

CHAPTER 6242

DEPARTMENT OF NATURAL RESOURCES

SHOOTING PRESERVES AND GAME FARMS

	SHOOTING PRESERVES				
6242.0100	DEFINITION OF SHOOTING PRESERVE.	6242.0600	GAME FARM LICENSE CONDITIONS.		
6242.0200	GENERAL PROVISIONS FOR SHOOTING PRESERVES.	6242.0800	ACQUISITION OF GAME FARM ANIMALS.		
6242.0300	OPERATION OF PRIVATE SHOOTING PRESERVES.	6242.0900	RESTRICTIONS ON SALE OR DISPOSAL OF GAME FARM ANIMALS.		
6242.0400	OPERATION OF COMMERCIAL SHOOTING PRESERVES.	6242.1000	REQUIRED GAME FARM RECORDS.		
		6242.1100	REPORTS ON OPERATIONS.		
		6242.1200	THREATENED OR ENDANGERED SPECIES.		
	GAME FARMS				
6242.0500	GAME FARM LICENSE REQUIREMENTS, DEFINITION.				

SHOOTING PRESERVES

6242.0100 DEFINITION OF SHOOTING PRESERVE.

A shooting preserve is a privately operated facility where protected wild animals are released for shooting outside regularly established seasons and regulations. Only species authorized on the shooting preserve license may be released and taken. A person, corporation, or partnership may not operate a shooting preserve without a valid license. There are two classes of shooting preserve, private and commercial, as provided by Minnesota Statutes, sections 97A.115 and 97A.121.

Statutory Authority: *MS s 97A.115*

History: *18 SR 83*

6242.0200 GENERAL PROVISIONS FOR SHOOTING PRESERVES.

Subpart 1. **License requirement and application procedure for shooting preserves.** Application for a shooting preserve license must be made on forms provided by the commissioner. Additional information may be required when renewing a license or changing an area or species.

Subp. 2. **Tagging requirements.** Harvested game, except ducks that are marked according to regulations of the United States Fish and Wildlife Service, must be tagged with a self-sealing tag, purchased from the commissioner, identifying the private shooting preserve. Birds dressed and packaged in a nonreusable sealed bag identified by the shooting preserve's name or license number need not be tagged. The tag or package labeling must remain attached while the bird is transported.

Subp. 3. **Posting requirements.** The boundaries of shooting preserves must be posted with signs with letters at least two inches high. The sign must include the language "Licensed Shooting Preserve" and "No Trespassing," must be signed by the owner or manager, and must be posted at intervals of not more than 500 feet around the entire boundary of the shooting preserve.

Subp. 4. **Marking of released birds.** Released ring-necked pheasants must be identifiable by a clipped outer toe of the right foot, evidence of wearing blinders, or debeaking. Released ducks must be identifiable by having had the hind toe (Hallux) of the right foot removed before the age of four weeks. Marking is not required on other species released for hunting.

Subp. 5. **Required records.** Records must be kept current within 48 hours and maintained for three years following the year of creation.

Subp. 6. **Required annual report.** An annual report must be submitted by each shooting preserve on a form provided by the commissioner. This report is due by March 15 of each year for the preceding calendar year.

Subp. 7. **Other species for commercial shooting preserves.** In addition to the species authorized in Minnesota Statutes, section 97A.115, subdivision 2, the following species are designated for commercial shooting preserves:

- A. gray partridge; and
- B. unprotected birds.

Statutory Authority: *MS s 97A.115*

History: *18 SR 83; 19 SR 2222*

6242.0300 OPERATION OF PRIVATE SHOOTING PRESERVES.

Private shooting preserves are authorized in counties outside the pheasant range including Norman, Becker, Wadena, Cass, Crow Wing, Aitkin, and Carlton Counties and counties to the north of those counties.

Statutory Authority: *MS s 97A.115*

History: *18 SR 83*

6242.0400 OPERATION OF COMMERCIAL SHOOTING PRESERVES.

A person hunting waterfowl on a commercial shooting preserve is required to have federal and state waterfowl stamps and a small game license, except when taking only pen-reared and marked mallards.

Statutory Authority: *MS s 97A.115*

History: *18 SR 83*

GAME FARMS

6242.0500 GAME FARM LICENSE REQUIREMENTS, DEFINITION.

Subpart 1. **Species specified on license.** The game farm license must specify the species which may be propagated or sold.

Subp. 2. **Definition.** For purposes of game farm record keeping, "upland game birds" means the birds identified in Minnesota Statutes, section 97B.711, subdivision 1, except turkeys.

Statutory Authority: *MS s 97A.105; and others at 19 SR 6*

History: *19 SR 484; 19 SR 2222*

6242.0600 GAME FARM LICENSE CONDITIONS.

A game farm license may be issued to an applicant who:

- A. is primarily responsible for the care of the animals;
 - B. has adequate knowledge to properly care for the species involved;
 - C. provides a fenced area of adequate size on the premises to effectively confine the animals to be kept;
 - D. provides clean and healthy facilities to house, breed, and maintain the animals;
- and
- E. provides for adequate food, water, shelter, sanitation, protection from injury, and prevention of overcrowding.

