

LEGISLATIVE BUDGET BOARD
Austin, Texas

FISCAL NOTE, 78TH LEGISLATIVE REGULAR SESSION

March 24, 2003

TO: Honorable Kino Flores, Chair, House Committee on Licensing & Administrative Procedures

FROM: John Keel, Director, Legislative Budget Board

IN RE: HB1508 by Flores (Relating to the regulation of certain occupations by the Texas Real Estate Commission.), **As Introduced**

Estimated Two-year Net Impact to General Revenue Related Funds for HB1508, As Introduced: a positive impact of \$38,500 through the biennium ending August 31, 2005.

General Revenue-Related Funds, Five-Year Impact:

Fiscal Year	Probable Net Positive/(Negative) Impact to General Revenue Related Funds
2004	\$20,500
2005	\$18,000
2006	\$15,500
2007	\$28,000
2008	\$28,000

All Funds, Five-Year Impact:

Fiscal Year	Probable Revenue Gain/(Loss) from GENERAL REVENUE FUND 1	Probable Savings/(Cost) from GENERAL REVENUE FUND 1
2004	\$20,500	\$0
2005	\$18,000	\$0
2006	\$15,500	\$0
2007	\$28,000	\$0
2008	\$28,000	\$0

Fiscal Analysis

The bill would amend the Occupations Code to require the Texas Real Estate Commission to create a \$40 maximum fee for core instructor applications and continuing education instructor applications. The bill also increases the fee for preparing a license history to \$20 from \$10.

Methodology

An estimated \$8,000 per year will be deposited into the General Revenue Fund to prepare 800 license histories at an additional \$10 per license. In addition, a \$25 instructor application fee and a \$25 continuing education instructor application fee will be charged. The agency currently licenses instructors but does not charge a fee for the service. The fee will take effect September 1, 2003. An estimated \$38,500 in 2004-05 will be deposited into the General Revenue Fund (2004: 500 licenses @ \$25 = \$12,500 and in 2005: 400 licenses @ \$25 = \$10,000.

Local Government Impact

No fiscal implication to units of local government is anticipated.

Source Agencies: 329 Real Estate Commission

LBB Staff: JK, JRO, EB, JW, RT