

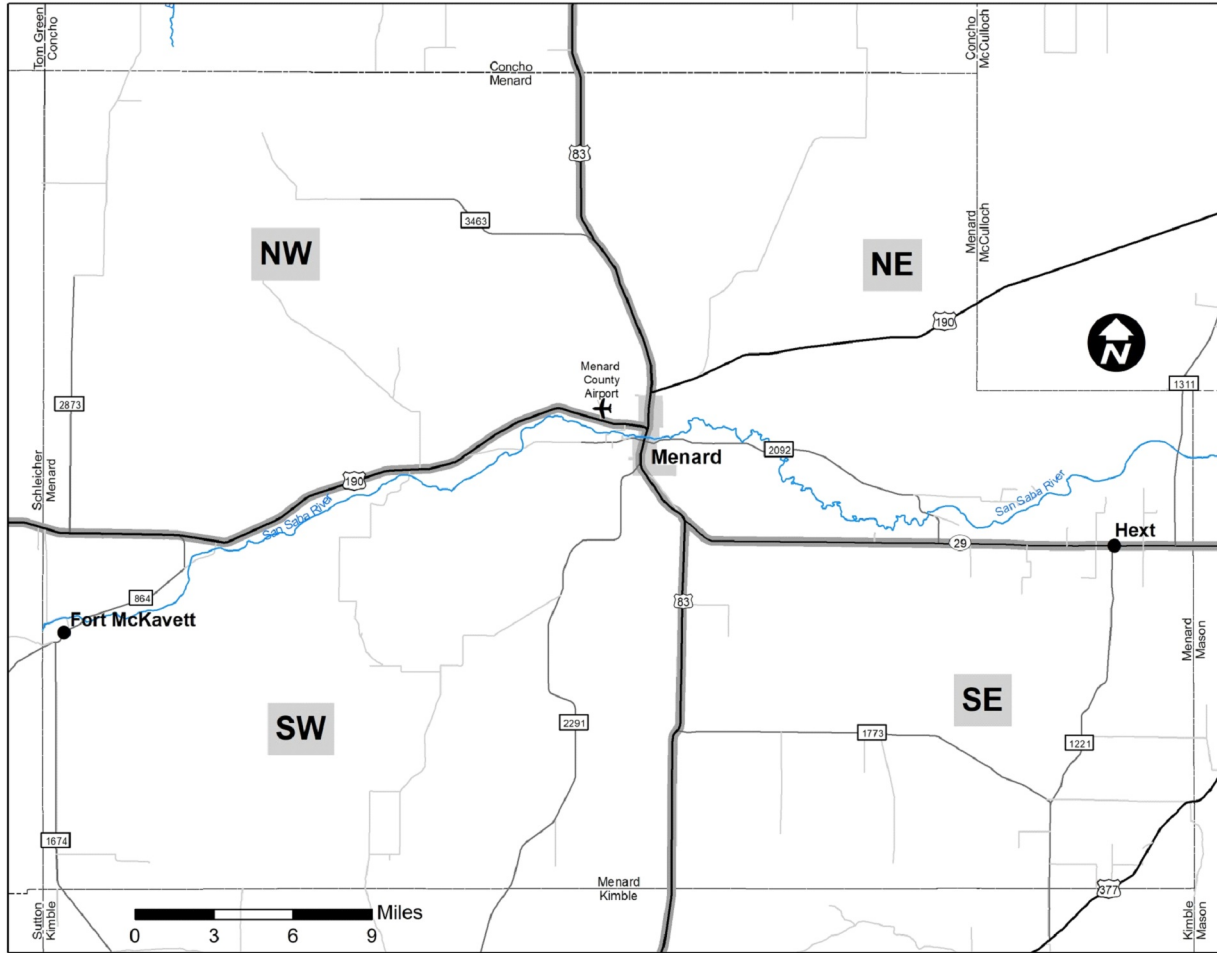
MENARD COUNTY GAME AND LIVESTOCK PROTECTION ASSOCIATION

PO Box 1481

Menard, Texas 76859

325-396-4787

ANNUAL MEMBERSHIP APPLICATION FORM



MEMBERSHIP ANNUAL DUES (September 1 - August 31) are \$0.15 per acre with a minimum of \$100.00 per membership. Membership consists of the total acreage enrolled by the landowner, livestock or wildlife manager, hunter, and/or interested person interested in game and livestock protection in Menard County. Ranch and/or farms whose acreage extend "undivided" into surrounding counties are eligible for enrollment. Extra forms/Bylaws can be downloaded off the Menard Co. AgriLife Extension Service website at <http://menard.agrilife.org/> under publications.

Year 2020-2021 Date of application / /

NAME TO REGISTER MEMBERSHIP AS

CONTACT PERSON FOR MEMBERSHIP INFO

Contact PHONE #

MAILING ADDRESS

CITY/STATE

ZIP

Please mark your different ranch property (s) A-B-C-D on the above map and complete the following information. Exclusive "Tract numbers" will be assigned to each ranch/farm acreage enrolled to help safeguard your membership. Hunters/trappers requesting bounties will be required to use these tract numbers to identify the membership tract that predators were taken from. Landowners/managers/operators should guard from the misuse of these tract numbers by only releasing numbers to individuals that have been given permission to file applications under their membership. The "tract numbers" will be mailed to the contact person after the membership has been approved by the board of directors.

| RANCH NAME | ACREAGE | 911 ADDRESS OR ENTRANCE LOCATION | OFFICE USE ONLY |
|------------------------------|---------|-----------------------------------------------------------------------------------------|-----------------------------------------------------------------|
| A | | | |
| B | | | |
| C | | | |
| D | | | |
| TOTAL NUMBER OF ACRES | | (X) \$0.15 / ACRE Amount Due = \$ <u> </u> (minimum \$100) | TRACT # WILL BE ASSIGNED BY BOARD AFTER APPROVAL |