Failure to meet these requirements may be grounds for revocation or nonrenewal of the license.

Statutory Authority: *MS s 97A.105; and others at 19 SR 6*

History: *19 SR 484*

6242.0800 SHOOTING PRESERVES AND GAME FARMS

870

6242.0800 ACQUISITION OF GAME FARM ANIMALS.

A game farm licensee may acquire protected captive-reared mammals and game birds or their eggs only from a licensed game farm operator or other person exempt from the licensing requirement.

Statutory Authority: *MS s 97A.105; and others at 19 SR 6*

History: *19 SR 484*

6242.0900 RESTRICTIONS ON SALE OR DISPOSAL OF GAME FARM ANIMALS.

Subpart 1. **Sales receipt requirement.** For every sale or disposal of an animal, animal parts, or products, the game farm licensee must complete a sales receipt, provided or approved by the commissioner, containing the following information:

- A. name, address, and game farm license number of licensee;
 - B. name and address of purchaser or person to whom sale or disposal is made;
 - C. species, number, and kinds of animals, parts, or products sold or disposed of;
- and
- D. identification numbers, if the animals sold or disposed of are marked with numbered tags, bands, or tattoos.

Subp. 2. **Routing of sales receipts.** The original sales receipt of a game farm animal must be mailed to the Division of Enforcement within 48 hours of completion of the transaction. A copy must be given to the purchaser at the time the transaction is made. A second copy must be retained by the licensee and be subject to inspection by the commissioner. A third copy must be submitted to the local conservation officer.

Subp. 3. **Shipping animals by common carrier.** When animals, parts, or products are shipped by common carrier or are transported other than by the purchaser or receiver, a second copy of the receipt must be attached to the outside of the box, crate, or container, or to one of the containers if a single shipment is made in several containers.

Statutory Authority: *MS s 97A.105; 97A.425; L 2011 1Sp2 art 5 s 67*

History: *18 SR 83; 19 SR 2222; 37 SR 374*

6242.1000 REQUIRED GAME FARM RECORDS.

Subpart 1. **Record keeping.** Game farm licensees must keep complete and current business records for all species, except upland game birds, in a record book provided or approved by the commissioner. These records must include the following:

- A. for each animal acquired other than by birth on the licensee's game farm, the sex (if known), species, name and address of the source from which acquired, date of acquisition, and number of any band, tag, or tattoo attached to the animal before or after acquisition;
- B. for each animal born on the licensee's game farm, the sex (if known), species, date of birth, and number of any band, tag, or tattoo subsequently attached to the animal;
- C. for each animal sold or disposed of other than by death, the same information required by part 6242.0900; and
- D. for each animal which dies or is destroyed on the licensee's game farm, the sex (if known), species, date of death, and number of any band, tag, or tattoo attached to the animal.

Subp. 2. **Retention of receipts.** The licensee's copies of all sales and disposal receipts required to be retained must be kept with and are considered part of the record book.

Subp. 3. **Entry, retention, and inspection of records.** Records required to be kept by this part must be entered into the record book within 48 hours of the birth, transaction, acquisition, death, or disposal of the animal, animal part, or product. Records must be

maintained for three years following the year of creation. All records and receipts required to be retained must be open to inspection by the commissioner at any reasonable time.

Statutory Authority: *MS s 97A.105; L 2011 1Sp2 art 5 s 67*

History: *19 SR 2222; 37 SR 374*

6242.1100 REPORTS ON OPERATIONS.

On or before March 15 of each year, licensees must submit, on forms provided by the commissioner, reports of their game farm operations during the preceding license year. These reports must be one of two types:

A. for upland game birds and waterfowl, an inventory of all livestock acquired, hatched, possessed, sold, deceased, or disposed of; and

B. for all other species, a report of the required records.

These reports must be submitted to the Division of Enforcement.

Statutory Authority: *MS s 97A.105; and others at 19 SR 6*

History: *19 SR 484*

6242.1200 THREATENED OR ENDANGERED SPECIES.

Subpart 1. **Game farm licensees.** A game farm license is not a license to possess, breed, propagate, sell, or dispose of any threatened or endangered species, unless the threatened or endangered species is specifically listed on the game farm license and has been lawfully obtained.

Subp. 2. **Permit for purchaser.** For purposes of Minnesota Statutes, section 84.0895, the game farm sales receipt showing lawful acquisition of a threatened or endangered species shall serve as a permit to possess the threatened or endangered species.

Statutory Authority: *MS s 84.0895; 97A.105; and others at 19 SR 6*

History: *19 SR 484; 19 SR 2222*