1999 ASSEMBLY BILL 662

January 19, 2000 – Introduced by Representatives Gunderson, Handrick, Gronemus, Spillner, Ott, Hasenohrl, Musser and Seratti, cosponsored by Senator Decker. Referred to Committee on Natural Resources.

- 1 AN ACT *to amend* 29.563 (14) (intro.); and *to create* 29.56 and 29.563 (14) (am)
- of the statutes; **relating to:** transaction fees for issuing fishing and game approvals.

Analysis by the Legislative Reference Bureau

Under current law, the department of natural resources (DNR) appoints agents to issue certain fish and game licenses and stamps and bonus deer hunting permits. Both DNR and the agents collect an issuing fee for each of these licenses, stamps and permits. The issuing fee is added to the base fee charged for the license, stamp or permit. Under current law, the issuing fee for a license is 75 cents, for a stamp it is 25 cents and for a bonus deer hunting permit it is 75 cents. An agent who is not a DNR employe keeps 50 cents of each license issuing fee and remits the balance of 25 cents to DNR. For stamps, the agent keeps 15 cents of each issuing fee and remits 10 cents to DNR. For bonus deer hunting permits, the agent keeps 50 cents of each issuing fee and remits 25 cents to DNR. If a license, stamp or permit is issued directly by an employe of DNR, DNR retains the entire issuing fee.

Also, under current law, DNR may establish a handling fee to cover long-distance handling costs and in-person credit transaction costs that are incurred in issuing fish and game approvals. The amount of the fee is established by rule by DNR. DNR may collect this fee for approvals that DNR itself issues and may also allow agents to collect the fee.

This bill requires agents to collect an additional fee, which is called a transaction fee, in issuing fish and game licenses and stamps and bonus deer hunting

ASSEMBLY BILL 662

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

permits. The bill establishes the fee at \$1.50. If an agent issues more than one of these approvals to a person at one time, the agent may collect only one fee. Under the bill, the agent retains the entire fee. The bill does not authorize DNR to establish or collect these transaction fees.

For further information see the *state and local* fiscal estimate, which will be printed as an appendix to this bill.

The people of the state of Wisconsin, represented in senate and assembly, do enact as follows:

1	SECTION 1.	29.56 of the statutes is created to read:

29.56 Transaction fee. (1) In this section:

- (a) Notwithstanding s. 29.001 (12), "approval" means a license, stamp or bonus deer hunting permit.
- (b) "Issuing agent" means a person who is appointed under s. 29.024 (6) (a) 2. or 3. or is contracted with under s. 29.024 (6) (a) 4. "Issuing agent" does not include the department or an employe of the department.
- (2) (a) In addition to any other fee imposed under s. 29.563, an issuing agent shall collect a transaction fee in issuing approvals. The transaction fee shall be \$1.50 for each approval issued unless par. (b) applies. The issuing agent shall retain the entire transaction fee.
- (b) If a person is being issued more than one approval at one time, the issuing agent may collect only one transaction fee from that person.
- **SECTION 2.** 29.563 (14) (intro.) of the statutes, as affected by 1999 Wisconsin Act 9, is amended to read:
 - 29.563 **(14)** Processing, handling, reservation, transaction and issuing fees for processing, handling, reserving reservation, transaction and issuing fees for approvals are as follows:
 - **SECTION 3.** 29.563 (14) (am) of the statutes is created to read:

ASSEMBLY BILL 662

9

1	29.563 (14) (am) Transaction fee. Approvals subject to s. 29.56: the fee a		
2	calculated under s. 29.56.		
3	SECTION 4. Initial applicability.		
4	(1) This act first applies to licenses, stamps and bonus deer hunting permit		
5	that are applied for on the effective date of this subsection.		
6	Section 5. Effective date.		
7	(1) This act takes effect on March 10, 2000, or on the day after publication		
8	whichever is later.		

(END)