

Minutes of the Workshop Meeting of the Arizona Game and Fish Commission.
Friday, November 8 -Saturday, November 9, 2024
Horseshoe Ranch, Yavapai County, AZ.
Department Staff:
Tom Finley, Director
Joshua Hurst, Deputy Director

Commissioners Present:

Clay Hernandez, Chairman
Todd Geiler
Jeff Buchanan
Marsha Petrie-Sue
James Goughour

Friday, November 8, 2024:

Chairman Hernandez called the workshop meeting to order at 1:00 pm.

This meeting followed an Agenda dated November 6, 2024. This workshop was an information sharing and informal roundtable discussion. The Commission took no legal action during this meeting.

Discussion of 1) Commission Priorities and Metrics and 2) Threat to Wildlife Habitat.

Regarding item 1: Department executive staff led a discussion regarding current Commission priorities and associated metrics presented during the Commission priority report item at Commission meetings. Participants offered thoughts, ideas, and suggestions relative to future metrics, opportunities and issues for the Commission.

Regarding item 2: Department executive staff led a discussion regarding potential threats to wildlife habitat. Items discussed included renewable energy, special land use designations, free roaming equids, and development.

Saturday, November 9, 2024:

Chairman Hernandez called the meeting to order at 8:00 a.m.

Department executive staff and the Commission participated in an informal discussion of the following topics:

- (1) Follow up from day 1 discussions,
- (2) Department Committee Assignments,

- (3) Potential Education Requirements for Fishing Violations,
- (4) Status of Special Hunting Permits and Legal Methods of Take,
- (5) Marketing and Outreach Strategies,
- (6) Public Access,
- (7) Legislative Proposals, and
- (8) FY26 Budget Requests.

Chairman Hernandez adjourned the meeting at 12:00 p.m.

Submitted by:

A handwritten signature in blue ink, appearing to read 'Luke Thompson', with a long horizontal flourish extending to the right.

Luke Thompson
Special Assistant to the Director