26	ENACTS:
27	53-25-102 , Utah Code Annotated 1953
2829	Be it enacted by the Legislature of the state of Utah:
30	Section 1. Section 53-25-102 is enacted to read:
31	53-25-102. Law enforcement agency reporting requirements for certain firearm
32	data.
33	(1) As used in this section:
34	(a) "Commission" means the State Commission on Criminal and Juvenile Justice.
35	(b) "Law enforcement agency" does not include Ĥ→ [:
36	(i) a law enforcement agency established under Title 23A, Wildlife Resources Act; or
37	(ii) ←Ĥ the Department of Corrections, including Adult Probation and Parole.
38	(2) (a) Ĥ→ [Beginning] Except as provided in Subsection (2)(c), beginning ←Ĥ on July
38a	1, 2026, a law enforcement agency shall annually, on or
39	before April 30, submit a report to the commission for the previous calendar year containing:
40	(i) the number of crimes reported to or investigated by the law enforcement agency in
41	which the law enforcement agency determined that a lost or stolen firearm was used in the
42	commission of the crime, separated by the type of crime; and
43	(ii) the number of firearms, separated by category, in the custody of the law
44	enforcement agency that were:
45	(A) returned to the property owner;
46	(B) destroyed;
47	(C) retained in evidence or other storage;
48	(D) transferred to another governmental entity; or
49	(E) submitted to a non-governmental entity for sale or disposal under Section
50	<u>77-11a-403.</u>
51	(b) A law enforcement agency shall compile the report described in Subsection (2)(a)
52	for each calendar year in the standardized format developed by the commission under
53	Subsection (3).
53a	$\hat{H} \rightarrow \underline{(c)}$ The reporting requirements under Subsection (2)(a)(i) do not apply to a crime or
53b	investigation for an offense under Title 23A, Wildlife Resources Act, that involves a firearm.
53c	←Ĥ
54	(3) The commission shall:
55	(a) develop a standardized format for reporting the data described in Subsection (2);
56	(b) compile the data submitted under Subsection (2); and