## SOUTH DAKOTA GAME, FISH & PARKS: METAL DETECTOR PERMIT

Department Area:			
Permit issued to: Name:			
Address:			_
City:	State: Z	ip Code:	-
Phone #	Email:		Date Issued:
Permit Is Valid From:		Through:	·
41:03:01:29. Restriction	s on use of metal det	tectors – Written authoriza	ation required.
41:03:01:05. Destruction	n or removal of natur	ral or cultural features pro	bhibited.
Metal detector use grant	ed by a permit will c	only be allowed for the fol	llowing reasons:
1) Recreational metal de	tecting only on desig	gnated swimming or boati	ing beaches.
2) Archaeologists perfor Department permit can b		ch (they first must have a	permit from the State Archaeologist before a
to describe the lost item(	(s) to the site manage	er issuing the permit. If th	g for a lost personal item(s), the person needs the area to be searched is not within a lost item should be above the surface.
By the permittee signing representative on the per		knowledge the limitations	and restrictions set forth by the department
	SPECIAL C	CONDITIONS AND RES	STRICTIONS
during the hours of by the permittee or be av detectors by either stopp Tools used for digging a scoop or sieve not over 1 the beginning of new ex- or bag is to be worn or c found items will be brou anything of historical, ar changes to these restriction	vailable in the vehicl ing at the office prior re limited to probes 10 inches in diamete cavations or leaving arried during metal of right to the office for rcheological or cultur ions.	e. Permittee must inform or to detecting or calling a not over 6 inches long, or r. All excavations shall be the area. Holes may only detector use and all litter of inspection by department rally significant value. De	he inch wide and one-quarter inch thick. Sand e returned to their original condition prior to be a maximum of 6" in depth. A litter apron disposed of in an approved trash container. All staff. The department retains the right to keep epartment staff must approve any exceptions or
Permittee Signature:			ite:
Department Representat	ive:	Da	ate: