

**Background Report
Draft Rule 68A-13.008
Agenda Item 8.A.
February 7, 2018**

DRAFT RULE

RULE NO: 68A-13.008 **RULE TITLE:** Hunting Regulations for Migratory Birds Other than Ducks and Coots.

PURPOSE AND EFFECT: The purpose of the proposed rule amendment is to revise regulations pertaining to hunting migratory birds other than ducks and coots. The effect of the proposed rule amendment will be to enable the agency to better manage fish and wildlife resources.

SUMMARY: The proposed rule amendment would expand dove season shooting hours on private lands during Phase 1 of the dove season from noon until sunset to ½ hour before sunrise until sunset. In addition, the proposed rule amendment would shorten the length of Phase 1 and 2 of the dove season and expand and shift Phase 3 of the dove season to occur later in the year. A total 90 days of dove season combined over all three phases would remain the same.

THE FULL TEXT OF THE PROPOSED RULE IS:

68A-13.008 Hunting Regulations for Migratory Birds Other than Ducks and Coots.

The Commission has approved the following regulations and bag limits for taking crows and migratory game birds other than ducks and coots:

(1) Mourning doves and white-winged doves:

(a) Open seasons:

1. First phase – Opening the fourth Saturday of September and closing sunset ~~22~~ 30 days thereafter.

2. Second phase – Opening the second Saturday of November and closing ~~22~~ 23 days thereafter.

3. Third phase – December ~~19~~ 12 through January ~~31~~ 15.

(b) Shooting hours: ~~12:00 Noon until sunset during the first phase and~~ One-half hour before sunrise until sunset ~~during the second and third phases.~~

(c) No change.

(2) through (6) No change.

PROPOSED EFFECTIVE DATE: July 1, 2018

Rulemaking Authority Art. IV, Sec. 9, Fla. Const. Law Implemented Art. IV, Sec. 9, Fla. Const. History—New 8-17-89, Amended 8-9-90, 8-22-91, 8-23-92, 9-2-93, 9-15-94, 9-15-96, 9-7-97, Formerly 39-13.008, Amended 7-1-01, 7-1-04, 1-9-07, 1-6-09, 7-1-10, 1-4-12, 1-23-14, 1-19-15, 7-1-18.