

probably won't satisfy the west, but it is somewhat of a compromise to try to define what will be a...what will constitute a landlord, landowner amount they would have to have before they would be entitled to this permit. Beyond that then it allows the Game Commission to more finely tune the areas of hunting so that either sex permits can be issued hopefully. The reason for this is to better control the deer population in some areas. It's been a big bone of contention in my area and across the state as to the damage that is done by many of these other wildlife, and so that's an effort to get at this a little more focused in localized area where there needs to be some changing done in terms of permits issued that this would be the Game and Parks Commission via their board...

PRESIDENT ROBAK: One minute.

SENATOR WEHRBEIN: ...versus the Legislature. With that, I'll turn it back to Chris if you have any more time, Chris.

PRESIDENT ROBAK: Senator Beutler.

SENATOR BEUTLER: Senator, thank you. The third portion of the bill is the trail user fee portion of the bill. And by the way, just to orient you, Senator Fisher's portion of the bill is Section 1 and 2 of the bill if you wanted to look at the bow hunting portion. Senator Wehrbein's sections are Sections 3 through 7 of the bill in case you wanted to look at those portions. And then this portion that I'm now speaking of, the trail user fee, is Section 8 and 9 of the bill which are on page 15 and 16. And, Senator Coordsen, I believe it was you who was inquiring a few days ago as to why the trails people weren't paying their own way on some of these things. And we talked about the chicken and the egg problem. You don't pay for trails...

PRESIDENT ROBAK: Time.

SENATOR BEUTLER: ...until you have some trails. And I'll pick up on this as soon as I get some time, Senator.

PRESIDENT ROBAK: Thank you, Senator Beutler. It is now 9:30. According to the agenda, we turn from General File to Select File and the appropriations bills. Mr. Clerk, items for the record.