## DepartmentofPlanningandBudget 2003FiscalImpactStatement

1.	BillNumber	• HB1877		
	HouseofOrigi	n Introduced	Substitute	Engrossed
	SecondHouse	InCommittee	Substitute	Enrolled
2.	Patron	Amundson		
3.Committee		PassedbothHouses		

4. Title Workers' compensation; infection disease presumption

- 5. Summary/Purpose: The Code of Virginia currently provides a presumption that if he pa titis. meningococcalmeningitis, tuberculosis, or HIV causes the death or total or partial disability ofafirefighter, emergencymedical technician, or lawenforcement officer, and that person hasdocumentedanexposuretobloodorbodyfluids, then those diseasesshallbepresumedto havebeenoccupationaldiseasessuffered in the line of government duty and eligible for workers' compensation benefits, unless overcome by a preponder ance of evidence to the contrary. The enrolled legislation delays the app licationofthisoccupationaldisease presumptiontofirefighters, emergencymedical technicians, and lawenforcement officers for aperiodofsixmonths following those personnel's employer requested pre -employment physicalexaminations.However,theleg islationdoespermitthosepersonneltoinvokesuch presumptionsduringthissix -monthperiodiftheycandemonstrateadocumentedexposureto otherpeople'sbloodorbodyfluidsinthattime.
- 6. **FiscalImpact:** Minimal,seeItem8below.
- 7. Budgetaendmentnecessary: No.
- 8. Fiscalimplications: Thestateemployeeworkers' compensation program administered by the Department of Human Resource Management indicates that this legislation should have little or no fiscalim pact on the program. In add it ion, this legislation should not impact the operation soft he Virginia Workers Compensation Commission.
- **9. Specificagencyorpoliticalsubdivisionsaffected:** TheVirginiaWorkersCompensation Commissionandthestateemployeesworkers'compensation programadministeredbythe DepartmentofHumanResourceManagement.
- 10. Technicalamendmentnecessary: No.
- 11. Othercomments: None.

Date: 02/28/03/PXV Document: G:\2003legislation\Hb1877er.Doc

cc:SecretaryofAdministration