

Department of Natural Resources

Chapters:

Expedited Emergency Game and Fish Rule:

6264

**DESIGNATED SPECIAL MANAGEMENT WATERS**

**PUBLISHED** 05-28-2013  
**EFFECTIVE** 05-28-2013  
**EXPIRES** 11-28-2014 (18 months)

Please see enclosure for text of this expedited emergency game and fish rules package relating to daily and possession limits on the “Rochester Area Lakes”.

Please note that the five water bodies listed in this expedited emergency rule, combined with five other water bodies in permanent rule 6262.0575.12 (published 04-01-2013), have a daily and possession limit that apply to all ten water bodies “as a whole”.

1.1 **Department of Natural Resources**

1.2 **Adopted Expedited Emergency Game and Fish Rule: Designated Special**  
1.3 **Management Waters**

1.4 **6264.0400 DESIGNATED SPECIAL MANAGEMENT WATERS.**

1.5 [For text of subps 1 to 113, see M.R.]

1.6 Subp. 114. Rochester area panfish and bass lakes.

1.7 A. Daily and possession limits under item B apply to waters listed in item C and  
1.8 in part 6262.0575, subpart 12, as a whole.

1.9 B. While a person is on or angling in the waters listed in item C:

1.10 (1) the daily and possession limit for sunfish, black crappie, white crappie,  
1.11 and yellow perch in aggregate is ten, of which not more than five may be black crappie or  
1.12 white crappie in aggregate; and

1.13 (2) the daily and possession limit for largemouth bass and smallmouth  
1.14 bass in aggregate is one.

1.15 C. This subpart applies to the following waters.

	<u>Name</u>	<u>Location</u>	<u>County</u>
1.17 1.18 1.19 1.20	(1) <u>Bear Creek Reservoir (Chesterwoods Lake)</u>	<u>T.106, R.12, S.17</u>	<u>Olmsted</u>
1.21	(2) <u>Foster Arend Lake</u>	<u>T.107N, R.14W, S.14,23</u>	<u>Olmsted</u>
1.22	(3) <u>Kalmar Reservoir</u>	<u>T.107N, R.15W, S.24,25</u>	<u>Olmsted</u>
1.23 1.24	(4) <u>Quarry Hill Nature Center Pond</u>	<u>T.107N, R.13W, S.31</u>	<u>Olmsted</u>
1.25 1.26 1.27	(5) <u>Willow Creek Reservoir (WR6A Pond)</u>	<u>T.106N, R.14W, S.34</u>	<u>Olmsted</u>