

VIRGINIA ACTS OF ASSEMBLY -- 2016 SESSION

CHAPTER 64

An Act to amend and reenact § 29.1-528 of the Code of Virginia, relating to hunting of coyotes; county or city ordinances.

[S 367]

Approved February 29, 2016

Be it enacted by the General Assembly of Virginia:

1. That § 29.1-528 of the Code of Virginia is amended and reenacted as follows:

§ 29.1-528. Board to develop model ordinances for hunting with firearms; counties or cities may adopt.

A. The Board shall ~~promulgate~~ *adopt* regulations establishing model ordinances for hunting with firearms that may be adopted by counties or cities. Such model ordinances ~~developed by the Board~~ shall address ~~such~~ items as, ~~but are not limited to,~~ *including* firearm caliber;; type of firearm (~~e.g., including rifle, shotgun, or muzzleloader~~), ~~and~~ ; type of ammunition; ~~and the hunting of groundhogs or coyotes.~~

B. The governing body of any county or city may, by ordinance, (i) prohibit hunting in such county or city with a shotgun loaded with slugs, or with a rifle of a caliber larger than .22 rimfire. ~~However, such ordinance may;~~ (ii) permit the hunting of groundhogs with a rifle of a caliber larger than .22 rimfire between March 1 and August 31. ~~Such ordinance may also;~~ (iii) permit the use of muzzle-loading rifles during the prescribed open seasons for the hunting of game species. ~~Any such ordinance may also;~~ (iv) specify permissible ~~type~~ *types* of ammunition to be used for ~~such~~ hunting *in the county or city; or (v) permit the hunting of coyotes with a rifle of a caliber larger than .22 rimfire.*

~~B.~~ C. No such ordinance shall be enforceable unless the governing body notifies the Director by registered mail prior to May 1 of the year in which the ordinance is to take effect.

~~C.~~ D. In adopting an ordinance pursuant to the provisions of this section, the governing body of any county or city may provide that any person who violates the provisions of the ordinance ~~shall be~~ *is* guilty of a Class 3 misdemeanor.