



# IDAHO FISH AND GAME COMMISSION

600 South Walnut • P.O. Box 25 • Boise, Idaho 83707-0025 • 208-334-3700

Brad Little  
Governor

Ed Schriever  
Director

**Commissioners:**

Brad Corkill  
Panhandle Region  
Cataldo, Idaho

Brad Melton  
Clearwater Region  
Lewiston, Idaho

Tim Murphy  
Southwest Region  
Boise, Idaho

Greg Cameron  
Magic Valley Region  
Rupert, Idaho

Lane Clezie  
Southeast Region  
Pocatello, Idaho

Derick Attebury  
Upper Snake Region  
Idaho Falls, Idaho

Jerry Meyers  
Salmon Region  
North Fork, Idaho

## NOTICE OF PUBLIC MEETING JANUARY 2020

*Note: Times on this notice are approximate and subject to change.*

The Idaho Fish and Game Commission will hold their annual meeting on January 22-23, 2020 at the **Idaho Department of Fish and Game Office, 600 S Walnut, Boise, Idaho and other locations as noted.**

The Commission will convene on January 22, 2020 starting at 9:00 a.m.

- Idaho Department of Fish and Game  
Trophy Room  
600 S Walnut  
Boise, Idaho 83702

The Commission will meet with the Senate Resources and Environment Committee on January 22, 2020 at 1:30 p.m. at the Statehouse (Confirmation hearings for Commissioners Derick Attebury and Brad Melton).

A public hearing is scheduled beginning at 7:00 p.m. on January 22, 2020.

- St. Luke's Plaza, Main Auditorium  
720 East Park Blvd.  
Boise, Idaho 83712

Commissioners will attend the Legislative Sportsmen's Caucus Breakfast beginning at 7:00 a.m. on January 23, 2020.

- Idaho State Capitol, House Majority Caucus Room (4<sup>th</sup> floor)

The Commission meeting will convene at 9:00 a.m. MST on January 23, 2020.

- Idaho Department of Fish and Game  
Trophy Room  
600 S Walnut  
Boise, Idaho 83702

Commissioners will meet with the House Resources and Conservation Committee at 1:30 p.m.

- Idaho State Capitol

The meeting will reconvene at 3:00 p.m.

**Pursuant to Idaho Code Section 74-204, notice is hereby given of an open public meeting of the Idaho Fish and Game Commission.**

*Keeping Idaho's Wildlife Heritage*