# Proposed Rule Change 19.31.3 NMAC Application Rule

TITLE 19 CHAPTER 31 PART 3

## NATURAL RESOURCES AND WILDLIFE HUNTING AND FISHING REGULATIONS HUNTING AND FISHING LICENSE APPLICATION

### 19.31.3.8 PUBLIC LICENSES AND PERMITS - APPLICATION FOR:

- **B. Application deadline(s):** Applications for all population reduction management hunts, turkey, pronghorn antelope, elk, bighorn sheep, bear entry, deer entry, oryx, javelina, and ibex hunts must be received, in the Santa Fe office only, by 5:00 p.m. on dates set by the state game commission.
- **D. One applicant per application:** No more than one person may apply under each application number for bighorn sheep, bear entry, ibex, game management sub-unit 6B (Valles Caldera national preserve), and GMU 5A private land deer.
- **F. Four applicants per application:** No more than four persons may apply under the same application number for deer entry, elk, pronghorn antelope, <u>Barbary sheep</u> and javelina.

## M. Resident and non-resident applications:

(1) A To be placed in the separate pool designated for guided hunts, an non-resident applicant must have a valid registration number issued to a New Mexico outfitter, registration number as prescribed in Paragraph H of Section 17-3-16 NMSA 1978 Compilation, on their his or her application to be placed in the separate pool designed for guided hunts.

#### 19.31.3.11 **RESTRICTIONS:**

- C. Improper license and permit: Any person who attempts to capture or shoot, hunts, kills, injures or takes, in any manner any game animal, <u>fur-bearing animal</u>, game bird or game fish other than in accordance with the specified hunt code or dates, legal sporting arm, bag limit allowance or area designated on a license or permit issued by the department to that person is deemed to be hunting, <u>fishing or trapping</u> without a proper license as required by 17-3-1 NMSA 1978 unless otherwise exempted by a valid commission rule.
- G. More than one application: It shall be unlawful to submit more than one application per species for any license issued through a special drawing, unless otherwise permitted by regulation. Exception: An individual may apply for both a population management hunt on public or private land and a special drawing hunt. However, an applicant shall follow the application procedures outlined in 19.31.3.8 NMAC.
- H. Handicapped fishing or handicapped general hunting license qualifications: To hold a handicapped fishing or handicapped general hunting license, the individual must be a resident of New Mexico and must show proof of a severe disability by reason of one or more developmental or physical disabilities resulting from amputation, arthritis, blindness, burn injury, cancer, cerebral palsy, cystic fibrosis, muscular dystrophy, musculoskeletal disorders, neurological disorders, paraplegia, quadriplegia and other spinal cord conditions, sickle cell anemia, and end-stage renal disease, or who has a combination of permanent disabilities which cause comparable substantial functional limitation. Reasonable accommodation will be made, relating to these licenses, upon request.

## 19.31.3.11 RESTRICTIONS: CONTINUED

- **R. Application fee:** Prior to the drawing, all All-applicants for special hunt drawings for all public draw licenses shall pay the non-refundable application fee and applicable species license fees including depredation damage stamp, the required game hunting license fee and the non-refundable application fee prior to the drawing as defined by 19.30.9.9 NMAC. Disabled American veterans certified as holders of lifetime general hunting and fishing licenses are exempt from paying the application fee when applying for deer hunt drawings.
- S. Game hunting license fee refund: Applicants for special hunt drawings for public draw licenses may elect to receive a refund of the game hunting license and appropriate fees if they are unsuccessful in the drawing for all of the species applied for as long as an authorization number (pursuant to 17-3-5 NMSA 1978) has not been issued to the applicant by the Department.