

BDR 3-307

SB 124

EXECUTIVE AGENCY FISCAL NOTE

AGENCY'S ESTIMATES

Date Prepared: March 9, 2017

Agency Submitting: Department of Public Safety, General Services

Items of Revenue or Expense, or Both	Fiscal Year 2016-17	Fiscal Year 2017-18	Fiscal Year 2018-19	Effect on Future Biennia
Personnel (Expense)		\$163,575	\$222,744	\$467,762
Operating (Expense)		\$35,187	\$43,550	\$87,100
Equipment (Expense)		\$10,604		
Information Technology (Expense)		\$12,145	\$1,885	\$3,770
In State Travel (Expense)		\$5,300	\$5,300	
Total	0	\$226,811	\$273,479	\$558,632

Explanation

(Use Additional Sheets of Attachments, if required)

BDR 3-307 SB124 Section 4 and Section 7 changes will dramatically increase the workload to the Nevada Department of Public Safety, General Services Division's (GSD) Point of Contact Firearms Program (POC) background check research in order to determine whether or not to release a firearm to a person thus resulting with a Fiscal Impact to GSD. The increase will necessitate additional staffing for research as well as for legal research specific to the section of the bill that states certain crimes pursuant to Nevada law or a substantially similar law of any other state. The research process includes contacting criminal justice agencies statewide to request various documents. These requests will necessitate a fax technology solution. Lastly, the POC Program is responsible for training local law enforcement agencies on the prohibiting factors as part of their carry concealed weapon permit application process. If this bill is enacted as introduced, it would require the POC Program staff to travel to conduct training to include the new prohibiting disqualifiers contained in this bill.

Name Tammy Trio

Title ASOII

GOVERNOR'S OFFICE OF FINANCE COMMENTS

Date Thursday, March 09, 2017

The agency's response appears reasonable and is line with previous legislative sessions impacts responses relating to statute changes impacting the Criminal History Repository.

Name Paul Nicks

Title Budget Officer