

PREFILED DEC 30 2024

REFERENCE TITLE: **health boards; fund balances; fees**

State of Arizona  
Senate  
Fifty-seventh Legislature  
First Regular Session  
2025

# **SB 1037**

Introduced by  
Senator Kavanagh

AN ACT

AMENDING TITLE 32, CHAPTER 32, ARTICLE 1, ARIZONA REVISED STATUTES, BY  
ADDING SECTION 32-3209.01; RELATING TO HEALTH PROFESSIONALS.

(TEXT OF BILL BEGINS ON NEXT PAGE)

1 Be it enacted by the Legislature of the State of Arizona:  
2 Section 1. Title 32, chapter 32, article 1, Arizona Revised  
3 Statutes, is amended by adding section 32-3209.01, to read:

4       32-3209.01. Board fees; fund balances; review; reduction;  
5       exception

6       A. EACH HEALTH PROFESSION REGULATORY BOARD SHALL REVIEW IN A PUBLIC  
7 MEETING AT LEAST ONCE EACH FISCAL YEAR AND BEFORE ESTABLISHING THE AMOUNT  
8 OF ANY FEE FOR THE SUBSEQUENT FISCAL YEAR THE AMOUNT OF EACH FEE  
9 AUTHORIZED IN THE HEALTH PROFESSION REGULATORY BOARD'S STATUTES. THE  
10 HEALTH PROFESSION REGULATORY BOARD MUST ASCERTAIN AND DISCLOSE IN THE  
11 PUBLIC MEETING THE HEALTH PROFESSION REGULATORY BOARD'S FUND BALANCE. THE  
12 FUND BALANCE MAY NOT BE MORE THAN TWO YEARS OF THE HEALTH PROFESSION  
13 REGULATORY BOARD'S ANNUAL OPERATING EXPENSES PLUS FIVE PERCENT.

14       B. IF THE FUND BALANCE IS MORE THAN THE AMOUNT ALLOWED UNDER  
15 SUBSECTION A OF THIS SECTION, THE HEALTH PROFESSION REGULATORY BOARD SHALL  
16 REDUCE OR ELIMINATE LICENSING OR APPLICATION FEES, OR BOTH, BEING CHARGED  
17 TO THE HEALTH PROFESSIONALS UNDER THE HEALTH PROFESSION REGULATORY BOARD'S  
18 JURISDICTION UNTIL THE FUND BALANCE IS BELOW THE ALLOWABLE AMOUNT.

19       C. NOTWITHSTANDING SUBSECTION A OF THIS SECTION, A HEALTH  
20 PROFESSION REGULATORY BOARD MAY MAINTAIN ADDITIONAL MONIES IN THE FUND IN  
21 THE AMOUNT OF THE HEALTH PROFESSION REGULATORY BOARD'S LAST OPERATIONAL  
22 FUNDING REQUEST IF THE LEGISLATURE DID NOT APPROVE THE HEALTH PROFESSION  
23 REGULATORY BOARD'S OPERATIONAL FUNDING REQUEST IN THAT FISCAL YEAR'S STATE  
24 BUDGET.