

HOUSE COMMITTEE ON APPROPRIATIONS

FISCAL NOTE

HOUSE BILL NO. 208

PRINTERS NO. 1039 PRIME SPONSOR: Reed

FUND: General/ County

COST / (SAVINGS)

FY 2010/11	FY 2011/12
See Analysis	See Analysis

SUMMARY: Amends the Vehicle Code to increase the mandatory minimum term of imprisonment for a "hit and run involving a fatality" from one year to three years and to make a technical correction regarding penalties for fleeing or attempting to elude a police officer. This bill would take effect in 60 days.

ANALYSIS: This legislation amends Section 3742 of the Vehicle Code (Title 75) to increase the mandatory minimum term of imprisonment for a "hit and run involving a fatality" from one year to three years.

The bill also changes the penalties associated with subsequent convictions for the offense of fleeing or attempting to elude a police officer. This technical fix eliminates the reference to Section 3733 (relating to fleeing or attempting to elude a police officer) in Section 6503 of the Vehicle Code (relating to subsequent convictions of certain offenses), thereby allowing the court to impose a sentence consistent with conviction for a misdemeanor of the second degree or a felony of the third degree.

FISCAL IMPACT: According to PennDOT, as well as the Administrative Office of Pennsylvania Courts, there is no data that segregates sentencing rates for "hit and run involving a fatality" from other accidents involving death or personal injury. Due to the lack of pertinent statistics regarding sentencing for "hit and run" incidents involving a fatality, it is indeterminable to calculate the fiscal impact of this legislation. Currently, a violation of Section 3742 of Title 75 imposes a mandatory minimum sentencing of 1 year but no more than 7 years with a fine of more than \$2,500 but less than \$15,000.

PREPARED BY: Tim Rodrigo

House Appropriations Committee (R)

DATE: April 4, 2011

Estimates are calculated using the best information available. Actual costs and revenue impact incurred may vary from estimates.