

# RAC AGENDA – April 2024

Revised April 4, 2024



1. Welcome, RAC Introductions and RAC Procedure  
- RAC Chair
2. Approval of Agenda and Minutes  
- RAC Chair
3. Wildlife Board Meeting Update  
- RAC Chair **INFORMATIONAL**
4. Regional Update  
- DWR Regional Supervisor **INFORMATIONAL**
5. Deer Permit Recommendations for 2024  
- Dax Mangus, Big Game Coordinator **ACTION**
6. Once-in-a-Lifetime Permit Recommendations for 2024  
- Rusty Robinson, OIAL Species Coordinator **ACTION**
7. Elk Permit Recommendations for 2024  
- Dax Mangus, Big Game Coordinator **ACTION**
8. Antelope Permit Recommendations for 2024  
- Dax Mangus, Big Game Coordinator **ACTION**
9. Antlerless Permit Recommendations for 2024  
- Dax Mangus, Big Game Coordinator **ACTION**
10. Shed Antler Gathering Recommendations and Big Game Rule Amendments  
- Rusty Robinson, OIAL Species Coordinator **ACTION**
11. 2024 CWMU Antlerless Permit Recommendations  
- Chad Wilson, Private Lands/Public Wildlife Coordinator **ACTION**

## Regional Presentations Only

- CWMU Units 4,5, & 6 report – NR Only **INFORMATIONAL**  
- Chad Wilson, Private Lands/Public Wildlife Coordinator

## Meeting Locations

**NR RAC** – April 10th 6:00 PM  
Weber County Commission Chambers  
2380 Washington Blvd. Suite #240, Ogden  
<https://youtube.com/live/TbRy6NuQgoY>

**SER RAC** – April 17th 6:00 PM  
John Wesley Powell Museum  
1765 E. Main St., Green River  
<https://youtube.com/live/yj5QSDR3xGE>

**CR RAC – Thursday**, April 11th 6:00 PM  
Wildlife Resources Conference Room  
1115. N. Main Street, Springville  
<https://youtube.com/live/62P2C5vuu7k>

**NER RAC** – April 18th 6:00 PM  
Wildlife Resources NER Office  
318 North Vernal Ave., Vernal  
<https://youtube.com/live/vJ8VcvNAsMs>

**SR RAC** – April 16th 6:00 PM  
**Gilbert Great Hall Rm 203, R. Haze Hunter**  
Southern Utah University  
<https://youtube.com/live/qDdeX9-GtFo>

**Board Meeting** – May 2nd 9:00 AM  
Eccles Wildlife Education Center, Farmington Bay  
<https://youtube.com/live/QvH1qoTk1Qk>