

**TESTIMONY OF SUSANNA RICHER
IN OPPOSITION TO
LD 1438 Resolve, Regarding Deer Hunting on Mount Desert Island
Committee On Inland Fisheries and Wildlife
April 16, 2025**

Senator Baldacci, Representative Roberts, and distinguished members of the Committee:

I am writing in strong opposition to LD 1438 Resolve, Regarding Deer Hunting on Mount Desert Island. LD 1438 is unnecessary and undermines the will and control of the citizens who live on this island. Below are the reasons why.

- All of Mount Desert Island has been closed to deer hunting for over a century due to special law passed by the Maine legislature at the request of island residents.
- Existing laws already allow municipalities to initiate changes to hunting regulations. If the residents of Mount Desert Island wish to open up the island to deer hunting, they could decide to do so, or not, at the town level. For instance, in 2014, in response to the deer herd control task force findings, the citizens of Bar Harbor voted down a proposed plan to legalize deer hunting.
- There are many alternatives to hunting to control the deer population, manage “nuisance” deer, and reduce car/ deer collisions. These include:
 - **Reduce hunting of predators** such as coyotes to keep deer populations in check
 - **Install fencing, solar motion detector lights, and/or natural barriers** (e.g. blackberry bushes) to protect gardens
 - **Wrap metal flashing** around the base of trees
 - **Invest in wildlife crossings** (the state recently received \$9.3 million for such projects) or **roadside fencing at problem areas** and **drive the speed limit** to avoid deer/ car collisions.
- Additionally, property owners can apply for special permits from state game wardens to hunt deer on their own land if they meet spatial requirements and can prove a nuisance problem.

As a result of all the above reasons, this bill is unnecessary and circumvents local control of the citizens that live on this island. Please vote ought not to pass on LD 1438.

Thank you,

Susanna Richer
Portland ME