

Approved by
Revisor of Statutes

Sherie Speer

1.1 Hansen from the Environment and Natural Resources Finance Division to which was
1.2 referred:

1.3 H. F. No. 850, A bill for an act relating to natural resources; appropriating money to
1.4 address wildlife disease.

1.5 Reported the same back with the following amendments:

1.6 Delete everything after the enacting clause and insert:

1.7 "Section 1. WILDLIFE DISEASE MANAGEMENT; CHRONIC WASTING
1.8 DISEASE APPROPRIATIONS.

1.9 (a) \$2,410,000 in fiscal year 2020 and \$2,160,000 in fiscal year 2021 are appropriated
1.10 from the general fund to the commissioner of natural resources for wildlife disease
1.11 surveillance and response. The base for 2022 and beyond is \$1,100,000.

1.12 (b) \$908,000 in fiscal year 2020 and \$908,000 in fiscal year 2021 are appropriated from
1.13 the game and fish fund to the commissioner of natural resources for deer management
1.14 research, including research to:

1.15 (1) assess seasonal fawn survival and seasonal deer movement;

1.16 (2) obtain improved deer location data; and

1.17 (3) document deer dispersal patterns in southeast Minnesota and estimate movements
1.18 of yearlings and adults to inform chronic wasting disease surveillance and management.

1.19 Sec. 2. APPROPRIATION; DIAGNOSTIC TEST FOR CHRONIC WASTING
1.20 DISEASE.

1.21 \$1,804,000 in fiscal year 2020 is appropriated from the general fund to the Board of
1.22 Regents of the University of Minnesota to develop a diagnostic test for chronic wasting
1.23 disease. An interdisciplinary approach including environmental health and human health

2.1 must be used as a condition of this appropriation. This is a onetime appropriation and is
2.2 available until June 30, 2021."

2.3 Delete the title and insert:

2.4 "A bill for an act
2.5 relating to natural resources; appropriating money to address wildlife disease."

2.6 With the recommendation that when so amended the bill be returned to the Committee
2.7 on Ways and Means.

2.8 This Division action taken March 28, 2019

2.9 ....., Chair