No. 2012-64

AN ACT

HB 1237

Amending Title 34 (Game) of the Pennsylvania Consolidated Statutes, in hunting and furtaking licenses, further providing for resident license and fee exemptions.

The General Assembly of the Commonwealth of Pennsylvania hereby enacts as follows:

Section 1. Section 2706(f)(1) and (g)(1) of Title 34 of the Pennsylvania Consolidated Statutes are amended to read:

§ 2706. Resident license and fee exemptions.

* * *

- (f) Pennsylvania National Guard hunting licenses.—
- (1) Pennsylvania National Guard hunting licenses shall be issued by the commission or county treasurer to any person otherwise eligible for a resident hunting license in this Commonwealth who provides documentation that within the previous 24 months the person was deployed overseas as a member of the Pennsylvania Army National Guard or Air National Guard on active Federal service for a period of [180] 60 consecutive days or more or was released early from such service because of an injury or disease incurred in the line of duty. Only one Pennsylvania National Guard hunting license under this subsection may be issued for each qualifying deployment of a person applying for the license.

* * *

- (g) Reserve component of armed forces hunting licenses.—
- (1) Reserve component of the armed forces hunting licenses shall be issued by the commission or county treasurer to any person otherwise eligible for a resident hunting license in this Commonwealth who provides documentation that within the previous 24 months the person was deployed overseas as a member of the reserve component of the armed forces pursuant to 51 Pa.C.S. § 7301 (relating to definitions) for a period of [180] 60 consecutive days or more or was released early from service because of an injury or disease incurred in the line of duty. Only one hunting license under this subsection may be issued for each qualifying deployment of a person applying for the license.

Section 2. This act shall take effect immediately.

APPROVED—The 13th day of June, A.D. 2012