

THE GENERAL ASSEMBLY OF PENNSYLVANIA

HOUSE BILL
No. 2031 Session of
1979

INTRODUCED BY STUBAN, HASAY AND WAGNER, NOVEMBER 28, 1979

REFERRED TO COMMITTEE ON GAME AND FISHERIES, NOVEMBER 28, 1979

AN ACT

1 Amending the act of April 9, 1929 (P.L.177, No.175), entitled
2 "An act providing for and reorganizing the conduct of the
3 executive and administrative work of the Commonwealth by the
4 Executive Department thereof and the administrative
5 departments, boards, commissions, and officers thereof,
6 including the boards of trustees of State Normal Schools, or
7 Teachers Colleges; abolishing, creating, reorganizing or
8 authorizing the reorganization of certain administrative
9 departments, boards, and commissions; defining the powers and
10 duties of the Governor and other executive and administrative
11 officers, and of the several administrative departments,
12 boards, commissions, and officers; fixing the salaries of the
13 Governor, Lieutenant Governor, and certain other executive
14 and administrative officers; providing for the appointment of
15 certain administrative officers, and of all deputies and
16 other assistants and employes in certain departments, boards,
17 and commissions; and prescribing the manner in which the
18 number and compensation of the deputies and all other
19 assistants and employes of certain departments, boards and
20 commissions shall be determined," further providing for the
21 powers of the Pennsylvania Game Commission.

22 The General Assembly of the Commonwealth of Pennsylvania
23 hereby enacts as follows:

24 Section 1. The act of April 9, 1929 (P.L.177, No.175), known
25 as "The Administrative Code of 1929," is amended by adding a
26 section to read:

27 Section 2604.1. Sale of Timber.--The Pennsylvania Game

1 Commission shall have the power to sell timber, including the
2 issuing of permits to cut timber for firewood, on any State game
3 refuge, game farm, State game propogation area and special
4 preserve.

5 Section 2. This act shall take effect immediately.