Chris Albert

Governor Suskewind:

I am a veterinarian and wolf advocate living in Kentucky. As a veterinarian I sympathize deeply with farmers and ranchers and how difficult it can be to deal with predators. Nevertheless, as our world alarmingly loses much of its wildlife, it is important to find solutions that enhance coexistence.

Washington state has not met its recovery goals, and a great deal of taxpayers' money is spent killing wolves for the benefit of single individuals. These issues need to be solved before post-recovery goals are discussed.

Once the wolf population is stable and has reached numbers sufficient for genetic diversity (your original target numbers may be too low) these things should be prioritized:

1) Public lands, especially roadless ones, should be managed primarily for wolves and wildlife, not for private business.

2) Government sanctioned killing of wolves and native carnivores should not be allowed. Taxpayer funds should not be used for lethal removal of native carnivores.

3) There should be strong and enforced penalties for the killing of gray wolves and other native carnivores.

4) In areas of chronic depredation, there should be other management strategies besides chronic lethal removal of predators. These should include suspensions and retirements of grazing allotments on such areas.

5) If there is conflict between livestock and wolves on public lands, the livestock should be moved.

6) Providing wildlife recreational opportunities should come second to ensuring a healthy ecosystem, resilient carnivore populations, and thriving ungulate populations.

7) The best available science should be used to develop programs, including the well-established fact that hunting is not necessary to control predator numbers – they self regulate according to prey availability.

There is a lot of talk about "social tolerance" of wolves. I think you will find that the social tolerance for using taxpayer funds for killing wolves on public land is decreasing.

Sincerely,

Chris Albert, DVM