

By: Representative Robinson (84th)

To: Wildlife, Fisheries and
Parks

HOUSE BILL NO. 1019

1 AN ACT TO AMEND SECTION 49-7-20.1, MISSISSIPPI CODE OF 1972,
2 TO DELETE THE REQUIREMENT THAT PERSONS SUPERVISING A CHILD HUNTER
3 UNDER 12 YEARS OF AGE BE A RESIDENT OF MISSISSIPPI; TO REQUIRE
4 ADULT LICENSED MISSISSIPPI HUNTERS SUPERVISING CHILDREN TO POSSESS
5 A VALID LICENSE FOR THE SPECIES HUNTED; AND FOR RELATED PURPOSES.

6 BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF MISSISSIPPI:

7 **SECTION 1.** Section 49-7-20.1, Mississippi Code of 1972, is
8 amended as follows:

9 49-7-20.1. (1) (a) To reduce hunting accidents of children
10 under license age, to protect the safety of these children and to
11 promote hunter safety, a child at least twelve (12) years of age
12 and under sixteen (16) years of age must have a certificate of
13 satisfactory completion of a hunter education course approved by
14 the department before hunting in this state.

15 (b) A child at least twelve (12) years of age and under
16 sixteen (16) years of age may hunt without having the certificate
17 of hunter education required under this subsection if the child is
18 in the presence and under the direct supervision of a Mississippi
19 licensed or exempt * * * hunter at least twenty-one (21) years of
20 age when hunting.

21 (2) A child under the age of twelve (12) must be in the
22 presence and under the direct supervision of a Mississippi
23 licensed or exempt * * * hunter at least twenty-one (21) years of
24 age when the child is hunting.

25 (3) Mississippi licensed adult hunters supervising children
26 as provided in this section must hold a license valid for the
27 species being hunted.

28 (4) There is no penalty for a violation of this section, but
29 to protect the safety of the child a conservation officer may
30 require the child to end the hunt and may unload the firearm and
31 may take the firearm and the child to an adult.

32 **SECTION 2.** This act shall take effect and be in force from
33 and after July 1, 2007.