

Fiscal Note H.B. 373 2023 General Session Law Enforcement Training and Recruitment by Welton, D.



General, Income Tax, and Uniform School Funds JR4-4-101				
	Ongoing	One-time	Total	
Net GF/ITF/USF (revexp.)	\$0	\$(5,000,000)	\$(5,000,000)	

State Government			UCA 36-12-13(2)(c)		
Revenues	FY 2023	FY 2024	FY 2025		
Total Revenues	\$0	\$0	\$0		
Enactment of this legislation likely	will not materially impac	t state revenue.			
Expenditures	FY 2023	FY 2024	FY 2025		
Income Tax Fund, One-time	\$0	\$5,000,000	\$0		
Total Expenditures	\$0	\$5,000,000	\$0		
Enactment of this bill would appropriate \$5,000,000 one-time from the Income Tax Fund beginning in FY 2024 to the Utah Board of Higher Education (UBHE) to create a tuition reimbursement program for new law enforcement officers and provide each qualified applicant up to a maximum of \$10,000 for tuition and fees as outlined in the bill.					
	FY 2023	FY 2024	FY 2025		
Net All Funds	\$0	\$(5,000,000)	\$0		

Local Government

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

Individuals & Businesses

Enactment of this legislation likely will not result in direct expenditures from tax or fee changes for Utah residents and businesses.

Regulatory Impact

Enactment of this legislation likely will not change the regulatory burden for Utah residents or businesses.

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

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

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

H.B. 373

Performance Evaluation

This bill creates a new program or significantly expands an existing program. For a list of questions lawmakers might ask to improve accountability for the proposed program, please see: https://budget.utah.gov/newprogram

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.