

Representative J. Stuart Adams proposes the following substitute bill:

WORKERS' COMPENSATION AMENDMENTS

2006 GENERAL SESSION

STATE OF UTAH

Chief Sponsor: J. Stuart Adams

Senate Sponsor: _____

LONG TITLE

General Description:

This bill modifies provisions related to the Workers' Compensation Fund.

Highlighted Provisions:

This bill:

- ▶ addresses the legal nature of the Workers' Compensation Fund and its assets; and
- ▶ makes technical changes.

Monies Appropriated in this Bill:

None

Other Special Clauses:

None

Utah Code Sections Affected:

AMENDS:

31A-33-103, as last amended by Chapter 222, Laws of Utah 2000

Be it enacted by the Legislature of the state of Utah:

Section 1. Section **31A-33-103** is amended to read:

31A-33-103. Legal nature of Workers' Compensation Fund.

(1) The Workers' Compensation Fund is:



- 26 (a) a nonprofit, self-supporting, quasi-public corporation; [~~and~~]
27 (b) subject to statutes governing the Workers' Compensation Fund that may be enacted
28 or modified by the Legislature including:
29 (i) modifying the structure and management of the Workers' Compensation Fund;
30 (ii) adjusting the level of the state's influence on the Workers' Compensation Fund; and
31 (iii) modifying the state's involvement in administering workers' compensation
32 insurance; and
33 [~~(b)~~] (c) a legal entity, that may sue and be sued in its own name.
34 (2) All of the business and affairs of the corporation shall be conducted in the name of
35 the Workers' Compensation Fund or if conducted through a subsidiary, such other corporate
36 names that comply with state law.
37 (3) The Workers' Compensation Fund assets, including the Injury Fund:
38 (a) are not owned by the state, other than as a policyholder; and
39 (b) belong to the Workers' Compensation Fund policyholders.

Fiscal Note
Bill Number HB0463S02

Workers' Compensation Amendments

22-Feb-06

8:56 AM

State Impact

No fiscal impact.

Individual and Business Impact

No fiscal impact.

Office of the Legislative Fiscal Analyst