

**Boundary  
Descriptions for  
Game Management  
Units  
19.30.4 NMAC**

**August 13, 2020**

**New Mexico State Game Commission  
Meeting**

**Virtual Meeting**





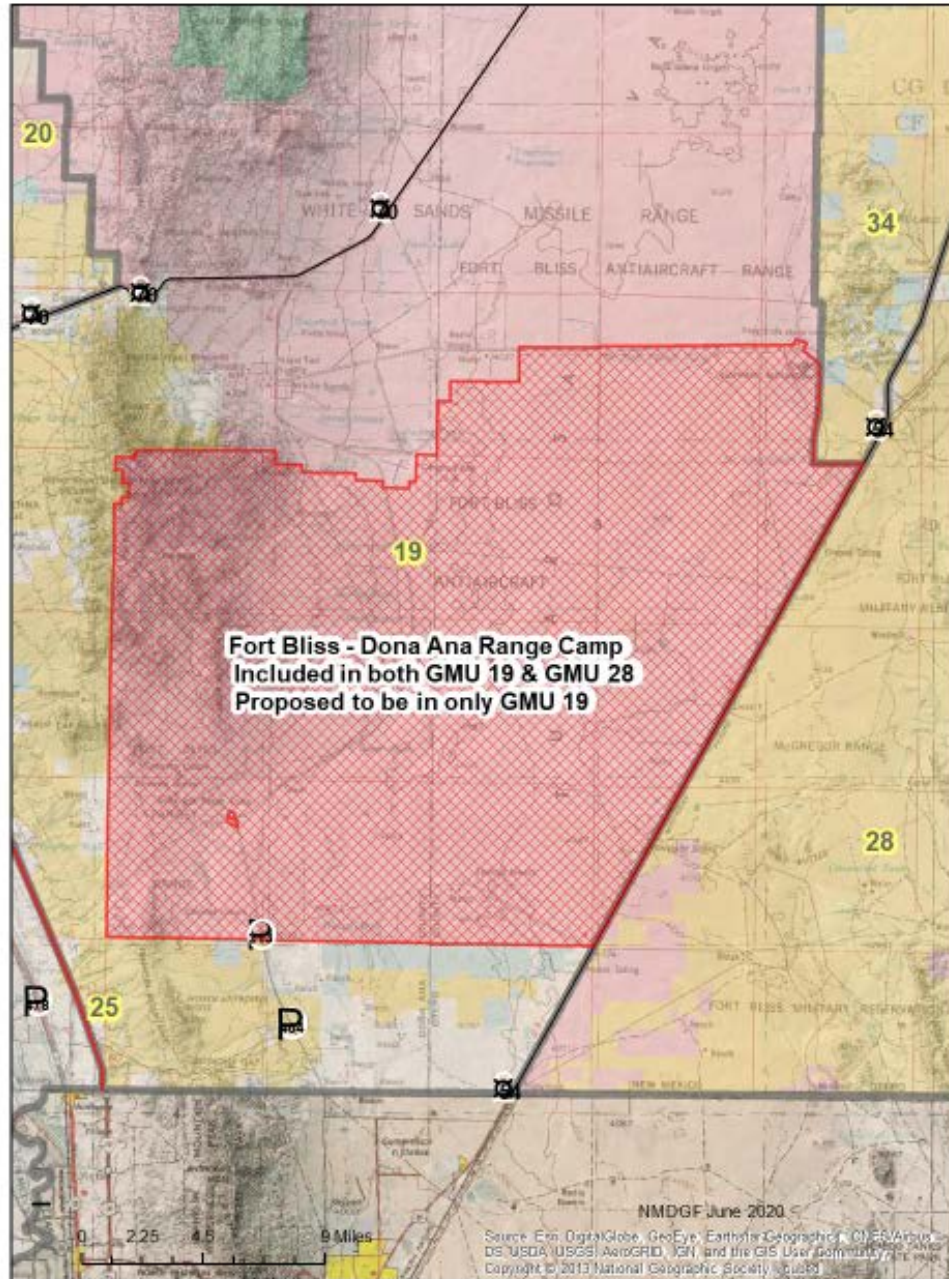
# **Amend: Boundary Descriptions 19.30.4 NMAC**

