

Meeting Date: Nov 16, 2023

Agenda Item No. 10

Agenda Item: Big Game Tag Rain Check/Refund Update

Bureau Chief Approval: MSP

Prepared by: Michael Pearson, Chief, Bureau of Administration

Background:

The Commission has provided the Director delegation of authority for rainchecks and refunds in the interest of efficiency and customer service due to the frequency and fact specific nature of these requests.

The delegation *excludes* rainchecks or refunds for antlered Moose, Bighorn Sheep, or Mountain Goat tags, including the affiliated license; any controlled hunt tags awarded via auction or lottery, including Superhunt; and any controlled hunt tags for big game hunts that have drawing odds less than 5% as calculated by the total number of tags divided by the total number of first choice applicants. The delegation does provide for rainchecks/refunds for these species in case of widespread environmental incidents, such as fire where opportunity or access is severely limited, or illness, injury, or death which precludes any hunting related to a controlled hunt tag.

During calendar year 2023, the Department issued a raincheck for a nonresident moose tag for hunt 3072 due to a medical injury in accordance with the above.

This presentation will compare statistics for refunds/rainchecks for 2022 to 2023.

Statutory Authority and/or Policy Issues:

Pursuant to Idaho Code Section 36-408, the Commission has authority to prescribe the number and kind of wildlife that may be taken under authority of the several types of tags and permits provided for in Title 36, and the manner in which said tags and permits shall be used and validated. Consideration of requests for refunds, rain checks, and other customer service accommodations regarding license, tags and permits, is within the Commission's statutory discretionary authority.

Public Involvement Process:

The Commission delegation of authority to the Director was an action item for public comment to the Commission in January of 2015.

Staff Recommendation:

N/A, update only.

Suggested Motion:

N/A