



UTAH STATE SENATE

UTAH STATE CAPITOL • COMPLEX 320 STATE CAPITOL
P.O. BOX 145115 • SALT LAKE CITY, UTAH 84114-5515 • (801) 538-1035

AGENDA

TO: Members of the Senate Transportation and Public Utilities and Technology
Standing Committee

FROM: Sen. Alvin B. Jackson, Chair

RE: Committee Meeting

DATE: Monday, March 7, 2016
TIME: 8:00 AM
PLACE: 215 Senate Building

- Call to order and approval of minutes

- The following bills are scheduled for consideration:

1. [HB0296S01](#) Transportation Funding Revisions (*Johnny Anderson*)
(sch/arj)
2. [HB0369S01](#) Electronic Device Location Data Amendments (*J. Knotwell*)
(ecm/gag)
3. [SB0256](#) Judgment Interest Rate Amendments (*C. Bramble*)
(ecm/gag)
4. [HB0225](#) Cybercrime Amendments (*D. Lifferth*)
(sca/nwb)

COMMITTEE MEMBERS

Sen. Alvin B. Jackson, Chair

Sen. J. Stuart Adams
Sen. Karen Mayne

Sen. Wayne A. Harper
Sen. Kevin T. Van Tassell

Sen. David P. Hinkins

Committee Analyst: Alex R. Janak, Office of Legislative Research and General Counsel
Committee Secretary: Chandler Young

In compliance with the Americans with Disabilities Act, persons needing auxiliary communicative aids and services for this meeting should call the Office of Legislative Research and General Counsel at 801-538-1032 or use Relay Utah (toll-free in-state 7-1-1 or Spanish language 888-346-3162), giving at least 48 hours notice or the best notice practicable. Every effort will be made to accommodate requests for aids and services for effective communication during the annual General Session. However, given the unpredictable and fast-paced nature of the legislative process, it is essential that you notify us as soon as possible. Failure to do so may, in some circumstances, result in our inability to accommodate your request.

Please be aware that the public portions of this meeting will be broadcast on the Internet and that an audio recording of the public meeting, along with any materials presented or distributed to the committee, will be posted on the Legislature's website.