## **SENATE STATE OF MINNESOTA NINETY-THIRD SESSION**

S.F. No. 709

(SENATE AUTHORS: EICHORN, Koran, Lang, Farnsworth and Utke) D-PG

**DATE** 01/25/2023

1.1

1.2

OFFICIAL STATUS

A bill for an act

relating to natural resources; appropriating money for shooting sports facility

Introduction and first reading
Referred to Environment, Climate, and Legacy

1.2 1.3 1.4	grants; modifying a previous appropriation; amending Laws 2021, First Special Session chapter 6, article 1, section 3, subdivision 6.				
1.5	BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF MINNESOTA:				
1.6	Section 1 Laws 202	1 First Special S	assion chantar 6	article 1 section 3	cubdivision 6
1.6	Section 1. Laws 2021, First Special Session chapter 6, article 1, section 3, subdivision 6,				
1.7	is amended to read:				
1.8 1.9	Subd. 6. Fish and Wildlife Management			81,031,000	81,884,000 82,034,000
1.10	Appropriations by Fund				
1.11		2022	2023		
1.12	General	1,729,000	2,732,000		
1.13	Natural Resources	1,982,000	1,982,000		
1.14 1.15	Game and Fish	77,320,000	77,170,000 77,320,000		
1.16	(a) \$8,658,000 the first year and \$8,658,000				
1.17	the second year are from the heritage				
1.18	enhancement account in the game and fish				
1.19	fund only for activities specified under				
1.20	Minnesota Statutes, section 297A.94,				
1.21	paragraph (h), clause (1). Notwithstanding				
1.22	Minnesota Statutes, section 297A.94, five				
1.23	percent of this appropr	iation may be us	ed for		

Section 1. 1

retention. 2.2 (b) \$1,529,000 the first year and \$2,532,000 2.3 the second year are from the general fund and 2.4 \$2,425,000 the first year and \$2,425,000 the 2.5 second year are from the game and fish fund 2.6 for planning for and emergency response to 2.7 disease outbreaks in wildlife. Of the game and 2.8 fish fund appropriation, \$750,000 the first year 2.9 and \$750,000 the second year are from the 2.10 heritage enhancement account and are 2.11 onetime. The commissioner and the Board of 2.12 Animal Health must each submit quarterly 2.13 reports on chronic wasting disease activities 2.14 funded in this biennium to the chairs and 2.15 ranking minority members of the legislative 2.16 committees and divisions with jurisdiction 2.17 over environment and natural resources and 2.18 agriculture. The general fund base in fiscal 2.19 year 2024 and later is \$282,000. 2.20 (c) \$8,546,000 the first year and \$8,546,000 2.21 the second year are from the deer management 2.22 account for the purposes identified in 2.23 Minnesota Statutes, section 97A.075, 2.24 subdivision 1. 2.25 (d) \$200,000 the first year and \$200,000 the 2.26 second year are from the general fund and 2.27 \$250,000 the first year and \$250,000 the 2.28 2.29 second year are from the heritage enhancement account in the game and fish fund for grants 2.30 for natural-resource-based education and 2.31 recreation programs serving youth under 2.32 Minnesota Statutes, section 84.976. These are 2.33 onetime appropriations. 2.34

expanding hunter and angler recruitment and

2.1

Section 1. 2

3.1	(e) Notwithstanding Minnesota Statutes,
3.2	section 297A.94, \$275,000 the first year and
3.3	\$125,000 \$275,000 the second year are
3.4	appropriated from the heritage enhancement
3.5	account in the game and fish fund for shooting
3.6	sports facility grants under Minnesota Statutes,
3.7	section 87A.10, including grants for archery
3.8	facilities. Grants must be matched with a
3.9	nonstate match, which may include in-kind
3.10	contributions. This is a onetime appropriation
3.11	and is available until June 30, 2024. Of the
3.12	amount in the first year, \$50,000 is to upgrade
3.13	the Department of Natural Resources shooting
3.14	range database.
2.15	(f) \$6,000 of the fixed year 2021 can and find
3.15	(f) \$6,000 of the fiscal year 2021 general fund
3.16	appropriations under Laws 2019, First Special
3.17	Session chapter 4, article 1, section 3,
3.18	subdivision 6, is canceled.

REVISOR

CKM/NS

23-02254

as introduced

01/13/23

3.19

**EFFECTIVE DATE.** This section is effective the day following final enactment.

Section 1. 3