

DEPARTMENT OF GAME, FISH, AND PARKS
NOTICE OF REGULAR MEETING

A public meeting of the Game, Fish and Parks Commission will be held on Thursday, March 3, commencing at 1:00 p.m. CT to consider the matters appearing on the proposed agenda attached hereto, and any other matters which may come before the Commission.

This meeting will be held in person, via zoom/conference call, and livestream. To listen to the entire meeting beginning at 1:00 p.m. via livestream at <https://www.sd.net/remote1/> or join via zoom by clicking on the link below. Depending on the application you use you may be required to enter the meeting ID and password. Remember to **enter your display name and mute your microphone**. To help keep background noise and distractions to a minimum, make sure you **mute your microphone and turn off your video** when you are not speaking.

THURSDAY

Zoom Meeting Link <https://state-sd.zoom.us/j/98154270855?pwd=NFNHWEJ4b1BvS2xzNW85UzI2bzZGUT09>
or join via conference call Dial 1 669 900 9128 Meeting ID: 981 5427 0855 Passcode: 516010

FRIDAY

Zoom Meeting Link <https://state-sd.zoom.us/j/94957809306?pwd=cFB4V2NXZm1tY0IzSVVUajhmTjlQZz09>
or join via conference call Dial 1 669 900 9128 Meeting ID: 949 5780 9306 Passcode: 570281

Public Input: To provide comments join the meeting in person, via zoom or conference call per the info above. To conduct the public hearing and/or open forum as efficiently as possible we ask those wishing to testify to **register by 1:00 pm CT by email to Rachel.comes@state.sd.us**. **Testifiers should provide their full names, whom they are representing, city of residence, and which proposed topic they will be addressing.**

Written comments can be submitted at <https://gfp.sd.gov/forms/positions/>. To be included in the public record comments must include full name and city of residence and meet the **submission deadline of seventy-two hours before the meeting (not including the day of the meeting)**

Dated this 24th day of February 2021.

s/b Russell Olson
Russell Olson, GFP Commission Chair