



**Fiscal Note**  
**H.B. 262 1st Sub. (Buff)**  
 2023 General Session  
 Wildlife Management Area Amendments  
 by Snider, C. (Snider, Casey.)



**General, Income Tax, and Uniform School Funds**

JR4-4-101

	Ongoing	One-time	Total
Net GF/ITF/USF (rev.-exp.)	\$0	\$0	\$0

**State Government**

UCA 36-12-13(2)(c)

Revenues	FY 2023	FY 2024	FY 2025
Wildlife Resources (GFR)	\$0	\$40,800	\$40,800
<b>Total Revenues</b>	<b>\$0</b>	<b>\$40,800</b>	<b>\$40,800</b>
Enactment of this legislation could generate additional \$40,800 ongoing to the Wildlife Resources Restricted Account from the sale of licenses, starting in FY 2024.			
Expenditures	FY 2023	FY 2024	FY 2025
Total Expenditures	\$0	\$0	\$0
Enactment of this legislation likely will not materially impact state expenditures.			
Net All Funds	FY 2023	FY 2024	FY 2025
	\$0	\$40,800	\$40,800

**Local Government**

UCA 36-12-13(2)(c)

Enactment of this legislation likely will not result in direct, measurable costs for local governments.

**Individuals & Businesses**

UCA 36-12-13(2)(c)

Enactment of this legislation would require Wildlife Management Area visitors to have a valid hunting, fishing, or combination license. This may necessitate some visitors to purchase such license, which could cost them at least \$34 (if they choose a fishing license), and it would have an estimated cumulative impact of \$40,800 on all visitors per year, starting in FY 2024.

**Regulatory Impact**

UCA 36-12-13(2)(d)

Enactment of this legislation could result in a small increase in the regulatory burden for Utah residents or businesses.

**Performance Evaluation**

JR1-4-601

This bill does not create a new program or significantly expand an existing program.

**Notes on Notes**

Fiscal notes estimate the direct costs or revenues of enacting a bill. The Legislature uses them to balance the budget. They do not measure a bill's benefits or non-fiscal impacts like opportunity costs, wait times, or inconvenience. A fiscal note is not an appropriation. The Legislature decides appropriations separately.