

1 **GOVERNOR'S COMMITTEE ON EMPLOYMENT OF PEOPLE**
2 **WITH DISABILITIES AMENDMENTS**

3 2023 GENERAL SESSION

4 STATE OF UTAH

5 **Chief Sponsor: Jeffrey D. Stenquist**

6 Senate Sponsor: David G. Buxton

7
8 **LONG TITLE**

9 **General Description:**

10 This bill addresses the Governor's Committee on Employment of People with
11 Disabilities.

12 **Highlighted Provisions:**

13 This bill:

- 14 ▶ extends the sunset date of the Governor's Committee on Employment of People
- 15 with Disabilities from 2023 to 2028; and
- 16 ▶ makes technical changes.

17 **Money Appropriated in this Bill:**

18 None

19 **Other Special Clauses:**

20 None

21 **Utah Code Sections Affected:**

22 AMENDS:

23 **63I-1-235**, as last amended by Laws of Utah 2022, Chapters 25, 36, 118, and 362

24
25 *Be it enacted by the Legislature of the state of Utah:*

26 Section 1. Section **63I-1-235** is amended to read:

27 **63I-1-235. Repeal dates: Title 35A.**

28 (1) Subsection **35A-1-202(2)(d)**, related to the Child Care Advisory Committee, is
29 repealed July 1, 2026.

30 (2) Section 35A-3-205, which creates the Child Care Advisory Committee, is repealed
31 July 1, 2026.

32 [~~(3)~~ Subsection 35A-4-312(5)(p), describing information that may be disclosed to the
33 federal Wage and Hour Division, is repealed July 1, 2022.]

34 [~~(4)~~ (3) Subsection 35A-4-502(5), which creates the Employment Advisory Council,
35 is repealed July 1, 2032.

36 [~~(5)~~ (4) Sections 35A-13-301 and 35A-13-302, which create the Governor's
37 Committee on Employment of People with Disabilities, are repealed July 1, ~~[2023]~~ 2028.

38 [~~(6)~~ (5) Section 35A-13-303, which creates the State Rehabilitation Advisory Council,
39 is repealed July 1, 2024.

40 [~~(7)~~ (6) Section 35A-13-404, which creates the advisory council for the Division of
41 Services for the Blind and Visually Impaired, is repealed July 1, 2025.

42 [~~(8)~~ (7) Sections 35A-13-603 and 35A-13-604, which create the Interpreter
43 Certification Board, are repealed July 1, 2026.