



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

June 25, 2020

**New Mexico State Game Commission Meeting
Virtual Meeting**

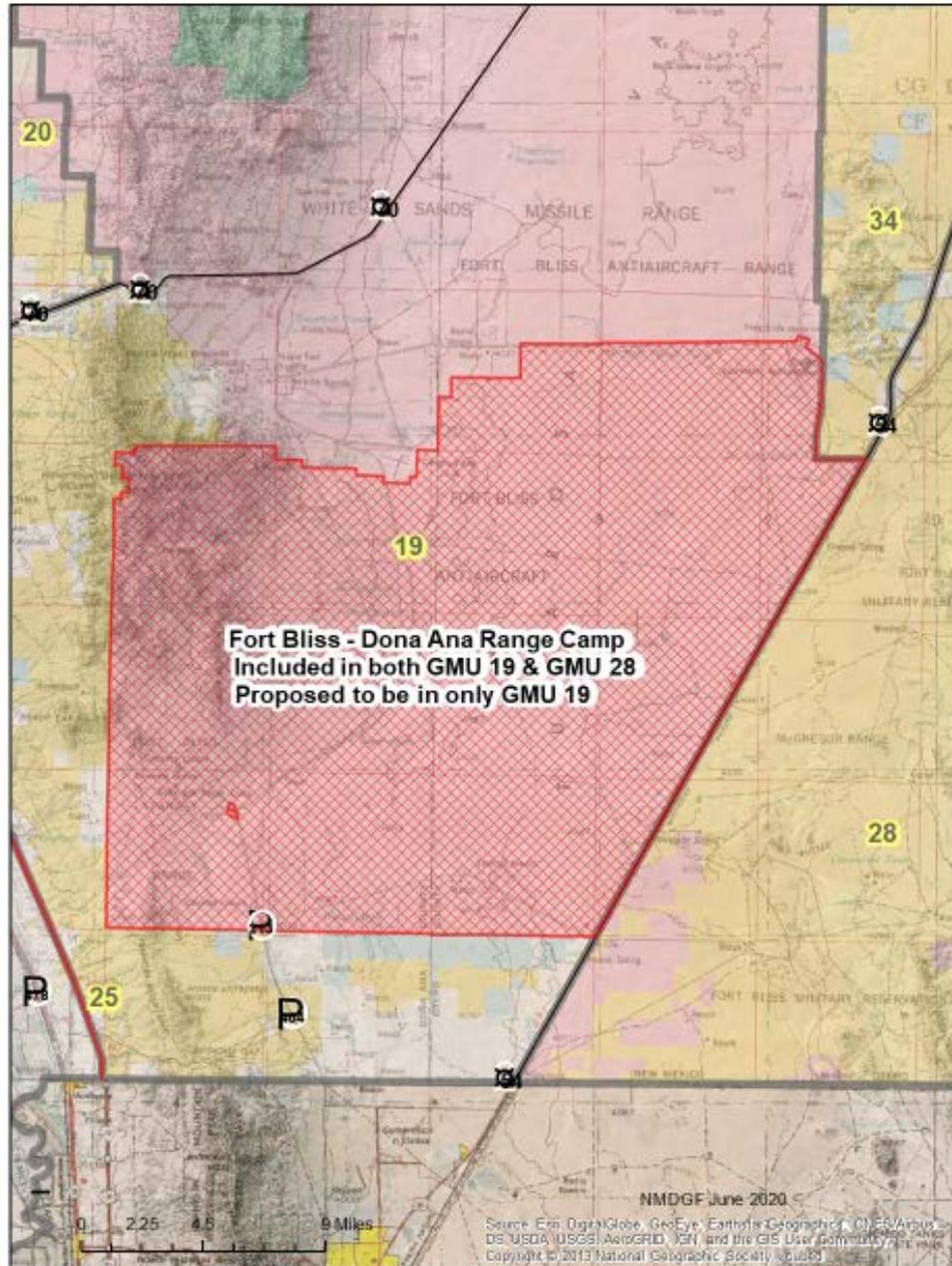


