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, October 7, commencing at 2:00 p.m. MT 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 2:00 p.m. MT via livestream at https://www.sd.net/.

The public hearing followed by the open forum will begin at 2:00 p.m. MT on September 1. To provide comments join the meeting via zoom or conference call per the info below. To conduct the public hearing and open forum as efficiently as possible we ask those wishing to testify to register by 2:00 pm MT 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.

Click on the link below to join Zoom Meeting. 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/94710669351?pwd=RIVtNnFWdUtYZUtDUHRnUmFkWXNqZz09 or join via conference call Dial 1 669 900 9128 Meeting ID: 947 1066 9351 Password: 196938

FRIDAY

Zoom Meeting Link https://state-sd.zoom.us/j/92993377687?pwd=M2JtRUV1MHFNeEhkVUpEKzNuTFR1Zz09 or join via conference call Dial 1 669 900 9128 Meeting ID: 929 9337 7687 Password: 786528

We are asking that you provide your testimony and then hang up to allow other members of the public to access the line. When you call, the teleconference line may be busy. If you do not get through right away, please keep trying.

Dated this 29th day of September 2021.

s/b Russell Olson
Russell Olson, GFP Commission Chair