## Department of Planning and Budget 2007 Fiscal Impact Statement

- Bill Number HB2557
   House of Origin Introduced Substitute Engrossed
   Second House In Committee Substitute Enrolled

  Patron Cox
- **3. Committee** Finance
- 4. Title State law-enforcement officers receiving work-related disability benefits
- **5. Summary/Purpose:** Requires the DOA to pay the entire cost of employee and covered dependents' health benefits coverage for state law-enforcement officers during the period of work-related long-term disability if the officer is determined to be permanently and totally disabled.

## 6. Fiscal Impact Estimates are:

6a.	Expenditure Impact:			
	Fiscal Year	Dollars	Positions	Fund
	2006-07	\$0	N/A	N/A
	2007-08	\$131,440	N/A	General Fund Employer Premiums
	2007-08	\$19,640	N/A	Nongeneral Fund Employer Premiums
	2008-09	\$144,584	N/A	General Fund Employer Premiums
	2008-09	\$21,604	N/A	Nongeneral Fund Employer Premiums
	2009-10	\$159,042	N/A	General Fund Employer Premiums
	2009-10	\$23,765	N/A	Nongeneral Fund Employer Premiums
	2010-11	\$174,946	N/A	General Fund Employer Premiums
	2010-11	\$26,141	N/A	Nongeneral Fund Employer Premiums
	2011-12	\$192,441	N/A	General Fund Employer Premiums
	2011-12	\$28,756	N/A	Nongeneral Fund Employer Premiums
	2012-13	\$211,685	N/A	General Fund Employer Premiums
	2012-13	\$31,631	N/A	Nongeneral Fund Employer Premiums

- **7. Budget amendment necessary:** Yes, additional funding would be needed to cover the general fund share of this cost.
- 8. Fiscal implications: The amounts shown in item 6 above assume 10 DSP officers would be eligible during any given year, and that each will participate in full family coverage under COVA Care. It further assumes a 10 percent annual premium increase for COVA Care coverage
- 9. Specific agency or political subdivisions affected: Department of State Police
- 10. Technical amendment necessary: No

**11. Other comments:** None

Date: 3/5/2007/ MPH Document: DHRM HB2557 FIS

cc: Secretary of Administration Secretary of Public Safety