



GOVERNOR'S OFFICE OF  
BUDGET AND PROGRAM PLANNING

## Fiscal Note 2027 Biennium

Bill#/Title: HB0356.01: Allow livestock loss reimbursement for black bear predation

Primary Sponsor: Eric Tilleman Status: As Introduced

☐ Included in the Executive Budget ☐ Needs to be included in HB 2 ☐ Significant Local Gov Impact  
☐ Significant Long-Term Impacts ☐ Technical Concerns ☐ Dedicated Revenue Form Attached

### FISCAL SUMMARY

	<u>FY 2026 Difference</u>	<u>FY 2027 Difference</u>	<u>FY 2028 Difference</u>	<u>FY 2029 Difference</u>
<b>Expenditures</b>				
General Fund (01)	\$0	\$0	\$0	\$0
<b>Revenues</b>				
General Fund (01)	\$0	\$0	\$0	\$0
<b>Net Impact</b>	<u>\$0</u>	<u>\$0</u>	<u>\$0</u>	<u>\$0</u>
<b>General Fund Balance</b>				

### Description of fiscal impact

HB 356 adds black bears to the list of predators the Livestock Loss Board administers loss claims for. Claims are confirmed or probable kills as determined by USDA Wildlife Services investigation reports. The bill has no fiscal impact because expected claims can be covered within annual appropriations.

### FISCAL ANALYSIS

#### Assumptions

#### Department of Livestock

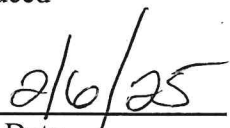
1. The department estimates the past five-year average of covered livestock black bear investigations in the state would be less than 20 claims amounting to \$18,488 in additional annual loss claims.
2. Since 2019 the program has paid out an average of \$251,194 annually on an average of 292 total loss claims per year.
3. The Livestock Loss Board program is appropriated \$450,000 annually to payout loss claims and has an additional \$300,000 in reserve for unusually large yearly claim totals.
4. In the event more black bear losses are reported, funding reserves should be sufficient to compensate claims.
5. Any claims received and deemed eligible would be paid from existing appropriations. Therefore, no fiscal impact is projected.

**Fiscal Note Request - As Introduced**

*(continued)*



Sponsor's Initials



Date



Budget Director's Initials

2/6/2025

Date