- **Neighboring GMUs that overlap each other**
- **Neighboring GMUs that leave a gap between them**
- **Proposed area reassignment**



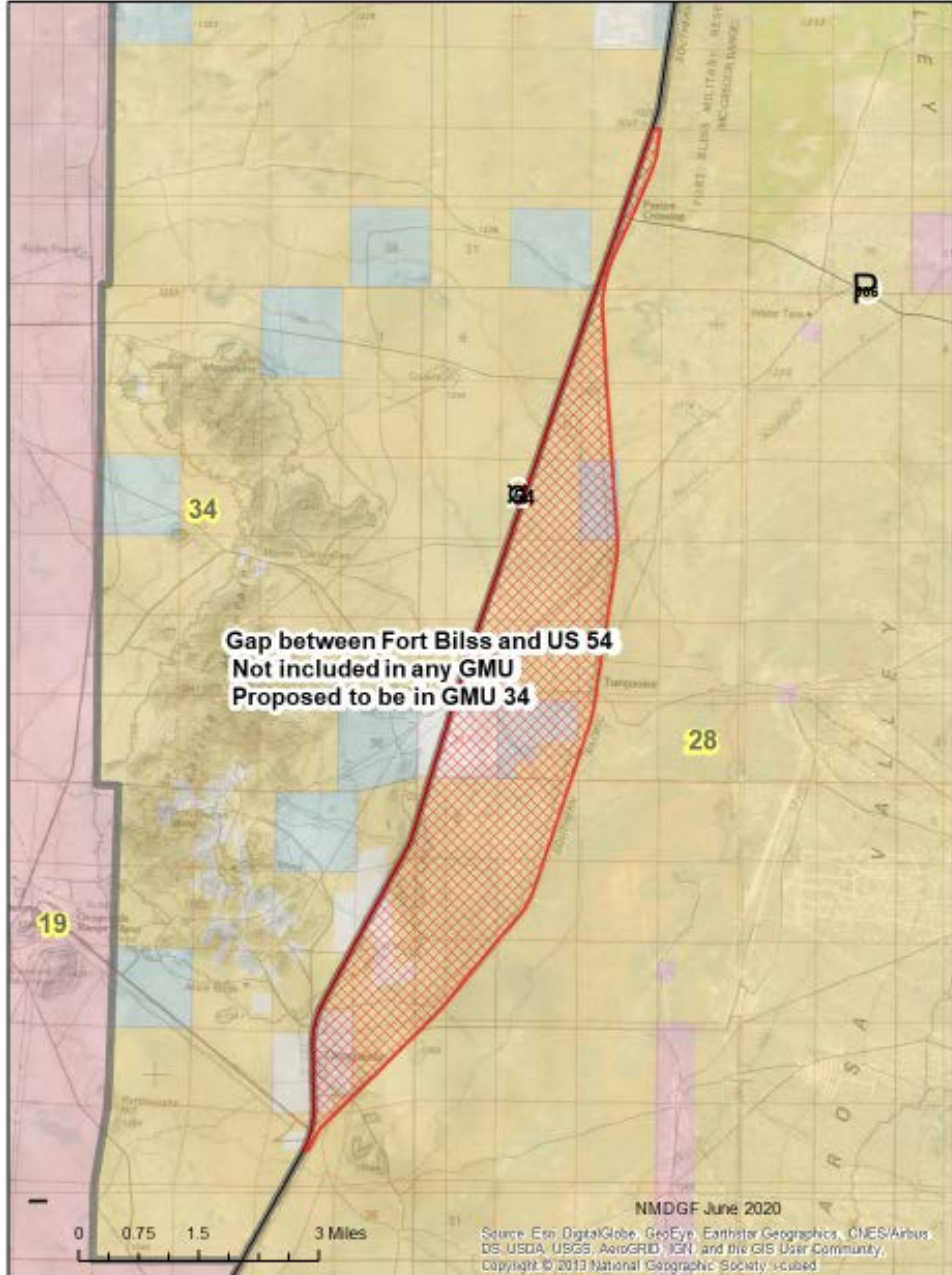


Neighboring  
GMUs that  
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other



