

TOWN OF LUMSDEN

BYLAW NO. 2020-12

A BYLAW TO CONTROL NUISANCE WILDLIFE IN THE TOWN OF LUMSDEN

The Council of the Town of Lumsden in the Province of Saskatchewan enacts as follows:

1. DEFINITIONS:

For the purpose of this bylaw, the expression:

- a. **“Chief Administrative Officer”** means the Administrator for the municipality;
- b. **“Council”** means the Council of the of the Town of Lumsden;
- c. **“Municipal Wildlife Control Officer”** means a person appointed by the municipality Pursuant to section 13(3) of *The Wildlife Regulations 1981*;
- d. **“municipality”** means the Town of Lumsden;
- e. **“Town of Lumsden”** means the area within the legal boundaries and governed by the Town of Lumsden;
- f. **“owner”** means the owner of property or the person in charge or control of property;
- g. **“unprotected wildlife”** means wildlife that is not protected pursuant to the Act or an Act of the Parliament of Canada, or pursuant to these regulations, other regulations made pursuant to the Act or regulations made pursuant to an Act of the Parliament of Canada.

2. APPOINTMENT:

Council may appoint Municipal Wildlife Control Officers to trap, hunt and dispose of animals pursuant to sections 3, 4 and 5 of this bylaw.

- a) The appointment shall commence upon receipt of the requirements in section 3 of this bylaw and approval of Council.

3. DUTIES:

The duties of the Municipal Wildlife Control Officer shall be:

- a) Provide the Chief Administrative Officer with a current criminal record check from the RCMP;
- b) Provide the municipality with a copy of their current Possession and Acquisition License (PAL);
- c) Keep a copy of the municipality’s Nuisance Wildlife Control Permit, issued by Saskatchewan Environment, in their possession in the event that the Municipal Wildlife Control Officer will be shooting wildlife other than those listed in section 5 of this bylaw (Ex: coyotes, fox, badgers, muskrat, etc.)

4. AUTHORITY:

Pursuant to section 13(3) of *The Wildlife Regulations 1981*, the Municipal Wildlife Control Officer may hunt the animals listed below when necessary, and are permitted to do so within 500 metres of any building, stockade or corral, without consent of the owner:

- a) reptilia (snakes and turtles) other than rattlesnakes, bull snakes, hognosed snakes, smooth green snakes, eastern yellow-bellied racers, northern red-bellied snakes, short-horned lizards and snapping turtles;
- b) amphibia (frogs and salamanders), other than great plains toads and northern leopard frogs;
- c) lagomorpha (rabbits);
- d) insectivora (shrews);
- e) rodentia (mice and rats), other than red squirrels, muskrats, black-tailed prairie dogs, Ord’s kangaroo rats and, subject to subsection (2), beavers;
- f) mephitidae (skunks);
- g) procyonidae (raccoons);
- h) icteridae (blackbirds), other than rusty blackbirds, bobolinks, Baltimore orioles, Bullock’s orioles, orchard orioles and western meadowlarks;
- i) passeridae (house sparrows);
- j) sturnidae (starlings);
- k) columbidae (pigeons and doves), other than band-tailed pigeons, mourning doves and white-winged doves;
- l) corvidae (crows, magpies and jays), other than blue jays, gray jays, Clark’s nutcrackers and ravens;
- m) domestic game farm animals with respect to which a domestic game farm operator holds a valid licence pursuant to *The Domestic Game Farm Animal Regulations*; and
- n) captive wild boar held by a captive wild boar producer.



5. Pursuant to section 13(3.1) of *The Wildlife Regulations 1981*, the Municipal Wildlife Control Officer may hunt animals other than those animals listed in section 4(e) to 4(l) of this bylaw, within 500 metres of any building, stockade or corral, without the consent of the owner.

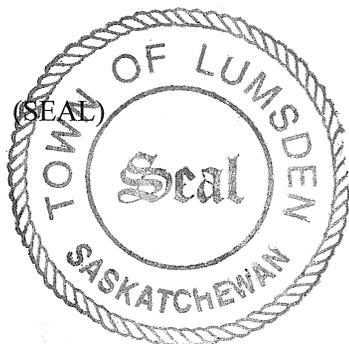
6. **COMING INTO FORCE:**

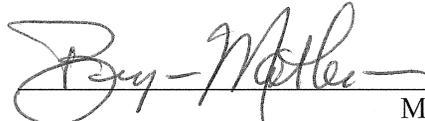
This bylaw shall come into force and take effect on the final day of its passing.

Read a first time this 14th *day of July, 2020.*

Read a second time this 11th *day of August, 2020.*

Read a third time and passed this 11th *day of August 2020.*





Mayor



Chief Administrative Officer