

**2014 Legislature - Operating Budget
Wordage Report - Conference Comm Structure**

Agency: Department of Fish and Game

	<u>15GovAmd+</u>	<u>House</u>	<u>Senate</u>	<u>Enacted</u>
<u>Conditional Language</u> The amount appropriated for the Department of Fish and Game includes the unexpended and unobligated balance on June 30, 2014 of receipts collected under the Department of Fish and Game's federal indirect cost plan for expenditures incurred by the Department of Fish and Game.	X	X	X	X
<u>Intent</u> It is the intent of the legislature that the department maintain fishery management activities in state waters as its top priority when determining where to apply unallocated reductions included in the FY2015 operating budget and provide a fishery management activity prioritization report to the Finance Committees by October 31, 2014.		X	X	X
<u>Intent</u> It is the intent of the legislature that before the end of the fiscal year the department will develop a management plan for all streams and waterways that host fish stocks of concern.			X	
Ap: Commercial Fisheries <u>Conditional Language</u> The amount appropriated for Commercial Fisheries includes the unexpended and unobligated balance on June 30, 2014, of the Department of Fish and Game receipts from commercial fisheries test fishing operations receipts under AS 16.05.050(a)(14), and from commercial crew member licenses.	X	X	X	X
Ap: Administration and Support AI: State Subsistence Research <u>Intent</u> It is the intent of the legislature that the Division of Subsistence will, during the next fiscal year, complete household surveys to determine amounts necessary for subsistence in the state non-subsistence areas.			X	X
Ap: Commercial Fisheries Entry Commission <u>Conditional Language</u> The amount appropriated for Commercial Fisheries Entry Commission includes the unexpended and unobligated balance on June 30, 2014, of the Department of Fish and Game, Commercial Fisheries Entry Commission program receipts from licenses, permits and other fees.	X	X	X	X