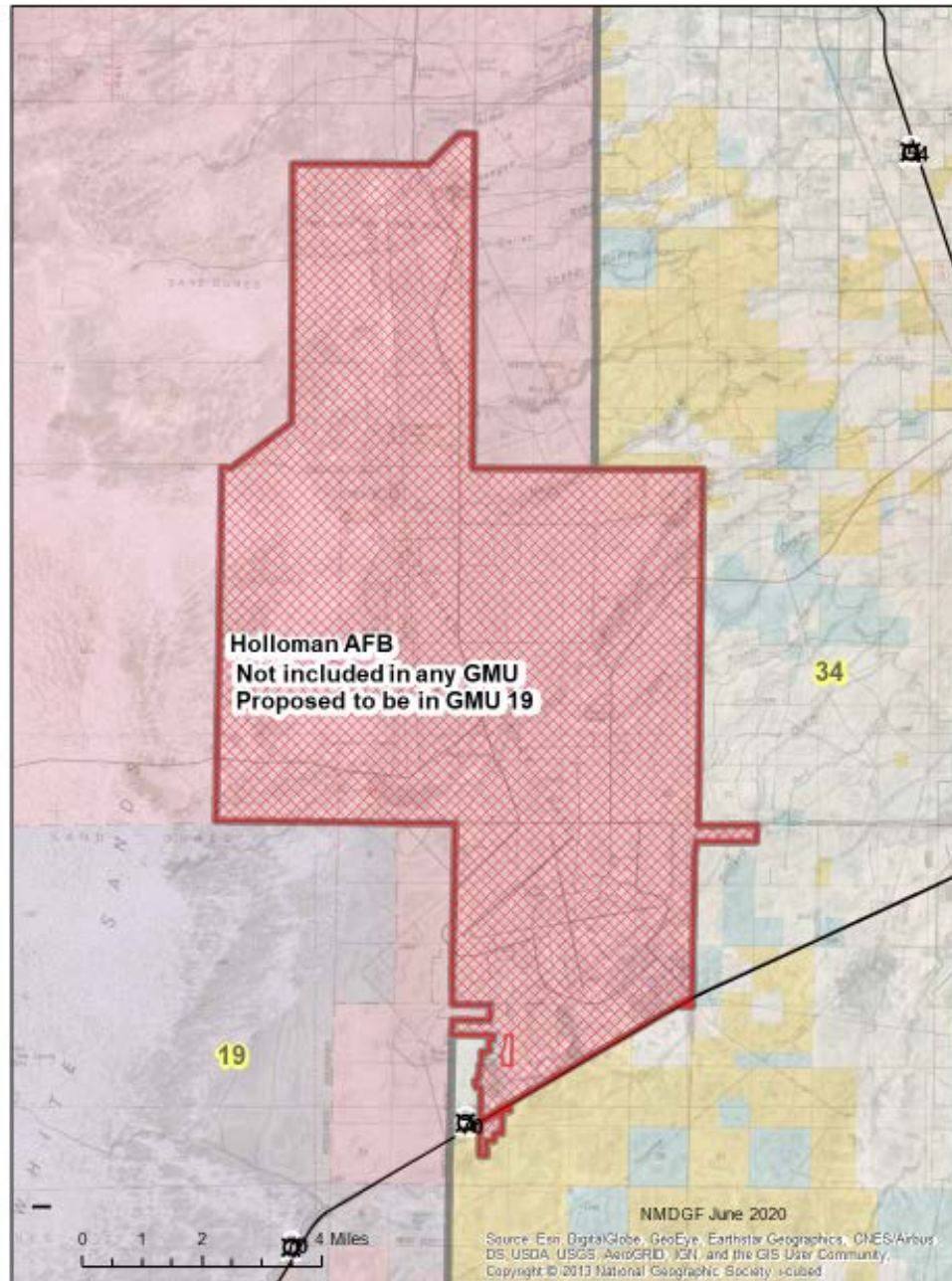


Neighboring  
GMUs that  
leave a gap  
between  
them



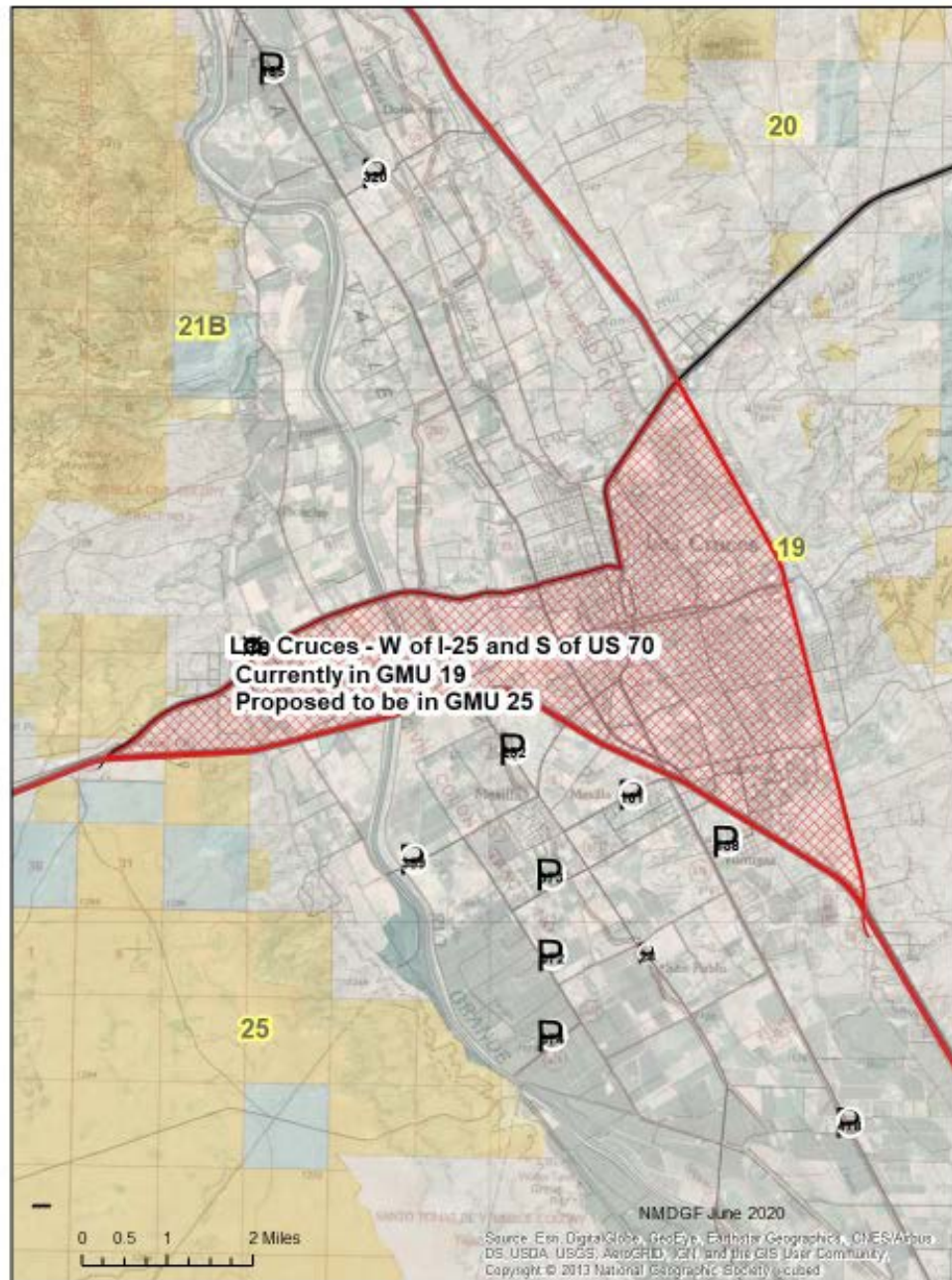


Neighboring  
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# Proposed area reassignment



