

# MAINE STATE LEGISLATURE

The following document is provided by the  
**LAW AND LEGISLATIVE DIGITAL LIBRARY**  
at the Maine State Law and Legislative Reference Library  
<http://legislature.maine.gov/lawlib>



Reproduced from scanned originals with text recognition applied  
(searchable text may contain some errors and/or omissions)

---

---

N I N E T Y - F O U R T H   L E G I S L A T U R E

---

---

**Legislative Document**

**No. 117**

H. P. 351

House of Representatives, January 25, 1949.

Referred to Committee on Inland Fisheries and Game. Sent up for concurrence and ordered printed.

HARVEY R. PEASE, Clerk.

Presented by Mr. Brown of Robbinston by request.

---

---

**STATE OF MAINE**

IN THE YEAR OF OUR LORD NINETEEN HUNDRED  
FORTY-NINE

---

**AN ACT Regulating the Taking of Alewives in Denny's River in the Town  
of Meddybemps.**

---

Be it enacted by the People of the State of Maine, as follows:

**Taking of alewives in Denny's river, regulated.** Exclusive rights in the taking of alewives in Denny's river in the town of Meddybemps, county of Washington, shall be optional with the town.

The town at its annual meeting may determine by vote whether the alewife fishing in these waters shall be operated by the town, through its selectmen or a committee appointed for that purpose, or the privilege offered for sale by said selectmen or committee; and likewise may provide for regulations, compatible with general laws of the state, to govern the times when and the manner in which alewives shall be taken therein.

Whenever such regulations are thus provided for, they shall be promulgated by the selectmen of the town and a copy of the same filed immediately with the clerk of said town.

If in any year said town fails to act as provided for in the preceding paragraph, the taking of alewives in said waters shall be in accordance with the provisions of the general laws of the state and any regulations adopted under authority of this chapter shall be enforced by the municipal officers of the town.