



# Fiscal Note HCR009

2024 General Session  
Concurrent Resolution Celebrating Utah's  
History of Welcoming Refugees  
by Johnson, D.



## 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 2024 | FY 2025 | FY 2026 |
|----------------|---------|---------|---------|
| Total Revenues | \$0     | \$0     | \$0     |

Enactment of this legislation likely will not materially impact state revenue.

| Expenditures       | FY 2024 | FY 2025 | FY 2026 |
|--------------------|---------|---------|---------|
| Total Expenditures | \$0     | \$0     | \$0     |

Enactment of this legislation likely will not materially impact state expenditures.

|                      | FY 2024    | FY 2025    | FY 2026    |
|----------------------|------------|------------|------------|
| <b>Net All Funds</b> | <b>\$0</b> | <b>\$0</b> | <b>\$0</b> |

## 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 likely will not result in direct expenditures from tax or fee changes for Utah residents and businesses.

## Regulatory Impact

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

Enactment of this legislation likely will not change 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.