ENROLLED ACT NO. 118, HOUSE OF REPRESENTATIVES

FIFTY-SEVENTH LEGISLATURE OF THE STATE OF WYOMING 2003 GENERAL SESSION

AN ACT relating to game and fish; modifying provisions relating to fees charged by hunting and fishing license selling agents and game tag selling agents for the sale or distribution of licenses, permits, stamps and tags; conforming provisions; and providing for an effective date.

Be It Enacted by the Legislature of the State of Wyoming:

Section 1. W.S. 23-1-701(b) and (c) is amended to read:

23-1-701. Selling agents; administration of oaths; game tags.

- (b) Each <u>license</u> selling agent shall retain <u>fifty</u> cents (\$.50) for each license and twenty-five cents (\$.25) for each conservation stamp under W.S. 23-2-306 one dollar and twenty-five cents (\$1.25) for each license or tag and seventy-five cents (\$.75) for each permit or stamp he sells. For failure to comply with this section, selling agents shall not be entitled to <u>fifty cents</u> (\$.50) one dollar and twenty-five cents (\$1.25) per license or tag and twenty-five cents (\$.25) seventy-five cents (\$.75) for each conservation permit or stamp sold and shall be liable on their bond. No employee of the commission shall receive any commission on licenses, <u>permits</u>, <u>stamps</u> or tags sold or distributed pursuant to this act.
- (c) On or before the 10th of each month every selling agent shall file a report for the preceding month with the commission on forms approved by the commission. Selling agents shall also remit all money collected during the previous month less commission, and shall account for and deliver all surplus, unused and damaged licenses, permits,

ORIGINAL HOUSE BILL NO. 0030

ENROLLED ACT NO. 118, HOUSE OF REPRESENTATIVES

FIFTY-SEVENTH LEGISLATURE OF THE STATE OF WYOMING 2003 GENERAL SESSION

Section 2. This act is effective January 1, 2004.

(END)

Speaker of the House	President of the Senate
Governor	
TIME APPROVED: DATE APPROVED:	
I hereby certify that this act	originated in the House.
Chief Clerk	