Each time a hunter buys a hunting license, the money he spends goes toward many facets of wildlife management. Since 1920, close to a million and a half acres of State Game Lands have been acquired with these funds. Each year nearly $7,000,000 is spent to improve wildlife habitat. Habitat improvements enhance living conditions for non-game birds and mammals as well as those species which are hunted. Pennsylvania hunters willingly share these lands with the non-hunting public, and with few exceptions, State Game Lands are open for general use year round. Surveys indicate that hunting accounts for only thirty-five percent of game land usage. The remaining sixty-five percent is used by the general public for non-hunting purposes.

"Working Together for Wildlife" is a Game Commission program providing everyone an opportunity to help support wildlife management in the areas for endangered and non-game animals. Monies derived from the "Working Together for Wildlife" Program are being used in Pennsylvania to re-introduce the osprey, river otter, bald eagle, peregrine falcon and provide habitat for other birds and mammals indigenous to the Commonwealth. Construction placement of blue bird houses on State Game Lands provides needed homes for this beautiful songbird. Islands in the Susquehanna River have been set aside as propagation areas for non-game shore birds. Numerous other projects are planned on State Game Lands and other public properties which will also provide food and habitat for non-game wildlife.

The future of Pennsylvania’s wildlife resources requires the concern, cooperation and financial support of everyone, hunters and non-hunters alike. "Working Together for Wildlife" is the answer. Send your contributions to "Working Together for Wildlife", 2001 Elmerton Avenue, Harrisburg, Pennsylvania 17110-6797.

State Game Lands (SGL) 55 — 2,509 acres located in the Pennsylvania Game Commission’s Northeast Region, Columbia County. The Game Lands lie in Briar Creek, Fishing Creek and North Centre Townships, Columbia County and are approximately 5 miles north of the borough of Berwick and 10 miles northeast of the town of Bloomsburg. Public access to the Game Lands is provided by SR1012 along the eastern side of the tract, and by SR1025 which serves as the line between compartments 1 and 2. The topography is primarily steep side hill to narrow ridge top flats.

SGL 55 is predominately an oak forest, with a wide variety of other hardwood species and several conifer species also present. Oak species present include red, white, scarlet, black and chestnut. Other common hardwood species found are red maple, black birch, yellow poplar and black gum. Conifer species include hemlock, white pine and pitch pine. Another note worth making is the presence of American chestnut in many areas of this Game Lands.

Hunting opportunities exist for gray squirrels, cottontail rabbits, ruffed grouse, wild turkeys, black bear, and white tailed deer. Coyotes and gray fox can be found in the forested areas while raccoons, mink, and the occasional beaver reside in and around the streams and wetland portions of the property.

SGL 55 lies within the Wyoming Valley Important Mammal Area (IMA 29). SGL 55 is 9 miles south of IMA 28 (Ricketts Glen State Park–SGL 57, 13, 16).

SGL 55 does not lie within any Important Bird Areas (IBA); however, IBA 50, Susquehanna Riverlands, is 4.5 miles east, and IBA 48, North Mountain-Ricketts Glen State Park, is 12 miles north.

The overall goal for State Game Land 55 is to manage for mixed successional habitat. Forest management will focus on balancing the forest age-class distribution. Improvement and maintenance of wildlife openings habitat are objectives for non-forested habitats. Through extended rotations, we will establish stands to intersperse late successional community types to enhance structural diversity and promote mature forest cover. These stands have a considerable hemlock and white pine component that will provide excellent habitat diversity and winter cover for grouse, turkey and deer. Even-aged management treatments including regeneration release, seed tree, and shelterwood will be used to create a diversity of forest age classes.