

Commission on Local Government 2020 Fiscal Impact Statement

1. Bill Number: SB 360

House of Origin ☒ Introduced ☐ Substitute ☐ Engrossed
Second House ☐ In Committee ☐ Substitute ☐ Enrolled

2. Patron: Cosgrove, Jr.

3. Committee: Referred to Committee on Local Government

4. Title: Installation of certain facilities by developer; reimbursement.

5. Summary: Installation of certain facilities by developer; reimbursement. Provides that a locality may require a subdivider or developer to install reasonable and necessary sewerage and water facilities located on or outside the property limits of the land owned or controlled by the subdivider or developer that is necessitated or required, at least in part, by the utility needs of the development or subdivision, including reasonably anticipated capacity, extensions, or maintenance considerations of a utility service plan for the service area. Such subdivider or developer is entitled to reimbursement of its costs by any subsequent subdivider or developer that utilizes the installed sewerage or water facility, except for those costs associated with the installing developer's pro rata share.

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>
2020			
2021			
2022			
2023			
2024			

7b. Revenue Impact:

<i>Fiscal Year</i>	<i>Dollars</i>	<i>Fund</i>
2020		
2021		
2022		
2023		
2024		

8. Fiscal Implications: Per § 30-19.03 of the Code of Virginia, this bill does not meet the standard for the preparation of a Fiscal Impact Statement by the Commission on Local Government regarding fiscal impacts on local governments. However, this does **NOT** mean this bill does not

have a fiscal impact. Additional review by other agencies and stakeholders may be necessary to ascertain the full extent of fiscal impacts resulting from this bill.

9. Specific Agency or Political Subdivisions Affected: No

10. Technical Amendment Necessary: No

11. Other Comments: N/A