

## Department of Planning and Budget 2016 Fiscal Impact Statement

**1. Bill Number: HB 1126**

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

**2. Patron: Miller**

**3. Committee: Senate Courts of Justice**

**4. Title: Duties of Department of Criminal Justice Service**

**5. Summary:**

The Code of Virginia sets out the powers and duties of the Department of Criminal Justice Services (DCJS). Within a long listing of those powers and duties are scattered requirements to establish training standards and model policies on a variety of specific law enforcement issues. The proposed legislation would consolidate those requirements pertaining to training standards and model policies into one subparagraph.

**6. Budget Amendment Necessary: No.**

**7. Fiscal Impact Estimates: See Item 8 below.**

**8. Fiscal Implications:**

The proposed legislation would not increase the number of training standards or model policies required of DCJS; rather, it would consolidate existing requirements that are now scattered throughout one long Code of Virginia section. Therefore, it would not have any fiscal impact on the agency.

**9. Specific Agency or Political Subdivisions Affected: Department of Criminal Justice Services**

**10. Technical Amendment Necessary: None.**

**11. Other Comments: None.**

**Date:** 2/13/2016

**Document:** G:\LEGIS\fis-16\hb1126h1.docx Dick Hall-Sizemore