

Fiscal Note H.B. 276 2024 General Session **Crime Victims Reparations Amendments** by MacPherson, M.



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

State Government UCA 36-12-13(2)(d					
Revenues	FY 2024	FY 2025	FY 2026		
Total Revenues	\$0	\$0	\$0		
To the extent that more people are convicted as a result of this legislation and pay their financial obligation, this could increase state revenue per case in the following amounts: (1) General Fund \$290; (2) Court Security \$38.					
Expenditures	FY 2024	FY 2025	FY 2026		
Total Expenditures	\$0	\$0	\$0		
Enactment of this legislation will not likely materially impact state expenditures.					
	FY 2024	FY 2025	FY 2026		
Net All Funds	\$0	\$0	\$0		

Local Government

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

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

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

Enactment of this legislation could increase revenue to local governments by about \$350 per case for fines/fees. Local government entities could experience the following estimated expenditures: 1. Prosecutors - \$812 per case; 2. Public Defense - \$975 per case; 3. County Jails - unknown increase at about \$83 per day per offender in incarceration costs; 4. Local Justice Court - unknown increase.

Individuals & Businesses

To the extent that individuals violate provisions of this legislation, this could cost certain offenders about \$680 per case, however the total amount is unknown.

Regulatory Impact

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

Performance Evaluation

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.