Amend: Boundary Descriptions 19.30.4 NMAC

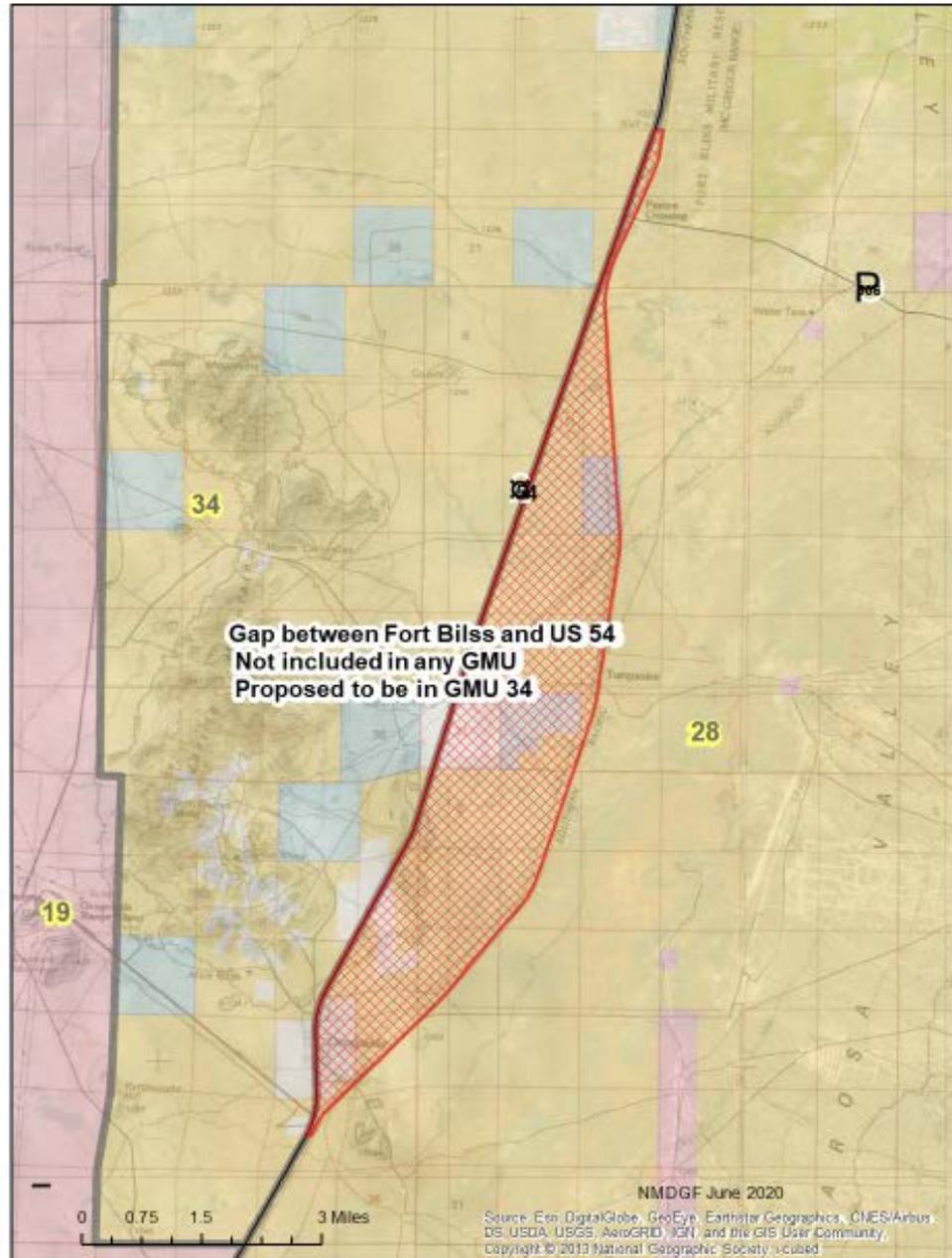
- **Neighboring GMUs that overlap each other**
- **Neighboring GMUs that leave a gap between them**
- **Proposed area reassignment**



