

**PROPOSED REGULATION OF THE
BOARD OF WILDLIFE COMMISSIONERS**

LCB FILE NO. R109-24I

**The following document is the initial draft regulation proposed
by the agency submitted on 05/24/2024**

**PROPOSED REGULATION OF THE
BOARD OF WILDLIFE COMMISSIONERS
COMMISSION GENERAL REGULATION 522**

EXPLANATION – Matter in *italics* is new; matter in brackets [~~omitted material~~] is material to be omitted.

AUTHORITY: §§ 1, 5, 6, NRS 501.105, 501.181 and 502.160, as amended by section 4 of Senate Bill No. 406, chapter 304, Statutes of Nevada 2021, at page 1757; § 2, NRS 501.105, 501.181, 502.160, as amended by section 4 of Senate Bill No. 406, chapter 304, Statutes of Nevada 2021, at page 1757, and 502.210; § 3, NRS 501.105, 501.181, 502.130, 502.160, as amended by section 4 of Senate Bill No. 406, chapter 304, Statutes of Nevada 2021, at page 1757, and 502.250; § 4, NRS 501.105, 501.181, 502.140 and 502.160, as amended by section 4 of Senate Bill No. 406, chapter 304, Statutes of Nevada 2021, at page 1757; § 7, NRS 501.105, 501.181 and 503.040; § 8, NRS 501.105, 501.181 and 502.370.

Chapter 502 of NAC is hereby amended by adding thereto a new section to read as follows:

“Validation Code” means a code that is issued by the Department upon validating an electronic tag

“Physically Accompany” means being present with the hunter, trapper, or angler during said activity.

NAC 502.314 Duplicate tags. (NRS 501.105, 501.181, 502.160, 502.210)

1. An application for a duplicate tag **or permit** must be made as provided in NRS 502.210 on a form provided by the Department.

2. A person who holds a tag or permit in a paper form is unable to receive a duplicate tag or permit in an electronic form. A person who holds a tag or permit in an electronic form is unable to receive a duplicate tag or permit in a paper form.

3. Upon submission of a completed application for a duplicate tag, a duplicate tag may be purchased from the Department or a license agent who issues duplicate tags.

NAC 502.378 Wild turkeys: Tags; miscellaneous requirements

1. A tag is required to hunt wild turkey. The fee for a resident tag is \$20. The fee for a nonresident tag is \$50. In addition, a nonrefundable fee in the amount set forth in subsection 3 of NAC 502.331 will be charged for acting upon each application for a tag. Except as otherwise provided in regulations adopted by the Commission, the award of these tags by the Department will be based on a drawing held after the deadline established by the Commission for the drawing.
2. A person, while hunting wild turkey, shall have in his or her possession:
 - (a) A valid hunting license; and
 - (b) A valid tag to hunt wild turkey issued to the person.
3. A hunter who has killed a wild turkey and taken it into his or her possession shall immediately punch the *paper tag* or *validate the electronic tag* and attach ~~the paper tag~~ *or a legible validation code, whichever is applicable*, to the body of the turkey as required by NAC 502.390 and 502.400.

NAC 502.380 Swans: Permits; miscellaneous requirements; prohibited acts

1. A permit is required to hunt swan. The fee for the permit is \$10. A person must apply for the permit on a form provided by the Department. The form must be completed in accordance with the instructions thereon. Award of the swan hunt permits by the Department will be based on a drawing held after the date specified on the form.
2. Each person, while hunting swan, shall carry on his or her person a:
 - (a) Hunting license issued by the Department, unless the person is a resident of this State who is under the age of 12 years, or a nonresident permit to hunt upland game and migratory game birds;
 - (b) Swan hunt permit issued by the Department;
 - (c) State duck stamp, or any other such documentation as the Department provides as proof that the person has paid to the Department the fee for the state duck stamp, unless the person is under the age of 12 years or 65 years of age or older; and
 - (d) Federal migratory bird hunting stamp, or any other such documentation as the Federal Government provides as proof that the person has paid to the Federal Government the fee for the federal migratory bird hunting stamp, unless the person is not subject to the payment of the fee.
3. When a hunter has killed a swan and taken it into his or her possession, the hunter shall:
 - (a) Immediately punch *the paper permit* or *validate the electronic permit* and attach *the paper permit* or *a legible validation code, whichever is applicable*, ~~the swan hunt permit~~ in the manner required by NAC 502.390 and 502.400; and
 - (b) Except as otherwise provided by an order or regulation of the Commission, not later than 5 days after the hunter has killed and taken the swan into his or her possession, submit the head and neck of the swan to a representative of the Department for inspection at a location designated by the Department. The Department shall provide a list of the locations upon the issuance of the swan hunt permit.
4. A person shall not use ~~for possess~~ a swan hunt permit issued to any other person, or transfer or give a swan hunt permit issued to him or her to any other person.
5. *The permit must be in possession of the holder of the permit or a person who is physically accompanying a junior permit holder while the permit holder is hunting.*

NAC 502.385 Use of tag or permit. ([NRS 501.105](#), [501.181](#), [502.140](#), [502.160](#))

