

Fiscal Note S.B. 108 2024 General Session Veteran Access to State Parks by Kwan, K.



General, Income Tax, and Uniform School Funds

JR4-4-101

	Ongoing	One-time	Total
Net GF/ITF/USF (revexp.)	\$0	\$(200,000)	\$(200,000)

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					
General Fund, One-time	\$0	\$200,000	\$0					
Total Expenditures	\$0	\$200,000	\$0					

Enactment of this legislation could cost the Department of Veterans and Military Affairs \$200,000 onetime from the General Fund in FY 2025, as appropriated in the bill, to reimburse the Division of State Parks for free veterans" passes to state parks, assuming the Parks Board makes rules limiting the number of free passes to the amount covered by the appropriation.

	FY 2024	FY 2025	FY 2026
Net All Funds	\$0	\$(200,000)	\$0

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 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.