

## LEGISLATIVE FISCAL OFFICE **Fiscal Note**

146 HLS 18RS HB Fiscal Note On: 633

Author: DAVIS

Analyst: Willie Marie Scott

Bill Text Version: ENROLLED

Opp. Chamb. Action:

Proposed Amd.:

Sub. Bill For.:

Date: May 22, 2018 7:17 AM Dept./Agy.: Office of Facility Planning & Control Subject: Capital Outlay

CAPITAL OUTLAY

EN NO IMPACT GF EX See Note

Page 1 of 1 Defines "economic development project" for purposes of a late approval recommendation from the secretary of the Department of Economic Development.

The present law defines the term economic development. The proposed legislation retains the present law and changes the term to "economic development project" and defines it as a recruitment or retention project undertaken or sponsored by the Department of Economic Development or a political subdivision or other entity which has economic development as part of its stated mission.

EXPENDITURES	2018-19	2019-20	<u>2020-21</u>	2021-22	2022-23	<u>5 -YEAR TOTAL</u>
State Gen. Fd.	\$0	\$0	\$0	\$0	\$0	\$0
Agy. Self-Gen.	\$0	\$0	\$0	\$0	\$0	\$0
Ded./Other	\$0	\$0	\$0	\$0	\$0	\$0
Federal Funds	\$0	\$0	\$0	\$0	\$0	\$0
Local Funds	<u>\$0</u>	<u>\$0</u>	<u>\$0</u>	<u>\$0</u>	<u>\$0</u>	<u>\$0</u>
Annual Total	\$0	\$0	\$0	\$0	\$0	\$0
REVENUES	2018-19	2019-20	<u>2020-21</u>	2021-22	2022-23	5 -YEAR TOTAL
State Gen. Fd.	\$0	\$0	\$0	\$0	\$0	\$0
Agy. Self-Gen.	\$0	\$0	\$0	\$0	\$0	\$0
Ded./Other	\$0	\$0	\$0	\$0	\$0	\$0
Federal Funds	\$0	\$0	\$0	\$0	\$0	\$0
Local Funds	<u>\$0</u>	<u>\$0</u>	<u>\$0</u>	<u>\$0</u>	<u>\$0</u>	<u>\$0</u>
Annual Total	\$0	\$0	\$0	\$0	\$0	\$0

## **EXPENDITURE EXPLANATION**

There is no anticipated direct material effect on governmental expenditures as a result of this measure since the number of capital outlay projects and the amount of capital outlay spending are functions of the state's available debt capacity which is not impacted by the proposed change.

## **REVENUE EXPLANATION**

There is no anticipated direct material effect on governmental revenues as a result of this measure.

