

February 18, 2015

The Honorable Mark Hutton, Chairperson
House Committee on Commerce, Labor and Economic Development
Statehouse, Room 521-E
Topeka, Kansas 66612

Dear Representative Hutton:

SUBJECT: Fiscal Note for HB 2267 by House Committee on Appropriations

In accordance with KSA 75-3715a, the following fiscal note concerning HB 2267 is respectfully submitted to your committee.

HB 2267 would make adjustments concerning alternative project delivery to school boards and the state. All pre-qualified firms would be required to submit proposed fees in a format required by the Department of Administration and the fees would be submitted directly and only to the Secretary of Administration. The Secretary would score and rank the proposals for the best value and report the findings to the Selection Recommendation Committee after all other interviews and scoring has been completed. The recommendations of the Secretary would be open for public review and the scores on fees and profits could not account for more than 25.0 percent of the total possible score.

The bill would require the Department of Administration to develop and rank proposals from pre-qualified firms. The Department states passage of HB 2267 would require additional expenditures of \$100,000 in both FY 2016 and FY 2017, including 1.00 Architect FTE position. Of the above amounts, \$75,000 would be for salaries and wages and \$25,000 would be for office supplies, equipment, and travel expenditures. The Department of Administration states the funding of the additional expenditures could come from a State General Fund appropriation or revenues through charges to local units of governments through a cost recovery fee-based service. Any fiscal effect associated with HB 2267 is not reflected in *The FY 2016 Governor's Budget Report*.

Sincerely,



Shawn Sullivan,
Director of the Budget

cc: Dale Dennis, Education
Ben Cleeves, Transportation
Kelly Oliver, Board of Regents
Pam Fink, Department of Administration
Larry Baer, League of Municipalities