Department of Planning and Budget 2004 Fiscal Impact Statement

1.	Bill Number HB397	
	House of Orig	in Introduced Substitute Engrossed
	Second House	In Committee Substitute Enrolled
2.	Patron	Amundson
3.	Committee	Courts of Justice
4.	Title	Sale of violent video games.
5.	Summary/Purpose: Makes the sale, rental, loan or commercial display of a violent video or computer game to a juvenile a Class 1 misdemeanor. "Violent video or computer game" is defined as a video or computer game that contains realistic or photographic-like depictions of aggressive conflict in which the player kills, injures, or otherwise causes physical harm to a human form in the game who is depicted, by dress or other recognizable symbols, as a public law-enforcement officer.	
6.	Fiscal Impact Estimates are: <u>PRELIMINARY</u> ; See Item 8 below.	
7.	Budget amendment necessary: No.	
8.	Fiscal implications: Anyone convicted of a Class 1 misdemeanor is subject to a sentence of up to 12 months in jail. There is not enough information available to reliably estimate how many additional inmates in jail could result from this proposal. Any increase in jail population will increase costs to the state. The Commonwealth pays the localities \$8.00 a day for each misdemeanant or otherwise local responsible prisoner held in a jail. It also funds most of the jails' operating costs, e.g. correctional officers. The state's share of these costs on a per prisoner, per day basis varies from locality to locality. However, according to the Compensation Board, the estimated total state support for local jails averaged \$29.80 per inmate, per day in FY 2002.	
9.	Specific age jails.	ency or political subdivisions affected: Compensation Board, local and regional
10. Technical amendment necessary: No.		
11. Other comments: None.		
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cc: Secretary of Administration