

CHAPTER 99

GAME REFUGES AND GAME AND FUR FARMS

Sec.  
99.25 Game refuges, establishment or vacation  
99.26 Game refuges, protection of animals

Sec.  
99.27 Game and fur farms

99.01-99.24 [Repealed by Laws 1945, Chapter 248, Section 7.]

**99.25 GAME REFUGES; ESTABLISHMENT AND VACATION.** Subdivision

1. All state parks are hereby designated as State game refuges.

Subd. 2. The commissioner may designate by order any land or water areas, more than 50 per cent of which are in public ownership, as state game refuges.

Subd. 3. All lands, or any part thereof, described in a petition which is subscribed by either the owner, the lessee, or the person in possession of each tract in the area, may be designated as a state game refuge by order of the commissioner, provided the certificate of the treasurer of the county where the lands are situated stating that the persons named in the petition are all of the owners, lessees or persons in possession of the land described, according to the records of the county, and his information, shall accompany said petition.

Subd. 4. All lands, or any part thereof, described in a petition, subscribed by 50 or more residents of the county or counties wherein the lands are situated, may be declared a state game refuge by order of the commissioner, after he has held a public hearing upon the petition and has found that by reason of the depletion of protected wild animals the same are in danger of extermination or that the public interest will be best served by the establishment of the refuge. Such public hearing shall be held at a time and place designated in notices posted in five of the most conspicuous places within the proposed game refuge at least 15 days in advance of the hearing, and published at least once in a legal newspaper in each county in which the lands are situated at least seven days in advance of the hearing.

Subd. 5. No game refuge of less than 640 acres of contiguous lands and water shall be established under any of the provisions of subdivisions 2, 3, and 4.

Subd. 6. All refuges established under this section shall include all public waters, all state, federal or public lands, railroad lines, railroad rights of way, and public highways within the boundaries thereof, and may include adjacent public waters, state, federal or public lands, in the discretion of the commissioner.

Subd. 7. No state game refuge shall become effective as such until the boundaries thereof have been posted with notices consisting of black letters upon a white background at least 12 inches in diameter. Such signs shall proclaim the area as a state park, or state game refuge, as the case may be, and shall be posted at intervals of not more than 30 rods around the boundaries, as well as at all public road entrances to such areas. The certificate of the director, stating the completion of such posting, shall be prima facie evidence thereof.

Subd. 8. Any state game refuge created under subdivisions 2, 3, or 4 shall expire at a time designated in the order establishing it, and may be vacated, or modified as to boundary, by order of the commissioner, upon observance of the same formalities as are required for its establishment.

[1945 c. 248 s. 3]

**99.26 GAME REFUGES, PROTECTION ON.** Subdivision 1. Except as otherwise permitted by Chapters 97 to 102, no person shall take any wild animal, except fish, upon any state game refuge, nor carry any firearm thereon for the purpose of taking any wild animal.

Subd. 2. Whenever the commissioner shall find that any species of protected wild animal on any refuge, including state parks, has attained an abundance in excess of the capacity of such refuge to support it, or causing substantial damage to agricultural crops in the vicinity, or is threatening the well-being and continued production of that species or of other protected wild animals, he may include such refuge or any part thereof in the open territory prescribed for the taking of such

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species, during the succeeding regular open season, and may prescribe any reasonable regulations for the hunting or trapping thereof.

Subd. 3. Removal or defacement of any state park or state game refuge sign, except under the authority of the commissioner, is prohibited.

[1945 c. 248 s. 3]

**99.27 GAME AND FUR FARMS.** Subdivision 1. Breeding and propagating fur bearing animals, game birds or deer, shall be authorized under license only upon privately owned or leased lands and waters. "Private waters," as used herein, includes all bodies of waters or streams, whether meandered or not, of a shallow, swampy, marshy, or boggy nature, not navigable in fact, and of no substantial beneficial use to the general public. The owner or lessee, applying for the license, shall have first enclosed the area, in the manner approved by the commissioner, sufficiently to confine the respective birds or animals to be raised thereon. Licenses shall be granted only in cases where the commissioner finds the application is made in good faith with intention to actually carry on the business described in the application and where the facilities, in his judgment, are adequate therefor.

Subd. 2. Upon issuance of a license, the licensee of a game or fur farm shall be deemed the owner of all wild animals and their progeny, of the kinds specified in the license, which are within the enclosure, except wild game birds.

Subd. 3. Any such license, shall be transferable with the title or leasehold of the lands used for the purposes of the license, provided a verified written report thereof is made to the commissioner, accompanied by a copy of any deed, assignment, lease or other instrument transferring the corresponding title or leasehold in the premises. No transfer of less than the whole interest in the license shall be valid. Every bona fide partner or associate in the ownership or operation of the farm or ranch shall obtain a separate license. When a portion of the title or leasehold of the land or water is transferred and such portion complies with the original requirements for obtaining the license, the entire license may be transferred by complying with all the provisions hereof.

Subd. 4. Every application for license, and every report of transfer, shall be filed with the commissioner.

Subd. 5. No foxes or mink shall be bought or sold by any licensee for breeding or propagating purposes that have not been pen-bred for two successive generations. No live beaver shall be transported, except under special permit from the commissioner, to be issued in accordance with rules and regulations prescribed by him.

Subd. 6. No sale or contract for sale of any live animals raised or contained on any licensed fur or game farm shall be valid unless such animals are actually delivered to the purchaser, or if not delivered, unless and until they are segregated, identified, and kept separately, subject to the rights of the purchaser under the sale or contract for sale, which sale or contract must be in writing. After such segregation and identification, the animals sold, and their offspring, shall be assessed as personal property of the purchaser. The licensee must notify such purchaser within 30 days of the death of any animal, and must notify him of the number of increase before July 20th of each year.

Subd. 7. The pelts and products of all wild animals raised on fur or game farms may be sold or transported only in such manner and with such tags or seals affixed thereto as shall be prescribed by the commissioner. Failure to comply with any of the provisions of this section shall subject to confiscation all wild animals owned by the licensee which are found upon the premises of such game or fur farm.

[1945 c. 248 s. 3]