

12 §6729. LICENSE SURCHARGES

12 §6729. LICENSE SURCHARGES

2. Deposit. The commissioner shall deposit surcharges assessed in this section in the Scallop Research Fund under section 6729-A.

§6729. Shell size minimum

(As enacted by PL 2003, c. 63, §2 is REALLOCATED TO TITLE 12, SECTION 6728-A)

[2003, c. 319, §2 (NEW) .]

1. License surcharges. The following surcharges are assessed on licenses issued by the department:

A. For a hand fishing scallop license, \$100; [2003, c. 319, §2 (NEW) .]

B. For a scallop draggers license, \$100; [2007, c. 607, Pt. A, §12 (AMD) .]

C. For a scallop diving tender license, \$50; and [2007, c. 607, Pt. A, §12 (AMD) .]

D. For a noncommercial scallop license, \$40. [2007, c. 607, Pt. A, §12 (NEW) .]

[2007, c. 607, Pt. A, §12 (AMD) .]

SECTION HISTORY

2003, c. 63, §2 (NEW). 2003, c. 319, §2 (NEW). RR 2003, c. 1, §7 (RAL).
2007, c. 607, Pt. A, §12 (AMD).

The State of Maine claims a copyright in its codified statutes. If you intend to republish this material, we require that you include the following disclaimer in your publication:

All copyrights and other rights to statutory text are reserved by the State of Maine. The text included in this publication reflects changes made through the First Special Session of the 124th Legislature, and is current through December 31, 2009, but is subject to change without notice. It is a version that has not been officially certified by the Secretary of State. Refer to the Maine Revised Statutes Annotated and supplements for certified text.

The Office of the Revisor of Statutes also requests that you send us one copy of any statutory publication you may produce. Our goal is not to restrict publishing activity, but to keep track of who is publishing what, to identify any needless duplication and to preserve the State's copyright rights.

PLEASE NOTE: The Revisor's Office cannot perform research for or provide legal advice or interpretation of Maine law to the public. If you need legal assistance, please contact a qualified attorney.