

## **Department of Planning and Budget**

### **2019 Fiscal Impact Statement**

**1. Bill Number:** HB2687

<b>House of Origin</b>	<input type="checkbox"/> Introduced	<input checked="" type="checkbox"/> Substitute	<input type="checkbox"/> Engrossed
<b>Second House</b>	<input type="checkbox"/> In Committee	<input type="checkbox"/> Substitute	<input type="checkbox"/> Enrolled

**2. Patron:** Morefield

**3. Committee:** Agriculture, Conservation and Natural Resources

**4. Title:** Special license for hunting elk.

**5. Summary:** This bill authorizes the Board of Game and Inland Fisheries (the Board) to create a special license for hunting elk. Such license shall be required in addition to general hunting licenses. The bill authorizes the Board to establish guidelines (i) related to selection of applicants for eligibility to purchase a special elk license and (ii) permitting the transfer of special elk licenses to individuals or wildlife conservation organizations whose mission is to ensure the conservation of Virginia's wildlife resources. The bill sets a nonrefundable application fee of \$15 for residents and \$20 for nonresidents and a special elk license fee at no more than \$40 for residents and \$400 for nonresidents. The bill provides that, as funds become available, the Board shall utilize a portion of the fees collected for special elk licenses to compensate an owner or lessee of agricultural land for agricultural damage directly caused by elk.

**6. Budget Amendment Necessary:** No.

**7. Fiscal Impact Estimates:** Indeterminate, see item 8.

**8. Fiscal Implications:** It is anticipated that this bill will result in a nominal increase in license revenue for the Department of Game and Inland Fisheries (DGIF). DGIF has indicated that at this time, the department has not determined how the license will be regulated or sold.

**9. Specific Agency or Political Subdivisions Affected:** Department of Game and Inland Fisheries.

**10. Technical Amendment Necessary:** No.

**11. Other Comments:** None.