

(C) (1) AN INDIVIDUAL SHALL BE LICENSED BY THE DEPARTMENT AS A MASTER HUNTING GUIDE BEFORE THE INDIVIDUAL MAY RECEIVE FINANCIAL COMPENSATION FOR OUTFITTING OR GUIDING HUNTERS TO HUNT WILD WATERFOWL.

(2) AN AGENT, EMPLOYEE, OR HELPER OF A MASTER HUNTING GUIDE IS EXEMPT FROM THE LICENSING REQUIREMENTS OF THIS SECTION. HOWEVER, A MASTER HUNTING GUIDE SHALL REGISTER WITH THE DEPARTMENT EACH AGENT, EMPLOYEE, OR HELPER OF THE MASTER HUNTING GUIDE WHO IS A FIELD ASSISTANT.

(D) (1) TO APPLY FOR A LICENSE AS A MASTER HUNTING GUIDE, AN APPLICANT SHALL:

(1) (I) SUBMIT AN APPLICATION TO THE CLERK OF THE CIRCUIT COURT OR TO ANY PERSON DESIGNATED BY THE DEPARTMENT;

(2) (II) FURNISH ANY INFORMATION REQUIRED BY THE DEPARTMENT ON THE APPLICATION, INCLUDING THE OATH PROVIDED IN SUBSECTION (E) OF THIS SECTION; AND

(3) (III) PAY TO THE CLERK OF THE CIRCUIT COURT OR PERSON DESIGNATED TO ISSUE THE MASTER HUNTING GUIDE LICENSE A FEE OF \$100.

(2) AS COMPENSATION FOR ISSUING THE LICENSE, THE ISSUING CLERK OR DESIGNEE SHALL RETAIN 25 CENTS OF EACH \$100 FEE RECEIVED UNDER THIS SECTION.

(3) ON THE FIRST DAY OF EACH MONTH, THE CLERK OR DESIGNEE SHALL SEND TO THE DEPARTMENT THE REMAINDER OF THE FEES RECEIVED FOR MASTER HUNTING GUIDE LICENSES.

(E) THE APPLICATION SHALL CONTAIN THE FOLLOWING AFFIDAVIT, WHICH SHALL BE SIGNED BEFORE A MASTER HUNTING GUIDE LICENSE IS VALID:

OATH

I,, THE PERSON NAMED ON THE FACE OF THIS LICENSE, DO HEREBY SWEAR OR AFFIRM THAT I WILL UPHOLD AND ABIDE BY ALL FEDERAL LAWS AND REGULATIONS, ALL LAWS AND REGULATIONS OF THE STATE OF MARYLAND, AND ALL REGULATIONS PROMULGATED BY THE WILDLIFE ADMINISTRATION PERTAINING TO THE HUNTING, TAKING, OR POSSESSION OF WILD GAME AND WILL ENDEAVOR TO PREVENT ANY PARTY USING MY SERVICES FROM VIOLATING THE SAME.

(SIGNED).....
SUBSCRIBED AND SWORN TO ME THIS....DAY OF....., 19....

.....
NOTARY PUBLIC

(F) THE CLERK OF THE CIRCUIT COURT OR THE PERSON DESIGNATED BY THE DEPARTMENT SHALL ISSUE A MASTER HUNTING GUIDE LICENSE TO ANY APPLICANT WHO MEETS THE REQUIREMENTS OF THIS SECTION.