

General Assembly

January Session, 2025

Amendment

LCO No. 9492



Offered by: REP. PARKER, 101st Dist. REP. CALLAHAN, 108th Dist. REP. HORN, 64th Dist. REP. CHAFEE, 33rd Dist. SEN. LOPES, 6th Dist.

To: Subst. Senate Bill No. 1523

File No. 712

Cal. No. 620

(As Amended)

"AN ACT CONCERNING THE TAKING OF WILDLIFE THAT DAMAGE CROPS OR BLACK BEAR THAT INJURE OR KILL LIVESTOCK."

1 Strike section 3 in its entirety and insert the following in lieu thereof:

2 "Sec. 3. (NEW) (Effective from passage) (a) Not later than February 1, 3 2026, within available resources and in accordance with the provisions 4 of section 11-4a of the general statutes, the Commissioner of Energy and 5 Environmental Protection shall submit a black bear management plan 6 to the joint standing committees of the General Assembly having 7 cognizance of matters relating to the environment and public safety. The 8 Department of Energy and Environmental Protection shall provide 9 public notice and an opportunity for comment before submitting such 10 plan in accordance with the provisions of this section.

11	(b) Such plan shall include, but need not be limited to: (1) An
12	assessment of the bear population in the state and the Department of
13	Energy and Environmental Protection's goals for management of such
14	population, (2) an assessment of public safety risks posed by such bear
15	population, (3) strategies for reducing bear habituation, including waste
16	management practices that reduce bear attractants, (4) guidelines for
17	protecting livestock and agricultural crops from predation by such bear
18	population, (5) proposals for how a regulated bear hunt could be
19	implemented, (6) public education initiatives concerning non-lethal
20	methods to deter black bears and avoid conflicts with humans, (7)
21	recommendations for regulatory and statutory provisions needed to
22	facilitate such deterrence and conflict avoidance, and (8) an assessment
23	of the funding required to implement the components of such bear
24	management plan."