FISCAL NOTE

| (Return original and 10 copies) | | | | |
|--|---|------------------------------------|------------------------------------|--|
| Bill/Resolution No.: Amendment to: HB 1330 | | | | |
| Reg | uested by Legislative Counci | ll Date of Requ | est: 2-5-97 | |
| 1. | Please estimate the fiscal impact (in dollar amounts) of the above measure for state general or special funds, counties, cities, and school districts. | | | |
| | <u>Narrative</u> : HB 1330 names Bank of North Dakota as the state credit card processor and directs agencies, boards and commissions accepting credit card transactions to process the transactions through Bank of North Dakota. | | | |
| 2. | There will not be any additional costs to agencies, boards and commissions with passage of this bill. Any revenues received by Bank of North Dakota are included in BND's net income which is available for transfer to the General Fund. State fiscal effect in dollar amounts: | | | |
| | 1995-97 | 1997-99 | 1999-2001 | |
| | <u>Biennium</u> General Special | <u>Biennium</u> General Special | <u>Biennium</u> General Special | |
| | <u>Fund</u> <u>Funds</u> | Fund Funds | Fund Funds | |
| Revenues: | | | | |
| Expenditures: | | | | |
| 3. What, if any, is the effect of this measure on the appropriation for your agency or department:a. For rest of 1995-97 biennium: \$0.00 | | | | |
| | b. For the 1997-99 biennium | m: \$0.00 | | |
| | c. For the 1999-2001 bienn | ium:\$0.00 | | |
| 4. County, City, and School District fiscal effect in dollar amounts: | | | | |
| | 1995-97 Biennium | 1997-99 <u>Biennium</u> | 1999-2001 <u>Biennium</u> | |
| Car | School | School Side Pinteriote | School | |
| LOL | nties <u>Cities</u> <u>Districts</u> <u>Counties</u> | <u>Cities</u> <u>Districts</u> | Counties Cities Districts | |
| If additional space is needed, attach a supplemental sheet. | | | | |
| | | Typed Name Page | Typed Name Paul T. Govig | |
| Date Prepared: 2/5/97 Department Commercial Loans | | | | |
| | | Phone Number | Phone Number 328-5687 | |