Department of Planning and Budget 2024 Session Fiscal Impact Statement

1.	Bill Number	er: HB368					
	House of Orig	in 🗌	Introduced		Substitute	\boxtimes	Engrossed
	Second House		In Committee		Substitute		Enrolled
2.	Patron:	McClure					
3.	Committee:	ee: Passed the House.					
1.	Title:	Board of Housing and Community Development; stakeholder advisory group; report.					
5.	•	ry: Directs the Board of Housing and Community Development (the Board) to					

- convene a stakeholder advisory group to evaluate and recommend revisions to the Uniform Statewide Building Code to permit Group R-2 occupancies to be served by a single exit, provided that the building has not more than six stories above grade plane. The bill requires the stakeholder advisory group to submit its findings and recommendations to the Board and to the Chairmen of the House Committee on General Laws and the Senate Committee on General Laws and Technology no later than December 1, 2024.
- 6. Budget Amendment Necessary: No.
- 7. Fiscal Impact Estimates: Preliminary. See item 8.
- **8. Fiscal Implications:** It is anticipated that any fiscal impact on the Department of Housing and Community Development (DHCD) as a result of this bill in isolation can be absorbed within existing resources. Based on experience with similar work, DHCD has estimated the cost of work resulting from this bill at \$10,500, which can be absorbed within existing general fund appropriation in the agency's Regulation of Structure Safety program. With the exception of fiscal year 2023, DHCD has historically had negligible unspent general fund balances in this program.

SB195/HB358 has similar estimated costs, for a cumulative estimated total of \$21,000 in fiscal year 2025. Any funding provided in relation to stakeholder group facilitation can be allocated to Item 105 in HB30/SB30 as introduced.

- **9. Specific Agency or Political Subdivisions Affected:** Department of Housing and Community Development.
- 10. Technical Amendment Necessary: No.
- 11. Other Comments: None.