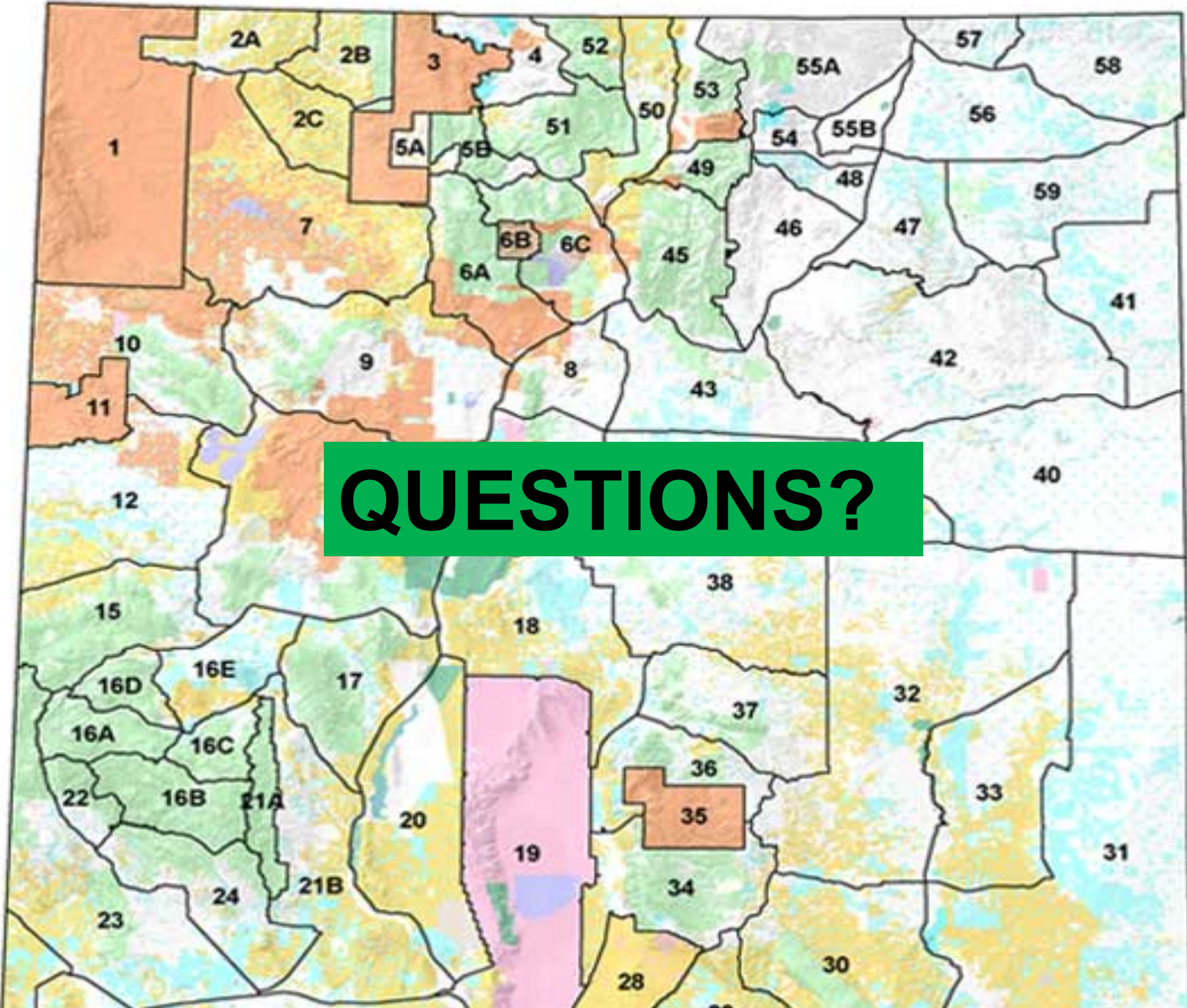


# **Amend: Boundary Descriptions 19.30.4 NMAC**

- **Modify boundary descriptions such that they:**
  - **correspond to actual features**
  - **cite correct/commonly used feature names**
  - **include sufficient detail for a complete boundary description**
  - **reflect updated changes on the ground**







**QUESTIONS?**