**Neighboring
GMUs that
overlap each
other**

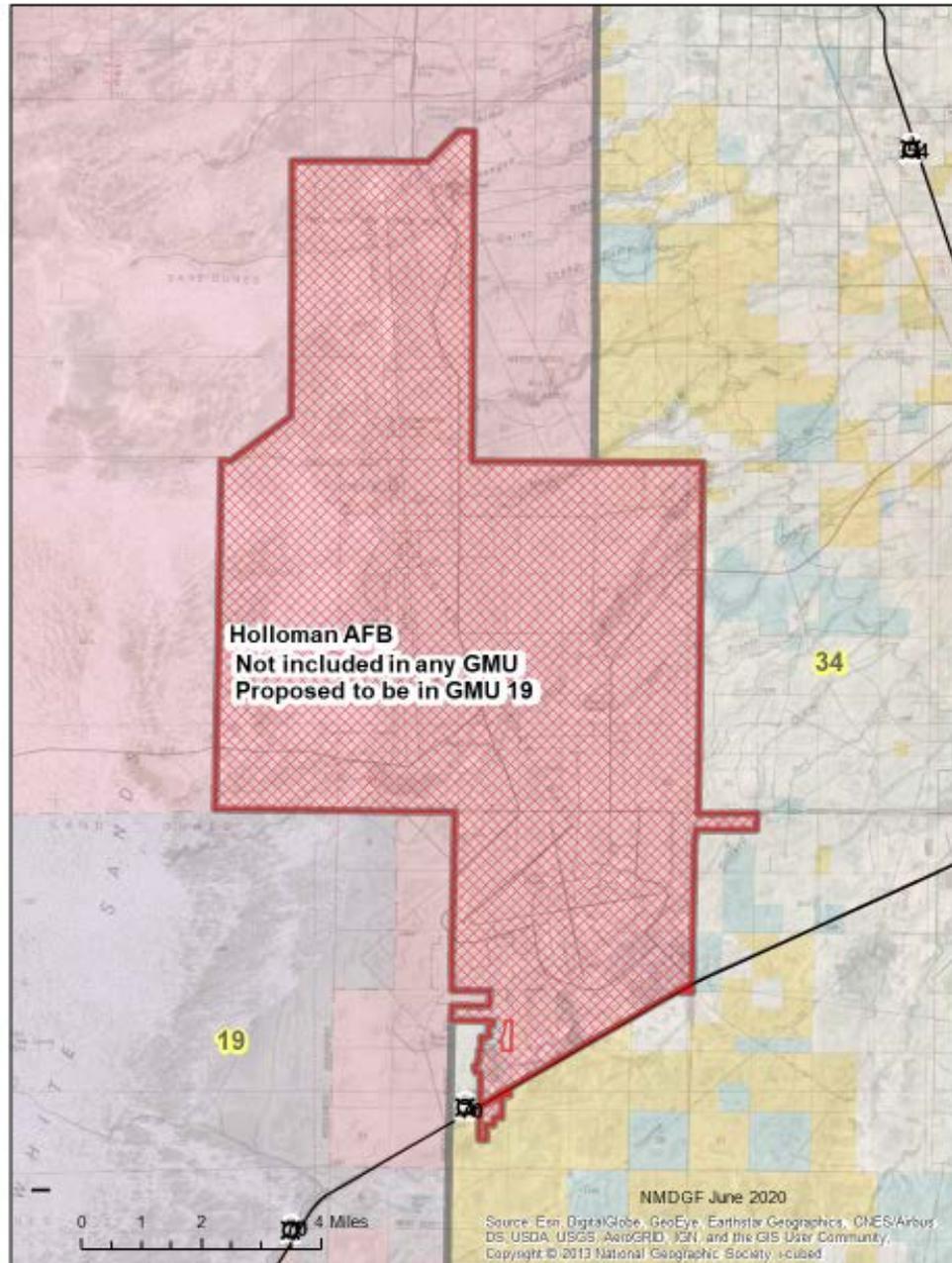


**Neighboring
GMUs that
leave a gap
between
them**



