## Schedule A: MMF Night Hunting and Night Lighting Agro-Zone Boundary Definitions

The following definitions will be incorporated into the *Metis Laws of the Harvest* effective on **April 10, 2019**:

**Agro-Manitoba**: The extent of Manitoba south of the "Agro-Zone Boundary" as indicated on "MMF Night Hunting and Night Lighting Agro-Zone Boundary Map" (Schedule B) and described in "MMF Night Hunting and Night Lighting Agro-Zone Boundary Map Notes" (Schedule C). This area is typified by private land, agricultural activities, and populated areas.

**Agro-Zone Boundary**: The boundary dividing the province into Agro-Manitoba and Non-Agro Manitoba as indicated on "MMF Night Hunting and Night Lighting Agro-Zone Boundary Map" (Schedule B) and described in "MMF Night Hunting and Night Lighting Agro-Zone Boundary Map Notes" (Schedule C).

**Conservation**: The protection and enhancement of natural ecosystems; wildlife or fisheries habitat; and plant or animal species.

**Dangerous Night Spotlighting**: Means chasing and/or shooting any animal while using artificial lighting and while using or occupying a motorized vehicle including but not limited to automobiles, trucks, motorcycles, snowmobiles, ATVs, aircraft, and boats.

**Local Population**: Community, village, or individual dwelling where persons reside.

**Night Hunting**: Hunting occurring from dusk to dawn using natural light and/or artificial light when stationary.

**Night Spotlighting**: The use of artificial light while night hunting.

Non-Agro Manitoba: Game Hunting Area 18 and the extent of Manitoba north of the Agro-Zone Boundary as indicated on "MMF Night Hunting and Night Lighting Agro-Zone Boundary Map" (Schedule B) and described in "MMF Night Hunting and Night Lighting Agro-Zone Boundary Map Notes" (Schedule C). This area is characterized by wilderness and unoccupied crown land.

**Public Safety**: Protection of the welfare and wellbeing of the public.

Stationary: Not moving.

**Settlement**: A populated place or community where people live.