

**NATURAL RESOURCES BOARD MEETING**  
**MAY 2013 PUBLIC APPEARANCES**

**TUESDAY, MAY 21, 2013**

2. Action Items

A. Air, Waste, Water, and Enforcement

1. Approval of the Department's recommendation contained in the report to the Board on Wisconsin's State Mercury Air Emission Rule
  1. **Eric Bott**, Madison, representing WI Manufacturers & Commerce
  2. **Robert Fassbender**, Madison, representing Great Lakes Legal Foundation

**WEDNESDAY, May 22, 2013**

3. Action Items

B. Land Management, Recreation, Fisheries, and Wildlife

3. Request adoption of Board Order FH-18-12, proposed rules affecting ch. NR 20, 21, 22, and 23 related to the Fish and Wildlife Spring Hearing changes to recreational fishing regulations on inland, outlying, and boundary waters
  1. **Rob Bohmann**, Racine, representing WI Conservation Congress as Chair
  2. **John Dettloff**, Couderay, representing Musky Clubs Alliance of WI
  3. **Jim Olson**, Madison, representing self
4. Request adoption of Board Order WM-01-13, the Wildlife Management Spring Hearing Rule Package affecting NR Ch.'s 10, 17, and 45 related to hunting, trapping, closed areas, dog training, and the management of department lands
  1. **Rob Bohmann**, Racine, representing WI Conservation Congress as Chair
  2. **Adam Kassulke**, Madison, representing WI Wolf Front
5. Request approval of department recommendations for the 2013 deer hunting season structure and antlerless quotas
  1. **Ralph Fritsch**, Townsend, representing WI Wildlife Federation
10. Easement Acquisitions – Forest Legacy Program – Adams County
  1. **Richard Steffes**, Madison, representing self
12. Land Acquisition and Project Boundary Modification – Paradise Valley Wildlife Area – Waukesha and Jefferson Counties
  1. **Pat Zimmer**, Waukesha, representing Pheasants Forever as Secretary of Southeast Chapter

4. Citizen Participation

B. Open Testimony – 1:00 p.m.

1. **Rob Nurre**, Baraboo, representing Sauk Prairie Conservation Alliance  
*Topic:* Badger Army Ammunition Plant/Sauk Prairie Recreation Area