

FISCAL NOTE

STATE OF ALASKA
2015 LEGISLATIVE SESSION

Bill Version HR 3
 Fiscal Note Number 1
 (H) Publish Date 1/20/2015

Identifier (file name) _____ Dept. Affected _____
 Title HOUSE SPECIAL COMMITTEE ON FISHERIES Appropriation _____
 Allocation _____
 Sponsor House Rules Committee
 Requester House Rules Committee OMB Component Number _____

Expenditures/Revenues (Thousands of Dollars)

Note: Amounts do not include inflation unless otherwise noted below.

	FY16 Appropriation Requested	Included in Governor's FY16 Request	Out-Year Cost Estimates				
			FY17	FY18	FY19	FY20	FY21
OPERATING EXPENDITURES	FY16	FY16	FY17	FY18	FY19	FY20	FY21
Personal Services							
Travel							
Services							
Commodities							
Capital Outlay							
Grants, Benefits							
Miscellaneous							
TOTAL OPERATING	0.0	0.0	0.0	0.0	0.0	0.0	0.0

FUND SOURCE		(Thousands of Dollars)					
1002	Federal Receipts						
1003	GF Match						
1004	GF						
1005	GF/Prgm (DGF)						
1007	I/A Rcpts (Other)						
1156	Rcpt Svcs (DGF)						
		0.0	0.0	0.0	0.0	0.0	0.0

POSITIONS							
Full-time							
Part-time							
Temporary							

CHANGE IN REVENUES							

Estimated SUPPLEMENTAL (FY15) operating costs _____ (separate supplemental appropriation required)
 (discuss reasons and fund source(s) in analysis section)

Estimated CAPITAL (FY16) costs _____ (separate capital appropriation required)
 (discuss reasons and fund source(s) in analysis section)

ASSOCIATED REGULATIONS

Does the bill direct, or will the bill result in, regulation changes adopted by your agency? _____
 If yes, by what date are the regulations to be adopted, amended, or repealed? _____ Discuss details in analysis section.

Why this fiscal note differs from previous version (if initial version, please note as such)

Prepared by House Rules Committee
 Division _____
 Approved by Representative Johnson, Chair
 Agency House Rules Committee

Phone 465-4993
 Date/Time _____
 Date 1/20/2015

FISCAL NOTE ANALYSIS #1

STATE OF ALASKA
2015 LEGISLATIVE SESSION

BILL NO. HR 3

Analysis

