



Fiscal Note

S.B. 180

2021 General Session
 Driver License Suspension Revisions
 by Mayne, K.



General, Education, and Uniform School Funds

JR4-4-101

	Ongoing	One-time	Total
Net GF/EF/USF (rev.-exp.)	\$0	\$(9,000)	\$(9,000)

State Government

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

Revenues	FY 2021	FY 2022	FY 2023
Dept. of Public Safety Rest. Acct.	\$0	\$(8,500)	\$(8,500)
Total Revenues	\$0	\$(8,500)	\$(8,500)

Assuming about 100 relevant cases annually, ongoing revenue to the Transportation Fund Restricted - Public Safety Account could decrease by \$8,500 ongoing beginning in FY 2022.

Expenditures	FY 2021	FY 2022	FY 2023
General Fund, One-time	\$9,000	\$0	\$0
Dept. of Public Safety Rest. Acct.	\$9,100	\$(8,500)	\$(8,500)
Total Expenditures	\$18,100	\$(8,500)	\$(8,500)

Enactment of this bill could cost the Courts \$9,000 one-time from the General Fund for programming changes in FY 2021. This could also cost the Department of Public Safety \$9,100 one-time from the Transportation Fund Restricted - Public Safety Account in FY 2021 for programming changes and save \$8,500 ongoing in processing costs beginning in FY 2022.

	FY 2021	FY 2022	FY 2023
Net All Funds	\$(18,100)	\$0	\$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)

About 100 individuals could save \$85 in reinstatement fees each for a total impact of \$8,500 beginning in FY 2022.

Regulatory Impact

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

Enactment of this legislation could result in a small reduction in the regulatory burden for Utah residents or businesses.

No performance note required for this bill

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.