

Department of Planning and Budget 2014 Fiscal Impact Statement

1. Bill Number: HB 1268

House of Origin	<input type="checkbox"/>	Introduced	<input type="checkbox"/>	Substitute	<input type="checkbox"/>	Engrossed
Second House	<input type="checkbox"/>	In Committee	<input type="checkbox"/>	Substitute	<input checked="" type="checkbox"/>	Enrolled

2. Patron: Hugo

3. Committee: Passed both houses.

4. Title: Requires the establishment of certain policies by the higher education violence prevention committees.

5. Summary: Directs the violence prevention committee of each public institution of higher education to establish policies and procedures to require faculty and staff to report behavior that may represent a physical threat to members of the community, consistent with state and federal law. The bill also requires the committees to establish policies to include the notification of family members or guardians of individuals whose behavior may present a threat as a possible sufficient means of action.

6. Budget Amendment Necessary: No.

7. No Fiscal Impact: Final. See item 8.

8. Fiscal Implications: The violence prevention committees of the Commonwealth's public institutions of higher education are already currently charged with establishing policies and procedures for preventing violent crime on their respective campuses. It is anticipated that establishing the additional policies and procedures required by this legislation can be done within the existing operational framework of each committee, with no fiscal impact.

9. Specific Agency or Political Subdivisions Affected: Virginia's public institutions of higher education.

10. Technical Amendment Necessary: No.

11. Other Comments: This bill has a similar intent to enrolled bill SB 239. However, while this bill *requires* an institution's faculty and staff to report threatening behavior, SB 239 *encourages* reporting and notification of family members or guardians if appropriate.

Date: 03/04/14 cmk
Document: G:\HB1268er.docx
C: Secretary of Education