1. The tag or permit must be ~~carried by~~ *in possession of* the holder *of the tag or permit or a person who is physically accompanying a junior tag holder* at all times while the *tag or permit* holder is hunting or trapping or while he or she is fishing for wildlife for which a tag or permit is required.
2. Except as otherwise provided in NAC 502.42905 and section 1 of R022-19, it is unlawful for any person to:
 - (a) Use ~~or possess~~ a tag or permit issued to any other person;
 - (b) *Be in possession of a tag or permit if the person is not physically accompanying a junior tag holder to whom the tag or permit was issued;*
 - (c) Transfer or give a tag or permit issued to him or her to any other person;
 - ~~(e)~~ (d) Use any tag or permit in a management area or unit for which it is not intended; or
 - ~~(d)~~ (e) Use a tag or permit at any time other than at the time intended.
3. After it has been issued, a tag or permit may not be exchanged or a refund made except in accordance with the policies and regulations of the Commission.

NAC 502.390 Validation of tag or permit. ([NRS 501.105](#), [501.181](#), [502.160](#)) Except as otherwise provided in NAC 502.42905, when a person reaches any wildlife which the person has killed, he or she must validate his or her tag or permit immediately by:

1. *For paper tags or permits*, clearly punching out the spaces necessary to properly identify the physical description of the animal, including its sex and antler points, where appropriate, and the day and month of the kill.
2. *For electronic tags or permits providing the requested information through the Department's designated electronic system and receiving the validation code upon submission.*

NAC 502.400 Attachment of tag or permit to animal. ([NRS 501.105](#), [501.181](#), [502.160](#))

1. Except as otherwise provided in subsection 2 and NAC 502.42905, the owner of a tag or permit must firmly attach ~~it~~ *the paper tag or permit, if applicable, or a legible validation code* to the carcass of an animal killed by the owner, at or before the time he or she first reaches his or her means of transportation or camp. The tag, ~~or~~ *permit, or validation code* must remain with the major portion of the meat until it is consumed *or processed*.
2. If the animal killed is a mountain lion or fur-bearing mammal for which a tag or permit is required, the owner of the tag or permit or a designated licensed assistant pursuant to NAC 502.42905 must firmly attach ~~it~~ *the paper tag, or permit, or the legible validation code*, to the hide or pelt of the animal. The tag, ~~or~~ *permit, or validation code* must remain attached to the hide while it is transported and until it is processed.

NAC 502.401 Use of tag as transportation permit; requirements. ([NRS 501.105](#), [501.181](#), [503.040](#))

1. A person to whom a game tag has been lawfully issued may use his or her game tag *or validation code* as a transportation permit in the manner described in this section if:
 - (a) The game tag includes ~~the~~ *a physical or electronic* signature of the holder of the game tag and the date on which and time at which the holder signed the game tag;
 - (b) The game tag has been validated pursuant to NAC 502.390; and

(c) The game tag *or validation code* has been attached to the carcass, hide or pelt of the animal pursuant to NAC 502.400.

~~2. The holder of the game tag, the person who will transport the carcass, hide or pelt of the animal and a witness each shall, at the time the carcass, hide or pelt is transferred from the holder of the game tag to the person who will transport the carcass, hide or pelt:~~

~~—(a) Sign the portion of the game tag designated as the tag holder copy of the transportation permit and the portion of the game tag designated as the transporter copy of the transportation permit; and~~

~~—(b) Include on each portion of the game tag described in paragraph (a):~~

~~——(1) The date and time that the carcass, hide or pelt of the animal is transferred from the holder of the game tag to the person who will transport the carcass, hide or pelt of the animal; and~~

~~——(2) Except as otherwise provided in subsection 3, his or her driver's license number or the number of any other identification card issued by a governmental agency to the person.~~

~~3. If the holder of the game tag, the person who will transport the carcass, hide or pelt of the animal or the witness does not have a driver's license or any other identification card issued by a governmental agency, he or she shall include on each portion of the game tag described in paragraph (a) of subsection 2 his or her date of birth.~~

~~4. In addition to the requirements of subsections 2 and 3, the holder of the game tag shall include on each portion of the game tag described in paragraph (a) of subsection 2 the destination of the carcass, hide or pelt being transported.~~

2. If the holder of the game tag has a paper tag:

(a) The holder of the game tag may provide permission to allow another person to transport a harvested animal by providing that person, in a legible manner, the tag holder's:

(i) name;

(ii) tag number;

(iii) client identification number;

(iv) physical or sex characteristics of the transported animal; and

(v) the name of the person transporting the animal and destination of travel; or

(b) The holder of the tag may get a form for proof of permission from the Department.

