

No. 1996-114

## AN ACT

HB 1711

Amending Title 34 (Game) of the Pennsylvania Consolidated Statutes, requiring the Pennsylvania Game Commission to implement at least two junior hunter projects to increase and sustain interest in hunting.

The General Assembly of the Commonwealth of Pennsylvania hereby enacts as follows:

Section 1. Title 34 of the Pennsylvania Consolidated Statutes is amended by adding a section to read:

**§ 327. Junior hunter projects.**

*(a) General rule.—It shall be the duty of the commission to initiate, implement and administer two or more junior license hunter projects for the purpose of increasing and sustaining interest in hunting among young persons of this Commonwealth. Except for the requirement to actually hold a junior hunting license under section 2705(2) or (9) (relating to classes of licenses) and as may otherwise be modified by commission regulations, all participants in any junior hunter project shall comply with all of the provisions of this title and the regulations promulgated hereunder.*

*(b) Specific projects.—*

*(1) One of the projects shall consist of at least two free hunting days for persons qualified to receive a junior hunting license under section 2705(2) or (9) and who have successfully completed the hunter education requirements under section 2704(b) (relating to eligibility for license). The commission shall establish the days, times and species which may be taken during the free hunting days.*

*(2) One of the projects shall consist of a Pennsylvania Game Commission program subject to the review of both the Game and Fisheries Committee of the House of Representatives and the Game and Fisheries Committee of the Senate. The respective committees shall have 60 days to review the program and submit comments to the commission. Prior to completion of the review by the respective committees, the commission shall not take any action to initiate the program.*

Section 2. This act shall take effect immediately.

APPROVED—The 11th day of July, A.D. 1996.

THOMAS J. RIDGE