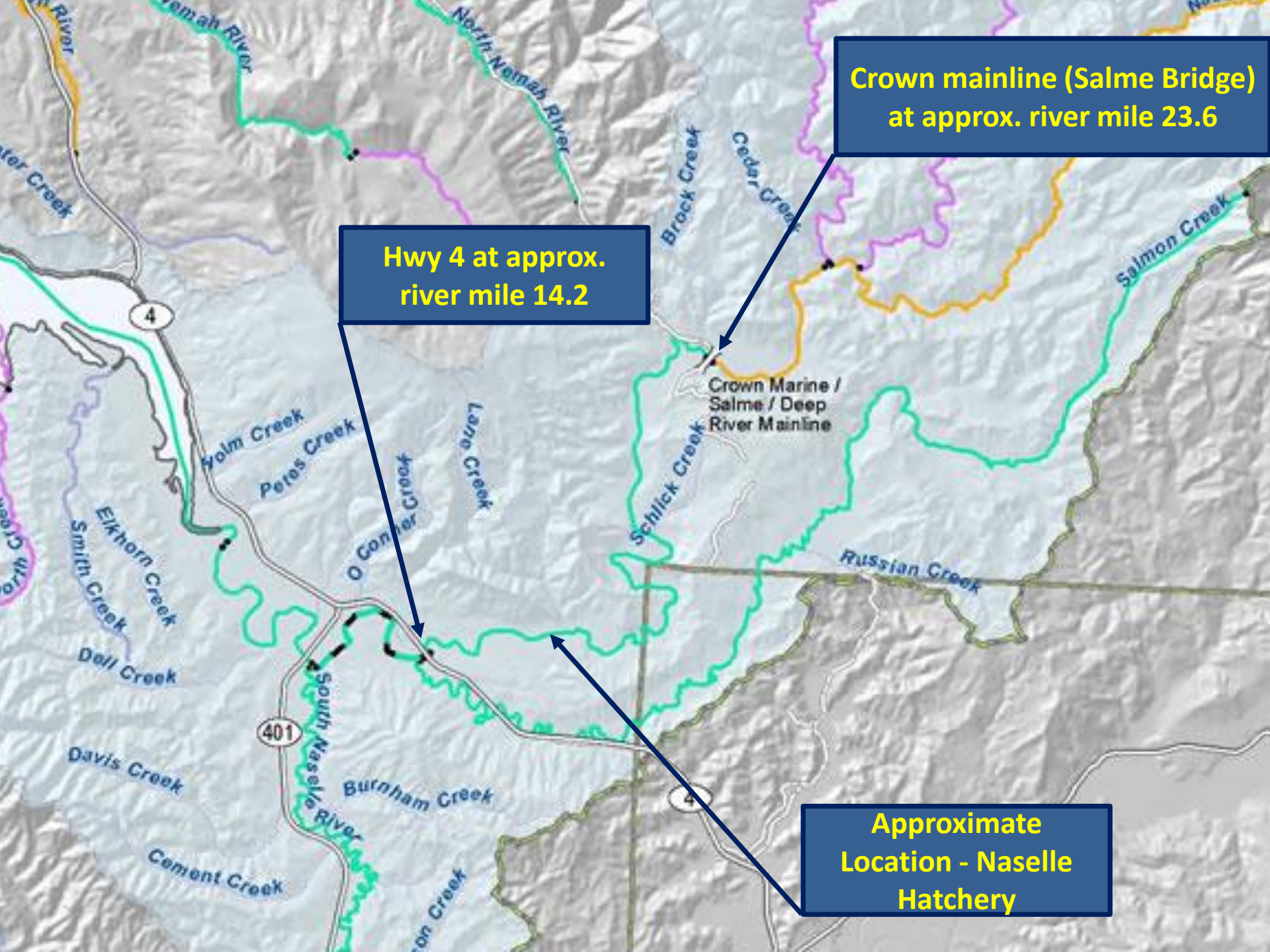
- Adopted during 2013 North of Falcon
- Fishing from a floating device equipped with an internal combustion motor is prohibited
 - Hwy 4 upstream to the Crown mainline (Salme) Bridge
 - August 1 – November 15th
- Majority of the salmon fishing season
- Overlapping the steelhead season

Background

- May 2013 FWC received a petition to prohibit fishing from boats equipped with an internal combustion motors in the Naselle River
- Under RCW 34.05.330 the agency must deny the petition or initiate rule-making
- Direction to Initiate Rule Making June 21st

Proposed Rule

Prohibit year-round fishing from a floating device equipped with an internal combustion motor in the Naselle River from the Highway 4 Bridge to Crown mainline (Salme) Bridge.



**Crown mainline (Salme Bridge)
at approx. river mile 23.6**

**Hwy 4 at approx.
river mile 14.2**

**Approximate
Location - Naselle
Hatchery**

Public Process

- CR101 was filed on July 3, 2013
- Public Meeting in Naselle September 5th
- CR102 was file on October 18, 2013
 - comment period closed November 29, 2013
- FWC meeting December 6, 2013
 - public comment accepted

Public Comment

- Public Meeting in Naselle
 - 20 members of the public in attendance
- Online comment period Oct. 18 – Nov. 29, 2013
 - 8 comments regarding this proposal were received
 - 6 local to the southwest Washington
 - 1 Puget Sound resident
 - 1 Eastern Washington resident

Public Comment (cont.)

– In Support

- Rivers too small for boats
- Safety concerns for bank anglers

– In Opposition

- Loss of opportunity without scientific backing or demonstrated conservation need
- Access for disabled anglers will be lost – suggests limiting the size of motor to <10hp
- Too many rules already

Next Steps

- Public Comment Today
- FWC action on proposed rule January 2014