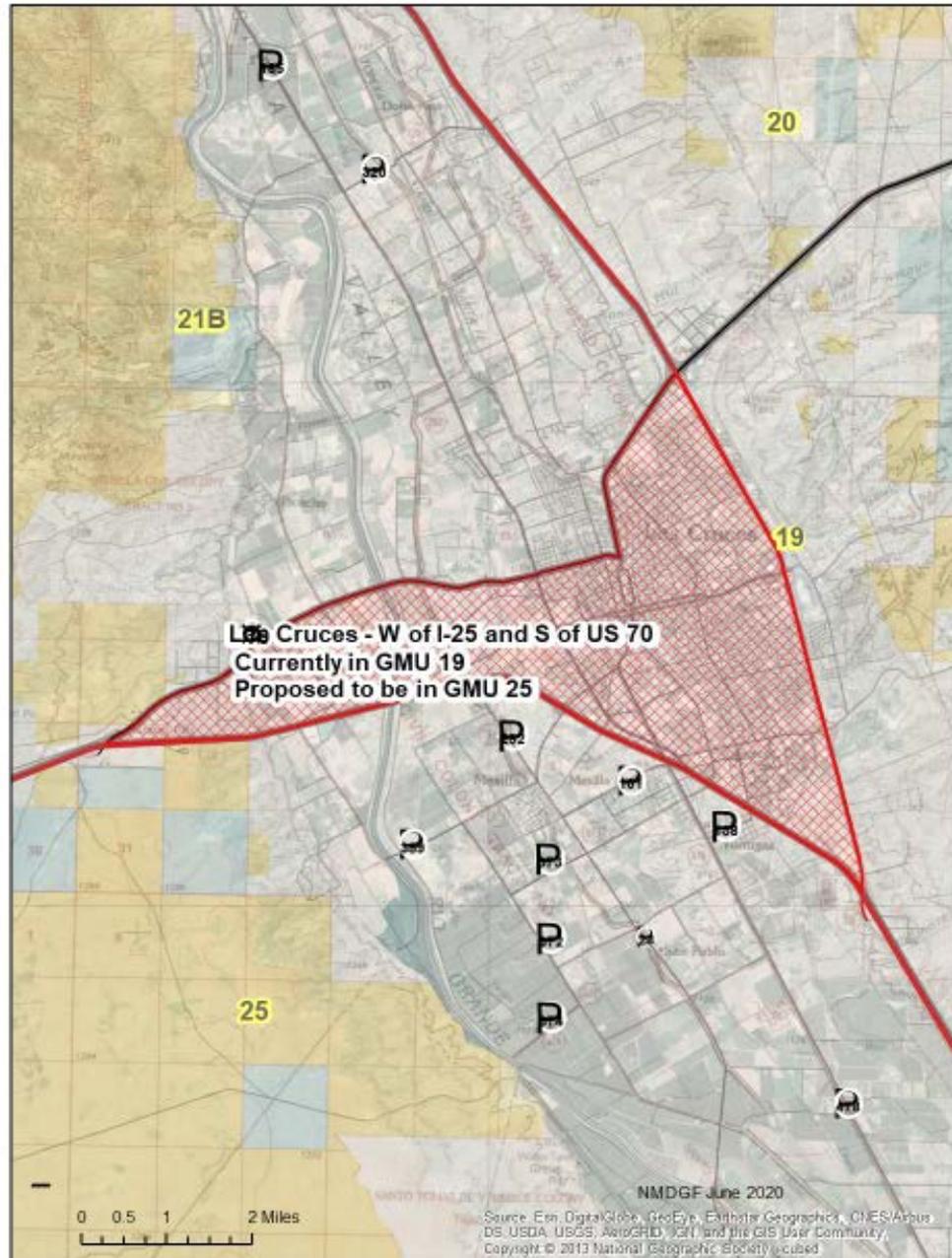


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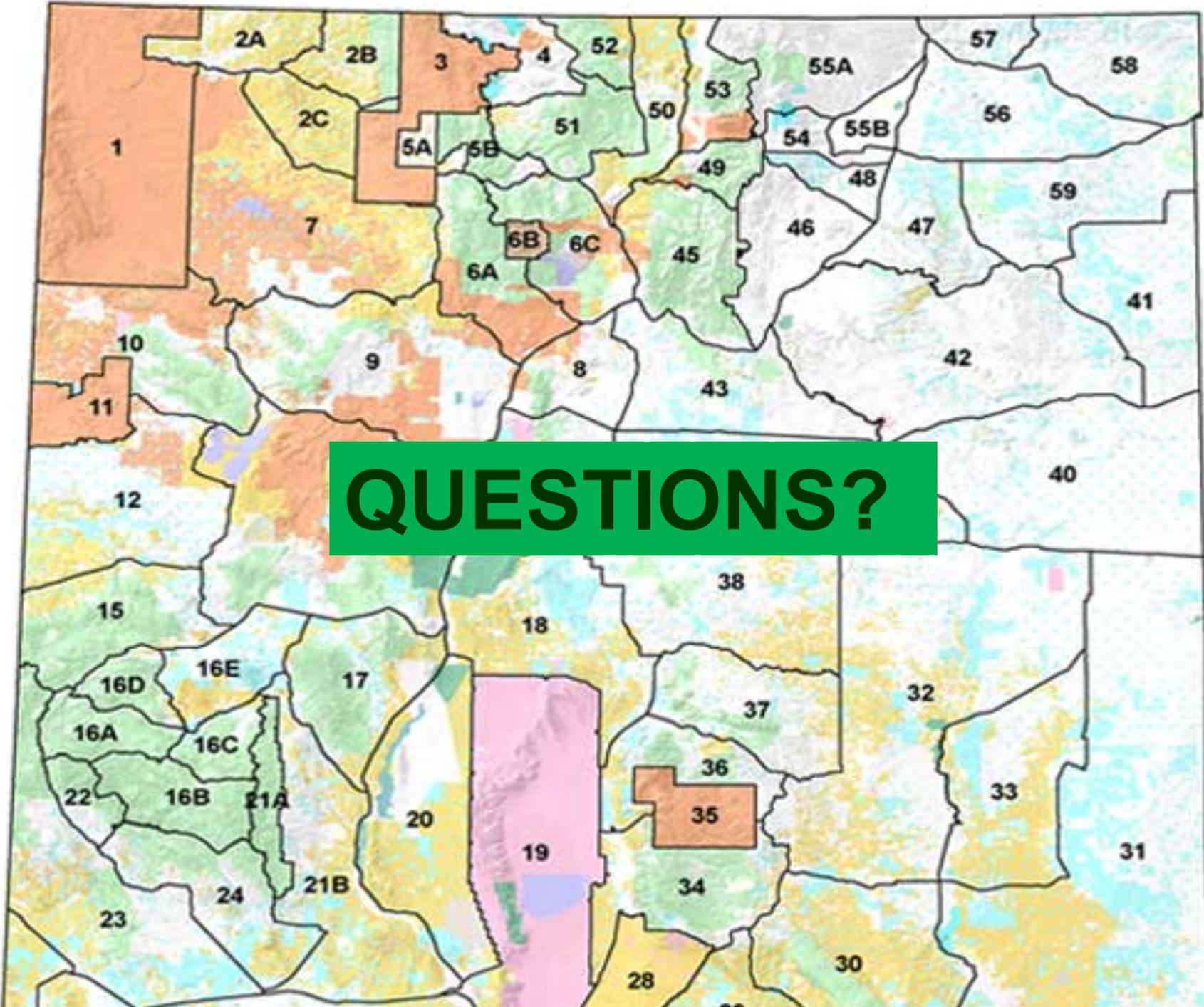
Proposed area reassignment





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- **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?