May 06, 2024, 10:23:06 am

## Session 117 - (2007-2008)

H\*4547 (Rat #0258, Act #0214 of 2008) General Bill, By Vick

Act No. 214

Similar (S 0424, H 3510)

Summary: Waterfowl

05/20/08

AN ACT TO AMEND SECTION 50-9-530, CODE OF LAWS OF SOUTH CAROLINA, 1976, RELATING TO MIGRATORY WATERFOWL STAMPS, SO AS TO PROVIDE FOR THE COST OF REQUIRED MIGRATORY WATERFOWL PERMITS, THE MANNER IN WHICH THEY ARE SOLD, AND FOR PRODUCTION AND SALE OF COMMEMORATIVE STAMPS; TO AMEND SECTION 50-9-535, RELATING TO MIGRATORY GAME BIRD PERMITS, FEES, AND INTEGRATION WITH OTHER HUNTING LICENSES, SO AS TO PROVIDE THAT STATE RESIDENTS WHO ARE AT LEAST SIXTY-FOUR AND WHO HOLD A LIFETIME HUNTING AND FISHING LICENSE ARE NOT REQUIRED TO HAVE A MIGRATORY GAME BIRD PERMIT; TO AMEND SECTION 50-11-20, RELATING TO THE MIGRATORY WATERFOWL COMMITTEE, SO AS TO FURTHER DEFINE THE RESPONSIBILITIES AND DUTIES OF THE MIGRATORY WATERFOWL COMMITTEE AND TO DELETE PER DIEM AUTHORIZATIONS; AND BY ADDING SECTION 50-11-22 SO AS TO MAKE IT UNLAWFUL TO HARM, DISTURB, OR TAKE ACTIVELY NESTING WATERFOWL OR TO DISTURB OR DAMAGE A WATERFOWL NEST BOX, AND PROVIDE PENALTIES FOR VIOLATION. - ratified title

01/23/08	House	Introduced and read first time HJ-19
01/23/08	House	Referred to Committee on Agriculture, Natural Resources and Environmental Affairs HJ-20
02/20/08	House	Committee report: Favorable Agriculture, Natural Resources and Environmental Affairs HJ-2
02/21/08	House	Read second time HJ-17
02/21/08	House	Unanimous consent for third reading on next legislative day HJ-19
02/21/08		Scrivener's error corrected
02/22/08	House	Read third time and sent to Senate HJ-1
02/26/08	Senate	Introduced and read first time SJ-8
02/26/08	Senate	Referred to Committee on Fish, Game and Forestry SJ-8
03/05/08	Senate	Committee report: Favorable Fish, Game and Forestry SJ-15
04/30/08	Senate	Read second time SJ-37
05/01/08	Senate	Read third time and enrolled SJ-26
05/08/08		Ratified R 258
05/13/08		Signed By Governor
05/19/08		Copies available
05/19/08		Effective date 05/13/08