SB 985 STAFF MEASURE SUMMARY

Senate Committee On Natural Resources and Wildfire

Action Date: 03/18/25

Action: Do pass and refer to Ways and Means by prior reference.

Vote: 5-0-0-0

Yeas: 5 - Girod, Golden, Nash, Prozanski, Taylor

Fiscal: Fiscal impact issued **Revenue:** No revenue impact

Prepared By: Alexa Piscanio, LPRO Analyst

Meeting Dates: 2/27, 3/18

WHAT THE MEASURE DOES:

The measure appropriates \$2,000,000 of General Fund moneys to the Wolf Management Compensation and Proactive Trust Fund. Declares emergency, effective upon passage.

ISSUES DISCUSSED:

- Establishment of the Wolf Depredation Compensation Program in 2011 (HB 3560)
- Justification for \$2,000,000 appropriation
- Changing percentage of grant allocations within the wolf depredation compensation and financial assistance grant program
- 2 percent of General Fund moneys distributed among natural resource agencies

EFFECT OF AMENDMENT:

No amendment.

BACKGROUND:

House Bill 3560 (2011) directed the Oregon Department of Agriculture (ODA) to create the Wolf Depredation Compensation and Financial Assistance Grant Program. This program is funded by the Wolf Management Compensation and Proactive Trust Fund, which provides grants to counties for wolf depredation compensation and assistance. The funds can be used to

- compensate owners for livestock or working dogs injured or killed by confirmed or probable wolf depredation.
- support nonlethal wolf deterrence and livestock management techniques to prevent depredation.
- reimburse counties for implementing the program.

The program works in conjunction with the Oregon Department of Fish and Wildlife's Wolf Conservation and Management Plan to reduce wolf-livestock conflicts. At least 30 percent of the annual grant funds must be dedicated to nonlethal deterrence techniques. ORS 610.155 establishes the Wolf Management Compensation and Proactive Trust Fund as separate from the General Fund, with interest credited back to it. Moneys are continuously appropriated for program implementation.