

HUNTER SAFETY AMENDMENTS

2001 GENERAL SESSION

STATE OF UTAH

Sponsor: Michael R. Styler

This act modifies the Wildlife Code to provide exceptions to the requirement of wearing hunter orange material while hunting.

This act affects sections of Utah Code Annotated 1953 as follows:

AMENDS:

23-20-31, as enacted by Chapter 178, Laws of Utah 1993

Be it enacted by the Legislature of the state of Utah:

Section 1. Section **23-20-31** is amended to read:

23-20-31. Requirement to wear hunter orange.

(1) As used in this section:

(a) (i) "Centerfire rifle hunt" means a hunt for which a hunter may use a centerfire rifle, except as provided in Subsection (1)(a)(ii).

(ii) "Centerfire rifle hunt" does not include:

(A) a bighorn sheep hunt;

(B) a mountain goat hunt;

(C) a hunt requiring the hunter to possess a statewide conservation permit; or

(D) a hunt requiring the hunter to possess a statewide sportsman permit.

(b) "Statewide conservation permit" means a permit:

(i) issued by the division;

(ii) distributed through a nonprofit organization founded for the purpose of promoting wildlife conservation; and

(iii) valid:

(A) on open hunting units statewide; and

(B) for the species of big game and time period designated by the Wildlife Board.

(c) "Statewide sportsman permit" means a permit:

(i) issued by the division through a public draw; and

(ii) valid:

(A) on open hunting units statewide; and

(B) for the species of big game and time period designated by the Wildlife Board.

~~[(1)]~~ (2) (a) A person shall wear a minimum of 400 square inches of hunter orange material while hunting any species of big game, except as provided in Subsection ~~[(2)]~~ (3).

(b) Hunter orange material must be worn on the head, chest, and back.

(c) A camouflage pattern in hunter orange does not meet the requirements of Subsection ~~[(1)]~~ (2)(a).

~~[(2)]~~ (3) A person is not required to wear hunter orange material during an archery, muzzle-loader, mountain goat, or bighorn sheep hunt, unless a centerfire rifle hunt is in progress in the same area.