Department of Planning and Budget 2019 Fiscal Impact Statement

1.	Bill Number	r: HB2	094					
	House of Orig	in 🖂	Introduced		Substitute		Engrossed	
	Second House		In Committee		Substitute		Enrolled	
2.	Patron: Guzman							
3.	Committee: General Laws							
4.	Title: Virginia Personnel Act; hiring preference in state government for persons with disabilities.							
5.	Summary: Establishes a hiring preference in state government for persons with disabilities, provided that such person meets all of the knowledge, skill, and ability requirements for the available position and such person's disability is unrelated to his qualifications for and ability to perform the duties of the available position. The bill defines "person with a disability" as any person who has a physical or mental impairment that substantially limits one or more of his major life activities or who has a record of such impairment.							
6.	Budget Amendment Necessary: No.							
7.	Fiscal Impact Estimates: No state fiscal impact; see Item 8.							
8.	Fiscal Implications: This bill provides a preference for persons with disabilities during the selection process for employment in the Commonwealth. This would require modifications to the employment application and hiring policy to include preference, similar to that given to veterans, which the Department of Human Resource Management (DHRM) anticipates can be accomplished with existing resources.							
	and increase five percent	Section 2.2-203.2:3 of the Code of Virginia (2017) requires the Commonwealth to promote and increase the employment of individuals with disabilities at all levels and occupations by five percent by fiscal year 2023. Since 2017, agencies have been required to submit to DHRM an annual Employment Opportunities Plan for People with Disabilities.						
9.	Specific Agency or Political Subdivisions Affected: Department of Human Resource Management, all state agencies.							
10. Technical Amendment Necessary: No.								
11. Other Comments: None.								

Date: 1/23/2019