

DRAFT RULE
Permits for Hunting or Other Recreational Use on Wildlife Management Areas.
Agenda Item 4, B, 2, b
December 9, 2009

RULE NO.: 68A-9.004

RULE TITLE: Permits for Hunting or Other Recreational Use on Wildlife Management Areas.

PURPOSE AND EFFECT: The purpose of the proposed rule change is to revise the number of Recreational User Permits (RUPs) issued for Twelve Mile Swamp Wildlife Management Area (WMA). The effect of the proposed rule change will accommodate a corresponding reduction in acreage on the area.

SUMMARY: The proposed rule change would adjust the number of Recreational User Permits (RUPs) as follows:

Twelve Mile Swamp WMA - reduce the number of recreational user permits issued from 200 to 125.

THE FULL TEXT OF THE PROPOSED RULE IS AS FOLLOWS:

68A-9.004 Permits for Hunting or Other Recreational Use on Wildlife Management Areas.

(1) In addition to other licenses, permits and stamps required by law, stamp requirements for hunting, camping, fishing, or other recreational uses on lands owned, leased or managed by the Commission or the State of Florida for the use and benefit of the Commission shall be as provided by Section 379.354(8)(g) and (h), F.S.

(a) – (b) No

(c) The total number of permits available for each of the following privately owned wildlife management areas established pursuant to Section 379.354(8)(h)1., F.S., shall be:

1. Nassau WMA – 350
2. Flint Rock – 450
3. Twelve Mile Swamp – 125 ~~200~~
4. Relay – 300
5. Ft. McCoy – 150
6. Gulf Hammock – 450
7. Grove Park – 200

(d) – (f) No change

(2) No change

PROPOSED EFFECTIVE DATE: July 1, 2010

Rulemaking Specific Authority Art. IV, Sec. 9, Fla. Const., 379.354 FS. Law Implemented, Article IV, Section 9, Fla. Const. History. – 379.1025, 379.2223, 375.313, 375.591 FS. History–New 8-1-79, Amended 6-4-81, 6-21-82, Formerly 39-9.04, Amended 6-2-86, 11-1-89, 7-16-98, 5-13-99, Formerly 39-9.004, Amended 7-1-00, 5-29-01, 7-22-01, 6-2-02, 7-28-02, 5-1-03, 7-7-03, 10-12-03, 5-12-04, 7-15-04, 6-1-05, 4-3-08, 4-1-09, 7-1-10.