

SENATOR BYARS: Senator Beutler, just to bring us into focus on what we are doing here with the immediate dollars that are affected. Upon the enactment of this legislation if passed by this body, the 50 dollar fee goes away, is that correct?

SENATOR BEUTLER: That's correct.

SENATOR BYARS: We, then, are left with a 25 dollar fee which goes away in December of 1994, if we increase the funding in the other legislation, is that correct?

SENATOR BEUTLER: That's right.

SENATOR BYARS: The amount of funding that is in the other piece of legislation is in the amount of approximately \$600,000, as near as we can estimate?

SENATOR BEUTLER: As near as we can estimate, but I want to repeat that the estimates are shots in the dark, I think, in this case.

SENATOR BYARS: Okay, can you reiterate for the body...

SENATOR BEUTLER: And that's why...and that's why the tentativeness of the elimination of the fee, of the \$25 fee.

SENATOR BYARS: I think it will eliminate some confusion on where these dollars will be collected, if you can one more time tell the body, the members of the body, where that estimated \$600,000 will come from. Would you do that please? And I'll yield the balance of my time to you, Senator Beutler.

SENATOR BEUTLER: Senator, thank you, it's good to know where I wasn't clear enough. We've talked about what money is going away, what 600,000 is going away, and that's the tax over here what we're calling the retailers' tax over here on the waste reduction side. Now the tax that is increasing again is the litter fee, what we call the litter fee, and the basic litter fee tax, as it stands now, is \$150 per million of gross sales. Okay, that's what's in effect right now, and we are doing two things to that concept. First of all, we are simply increasing the tax rate from 150 to 175 per million of gross sales, and the second thing we are doing is lowering the qualifying amount. That is if your gross sales, now under the current law, are less than \$350,000, you weren't subject to the tax at all. We are