# LEGISLATIVE BUDGET BOARD Austin, Texas

#### FISCAL NOTE, 82ND LEGISLATIVE REGULAR SESSION

#### **April 9, 2011**

TO: Honorable Jim Jackson, Chair, House Committee on Judiciary & Civil Jurisprudence

FROM: John S O'Brien, Director, Legislative Budget Board

**IN RE: HB1261** by Thompson (Relating to court costs imposed on conviction and deposited to the municipal court technology fund.), **As Introduced** 

### No fiscal implication to the State is anticipated.

The bill would amend the Code of Criminal Procedure to increase the technology fee from \$4 to \$5 that a defendant convicted of a misdemeanor offense in a municipal court may be required to pay.

## **Local Government Impact**

According to the Comptroller of Public Accounts (CPA), several cities reported there would be a positive fiscal impact to cities for the technology fee increase for misdemeanor convictions in a municipal court. Pursuant to Section 51.607 of the Government Code any increase in fees would take effect the following January 1 and estimates for fiscal year (FY) 2012 have been prorated.

The City of Houston collected approximately \$1,560,000 in FY 2010 with the current fee. Houston would collect approximately \$1,950,000 per year if the fee is increased. The city would not incur any expenses resulting from the fee increase. The city's FY begins July 1.

The City of McAllen collected approximately \$56,000 in FY 2010 with the current fee. McAllen would collect approximately \$70,000 per year if the fee is increased. The city would not incur any expenses resulting from the fee increase. The city's FY begins October 1.

The City of Hurst collected approximately \$50,000 in FY 2010 with the current fee. Hurst would collect approximately \$62,500 per year if the fee is increased. The city would not incur any expenses resulting from the fee increase. The city's FY begins October 1.

**Source Agencies:** 212 Office of Court Administration, Texas Judicial Council, 304 Comptroller of Public

Accounts

LBB Staff: JOB, JT, TP, TB, JJO