3. If the holder of the game tag has an electronic game tag:

(a) The holder of the game tag shall provide a legible copy of the validation code to the person who will transport the carcass, hide or pelt of the animal; and

(b) Attach the validation code to the carcass, hide, or pelt;

~~{5.} 4. A person who ~~[provides a signature pursuant to this section]~~ transports an animal, carcass, hide or pelt, shall be deemed to have attested, under penalty of perjury, to the transfer of the carcass, hide or pelt of the animal from the holder of the game tag to the person who will transport the carcass, hide or pelt.~~

~~{6.} 5. A person shall not remove from the carcass, hide or pelt of an animal *the validation code or* either portion of the game tag described in paragraph (ac) of subsection 1. ~~[2] until the carcass, hide or pelt has been transferred from the holder of the game tag to the person who will transport the carcass, hide or pelt.~~~~

~~{7.} 6. The holder of the game tag shall retain the *validation code or* ~~portion of the game tag designated as the tag holder copy of the transportation permit~~ *game tag* and the person who transports the carcass, hide or pelt shall retain *a legible copy of the validation code or* the ~~portion of the game tag designated as the transporter copy of the transportation permit~~ *proof of permission for transportation provided by the tag holder until the carcass, hide or pelt has been received at its designated final location.* ~~for at least 1 year after the date that the carcass,~~~~

~~hide or pelt of the animal is transferred from the holder of the game tag to the person who transports the carcass, hide or pelt.~~

~~§~~ 7. If the carcass, hide or pelt of an animal is transferred from the holder of a game tag to a person who will transport the carcass, hide or pelt, that portion of the cape or scalp of the animal which includes the ears to the base of the muzzle and any antlers or horns must be kept with the carcass, hide or pelt until the carcass, hide or pelt is frozen, smoked, dried, consumed or accepted by a commercial processing plant for processing.

NAC 502.403 Transportation of animal legally harvested to taxidermist: Use of taxidermy record stub as transportation permit; restrictions. (NRS 501.105, 501.181, 502.370)

1. Except as otherwise provided in this section, a person to whom a game tag has been lawfully issued may use that portion of his or her game tag designated as the taxidermy record stub *or the validation code* in the following manner:

(a) The person may ship by commercial carrier any nonedible game parts taken from the animal lawfully harvested under the authority of the tag to a commercial or noncommercial taxidermist. ~~licensed and located in this State.~~ If such parts are placed for shipment: ~~the~~

(1) *For paper game tags, the* taxidermy record stub must accompany the shipment.

(2) *For electronic game tags, a legible copy of the validation code must accompany the shipment.*

(b) If the person reaches his or her place of residence with an animal which has been lawfully harvested under the authority of the tag or delivers the animal to a commercial processor for processing, the person may authorize another person to transport any nonedible game parts taken from the animal to a commercial or noncommercial taxidermist. ~~licensed and located in this State. The~~ *For a paper game tag, the* person shall, at the time of making the authorization, print in ink on the taxidermy record stub both the name of the authorized transporter and the date of the authorization. The taxidermy record stub *or the validation code* must accompany the transportation of the parts.

(c) The person who is specified on the tag may deliver any nonedible game parts taken from the animal lawfully harvested under the authority of the tag to a commercial or noncommercial taxidermist licensed in any state.

2. Whenever antlers are shipped, transported or delivered in the manner provided in subsection 1, the holder of the game tag shall ~~indicate~~ :

(a) *For paper game tags, indicate* in ink on the taxidermy record stub the number of both the left and right antler points.

(b) *For electronic game tags, provide a legible copy of the validation code.*

3. If a person who holds a game tag delivers any nonedible game parts of a game animal which he or she has lawfully harvested under the authority of the tag to a taxidermist before the carcass of the animal is delivered for processing to a commercial processing plant or before the carcass of the animal is taken to or left at the holder's place of residence, the holder shall obtain from the taxidermist, and the taxidermist shall provide to the holder, an itemized receipt which includes the following printed information:

(a) The date on which the nonedible game parts were received;

(b) The species of game from which the nonedible game parts were taken;

(c) A brief description of each of the nonedible game parts received; ~~and~~

(d) The number of antler points, both left and right, if any, of the animal ~~;~~ *and*

(e) *The validation code obtained by the holder, if applicable.*

Both the holder of the tag and the taxidermist shall sign the receipt. The holder of the tag shall

retain possession of the receipt until he or she acquires physical possession of the nonedible game parts specified in the receipt from the taxidermist to whom the parts were delivered.

4. Except as otherwise provided in this section, a taxidermy record stub *or validation code* may not be used or possessed by any person other than the person to whom the game tag ~~[to which the stub is attached]~~ was issued ~~[.]~~ *or a person who is transporting an animal in the manner provided in subsection 1.*

5. A taxidermy record stub *or validation code* is valid only for the type of hunt, season and animal specified on the tag and may only be used as authorized in this section.

6. Nonedible game parts taken from a harvested game animal which is required to be presented to a representative of the Department for inspection and branding or sealing may not be shipped, transported or delivered pursuant to the provisions of this section until the animal has been properly inspected and branded or sealed by the Department.

7. The provisions of NAC 503.173 do not apply to a person who ships, transports or delivers nonedible game parts in compliance with the provisions of this section.

8. As used in this section, “nonedible game parts” means the hide, head, skull, antlers, horns, paws, hooves or claws of any game animal. The term does not include the carcass of the animal.