

Economic Impact Assessment

Amend Section 632, Title 14, CCR, Marine Protected Areas (MPAs), Marine Managed Areas (MMAs), and Special Closures

Effects of the regulation on the creation or elimination of jobs within the state

The proposed amendments will not create or eliminate jobs within the state because the proposed amendments make clarification and consistency changes to the current regulations; make minor boundary adjustments; rename existing MPAs; and add specified methods of take and incidental take allowance consistent with commercial fishing practices. These changes will neither increase nor decrease recreational or commercial fishing opportunities within MPAs.

Effects of the regulation on the creation of new businesses or the elimination of existing businesses within the state

The Commission does not anticipate the creation of any new businesses or the elimination of existing businesses because the proposed regulations will neither increase nor decrease recreational or commercial fishing opportunities within MPAs.

Effects of the regulation on the expansion of businesses currently doing business within the state

The proposed amendments are not expected to result in the expansion of businesses currently doing business within the state because the proposed regulations will neither increase nor decrease recreational or commercial fishing opportunities within MPAs.

Benefits of the regulation to the health and welfare of California residents

The Commission does not anticipate benefits to the health and welfare of California residents as a result of the proposed action.

Benefits of the regulation to worker safety

The proposed amendments do not have foreseeable benefits to worker safety because the regulations do not affect working conditions.

Benefits of the regulation to the state's environment

The proposed regulations should benefit the state's environment by clarifying and improving the understanding and enforcement of recreational and commercial fishing regulations in California MPAs.