

**BILL SUMMARY**  
1<sup>st</sup> Session of the 58<sup>th</sup> Legislature

<b>Bill No.:</b>	<b>SB 472</b>
<b>Version:</b>	<b>ENGR</b>
<b>Request Number:</b>	
<b>Author:</b>	<b>Rep. Kannady</b>
<b>Date:</b>	<b>3/31/2021</b>
<b>Impact:</b>	<b>Revenue neutral, see analysis below</b>

**Research Analysis**

SB 472 apportions equal monthly installments of \$1.75 million to the credit of the Workers' Compensation Administrative Fund for the fiscal year ending June 30, 2022, and all subsequent years.

The measure also provides that, effective July 1, 2022, the Workers' Compensation Court of Existing Claims will consist of one judge, appointed by the Governor and confirmed by the Senate, whose term will expire on July 1, 2026. The measure authorizes the judge to employ one at-will full- or part-time special workers' compensation judge.

Prepared By: Emily McPherson

**Fiscal Analysis**

The measure modifies the process for the administration of the Workers' Compensation Court of Existing Claims.

The measure provides for the Court of Existing Claims to consist of one judge appointed by the Governor and confirmed by the Senate. The term of that judge shall expire on July 1<sup>st</sup>, 2026. The measure also permits the employment of one at-will full- or part-time special judge subject to the availability of funds.

The measure also modifies the apportionment of workers' compensation insurance premium taxes. \$1.75 million of these taxes are to be apportioned to the Workers' Compensation Administrative Fund, used by the Court of Existing Claims, for FY-22 and all subsequent years during the existence of the Court of Existing Claims. This provision reduces the apportionment to the Multiple Injury Trust Fund, which would otherwise receive the \$1.75 million in apportionments.

The measure is revenue neutral, with the effect of increasing apportionments to the Workers' Compensation Administrative Fund and decreasing apportionments to the Multiple Injury Trust Fund.

Prepared By: Clayton Mayfield

**Other Considerations**

None.

