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

Department Area:			
Permit issued to: N	ame:		
Address:			
City:	State:	Zip Code:	
Phone #	Email:		Date Issued:
Permit Is Valid Fro	om:	Thi	rough:
41:03:01:29. Restri	ctions on use of met	al detectors – Written au	thorization required.
41:03:01:05. Destru	uction or removal of	natural or cultural featur	res prohibited.
Metal detector use	granted by a permit	will only be allowed for	the following reasons:
1) Recreational me	tal detecting only on	designated swimming o	r boating beaches.
2) Archaeologists p Department permit		esearch (they first must h	have a permit from the State Archaeologist before a
to describe the lost	item(s) to the site m	anager issuing the permi	looking for a lost personal item(s), the person needs t. If the area to be searched is not within a e the lost item should be above the surface.
By the permittee significant representative on the		ey acknowledge the limit	ations and restrictions set forth by the department
	SPECI	AL CONDITIONS AN	D RESTRICTIONS
during the hours of by the permittee or detectors by either Tools used for digg scoop or sieve not of the beginning of ne or bag is to be worn found items will be	be available in the vestopping at the officing are limited to prover 10 inches in dialest executations or lead to or carried during metabolish to the official, archeological or	rehicle. Permittee must in e prior to detecting or cal obes not over 6 inches lo ameter. All excavations slaving the area. Holes may netal detector use and all e for inspection by depar	and may be used ONLY Permits must be carried and advance before using a day in advance to ong, one inch wide and one-quarter inch thick. Sand shall be returned to their original condition prior to y only be a maximum of 6" in depth. A litter apronal litter disposed of in an approved trash container. A retment staff. The department retains the right to kee use. Department staff must approve any exceptions of
Permittee Signature	2:		Date:
Department Repres	sentative:		Date: