

Department of Planning and Budget
2023 Fiscal Impact Statement
Revised 3/9/2023

1. Bill Number: HB1673ER

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: Bell

3. Committee: Passed both houses.

4. Title: Strangulation by blocking or obstructing the airway of another; penalty.

5. Summary: The proposal provides that any person who, without consent, impedes the blood circulation or respiration of another person by knowingly, intentionally, and unlawfully blocking or obstructing the airway of such person resulting in the wounding or bodily injury of such person is guilty of suffocation, is guilty of a Class 6 felony.

6. Budget Amendment Necessary: Yes. Item 404.

7. Fiscal Impact Estimates: Final (see Item 8).

8. Fiscal Implications: According to the Virginia Criminal Sentencing Commission (VCSC), the existing data are insufficient to estimate the number of convictions that would result from the expanded provisions of the proposal. Due to the lack of data, the Virginia Criminal Sentencing Commission has concluded, pursuant to § 30-19.1:4 of the Code of Virginia, that the impact of the proposed legislation on state-responsible (prison) bed space cannot be determined. In such cases, Chapter 2, 2022 Acts of Assembly, Special Session I, requires that a minimum impact of \$50,000 be assigned to the bill.

Additionally, the VCSC has concluded that the additional bed space needs of local-responsible jails, adult community corrections programs, and Juvenile direct care and detention facilities cannot be determined.

9. Specific Agency or Political Subdivisions Affected: Department of Corrections, local and regional jails, state and local law enforcement agencies, Courts, Commonwealth's Attorneys' Office, Public Defender's Office.

10. Technical Amendment Necessary: No.

11. Other Comments: None.