

## Department of Planning and Budget 2016 Fiscal Impact Statement

**1. Bill Number:** HB 1373

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

**2. Patron:** Davis

**3. Committee:** Subcommittee #2

**4. Title:** HB 1373 Virginia Public Procurement Act; design-build contracts, purchase of intellectual property.

**5. Summary:** Virginia Public Procurement Act; design-build contracts; purchase of intellectual property of proposers by local public bodies. Allows local public bodies to purchase the intellectual property or other work product of a proposer, provided that i) the local public body makes a determination in advance and set forth in writing that it will be advantageous to purchase the intellectual property of an unsuccessful proposer, (ii) prequalification is limited to five contractors, and (iii) the Request for Proposal includes a notice that the local public body may acquire the intellectual property rights of an unsuccessful proposer.

**6. Budget Amendment Necessary:** No

**7. Fiscal Impact Estimates:** Not Applicable

**7a. Expenditure Impact:**

<i>Fiscal Year</i>	<i>Dollars</i>	<i>Positions</i>	<i>Fund</i>
2016			
2017			
2018			
2019			
2020			
2021			
2022			

**7b. Revenue Impact:**

<i>Fiscal Year</i>	<i>Dollars</i>	<i>Fund</i>
2016		
2017		
2018		
2019		
2020		
2021		
2022		

**8. Fiscal Implications:** Per § 30-19.03 of the Code of Virginia, the Commission on Local Government has determined that this bill does not warrant preparation of a Fiscal Impact Statement because the bill does not require a net additional expenditure by an county, city, or town, nor does it require a net reduction of revenues by any county, city, or town.

**9. Specific Agency or Political Subdivisions Affected:** No

**10. Technical Amendment Necessary:** No

**11. Other Comments:** N/A