

# **2ND REVISED AGENDA**

# LAW ENFORCEMENT AND CRIMINAL JUSTICE INTERIM COMMITTEE

Wednesday, October 15, 2025 | 1:15 PM | Room 30 House Building

Members of the public may participate remotely in the meeting by visiting the committee's webpage to access the live streaming options: <a href="https://le.utah.gov/committee/committee.jsp?year=2025&com=INTLAW">https://le.utah.gov/committee/committee.jsp?year=2025&com=INTLAW</a>

#### 1. Committee Business

- Call to order
- Approval of the minutes of the Sept 16, 2025, meeting
- Other committee business

#### 2. Criminal Offense Modifications

The committee will receive a presentation on draft legislation that fixes technical errors in Utah's criminal code.

- Draft legislation presentation
- Committee discussion
- Public comment
- Committee action

#### 3. Assault or Threat of Violence Amendments

The committee will receive a presentation on draft legislation regarding assaults or threats of violence toward law enforcement and military service members.

- Senator Ipson
- Committee discussion
- Public comment
- Committee action

# 4. Human Trafficking Amendments

The committee will receive a presentation on draft legislation that amends Utah's human trafficking code.

- Senator Musselman
- Committee discussion
- Public comment
- Committee action

#### 5. Digital Evidence Amendments

The committee will receive a presentation on draft legislation addressing digital evidence retention.

- Draft legislation presentation
- Committee discussion
- Public comment
- Committee action

## 6. Department of Natural Resources Law Enforcement Compensation

The committee will receive a presentation from the Utah Conservation Officers Association (UCOA) on law enforcement compensation.

- UCOA presentation
- Committee discussion
- Committee action

## 7. Collateral Consequence Guide

The committee will receive a presentation from the Utah Commission on Criminal and Juvenile Justice (CCJJ) on Utah's 2025 Collateral Consequence Guide.

- CCJJ
- Committee discussion

# 8. Other Items/Adjourn