



Fiscal Note
H.B. 589

2026 General Session
Decommissioned Asset Disposition
Amendments
by Walter, R. Neil



General, Income Tax, and Uniform School Funds

JR4-4-101

	Ongoing	One-time	Total
Net GF/ITF/USF (rev.-exp.)	\$(10,600)	\$0	\$(10,600)

State Government

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

Revenues	FY 2026	FY 2027	FY 2028
Total Revenues	\$0	\$0	\$0

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

Expenditures	FY 2026	FY 2027	FY 2028
General Fund	\$0	\$10,600	\$10,600
Total Expenditures	\$0	\$10,600	\$10,600

Enactment of this legislation could cost the Senate \$4,000 ongoing and the House of Representatives \$4,000 ongoing from the General Fund beginning in FY 2027 for legislator compensation associated with the project entity board.

Enactment of this legislation could cost the Department of Natural Resources \$2,600 ongoing from the General Fund beginning in FY 2027 for personnel services associated with the project entity board, which can be absorbed by the Department.

Net All Funds	FY 2026	FY 2027	FY 2028
	\$0	\$(10,600)	\$(10,600)

Local Government

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

Enactment of this legislation could decrease project entity costs by an unknown amount ongoing beginning in FY 2027 for board member per diem costs.

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.

This bill does not create a new program or significantly expand an existing program.

Notes on Notes

Fiscal explanations 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 explanation is not an appropriation. The Legislature decides appropriations separately.