


## MEMORANDUM

<b>DATE</b>	June 1, 2017
<b>TO</b>	Board of Psychology
<b>FROM</b>	 Jason Glasspiegel Central Services Coordinator
<b>SUBJECT</b>	Agenda Item #12(b)(3)(Y) – AB 767 (Quirk-Silva) Master Business License Act

**Background:**

This bill would create within the Governor's Office of Business and Economic Development, a business license center to develop and administer an online master business license system to simplify the process of engaging in business in this state. The bill would require each state regulatory agency to cooperate and provide reasonable assistance to the office to implement these provisions.

This bill would authorize a person that applies for two or more business licenses that have been incorporated into the master business license system to submit a master application to the office requesting the issuance of the licenses. The bill would require the office to develop and adopt an Internet-based platform that allows the businesses to electronically submit the master application to the office, as well as the payment of every fee required to obtain each requested license and a master application fee, which would be deposited into the Master License Fund, which would be created by the bill. The bill would require the license fees collected on behalf of other regulatory agencies be transferred to the appropriate accounts of the regulatory agencies.

After a discussion with the author's office, staff was notified that this bill is now a 2-year bill and will have language introduced during the summer, which will allow individual State entities to opt out of the Master Business License Act.

**Location:** Assembly Committee on Appropriations

**Status:** 5/4/2017 Re-referred to the Committee on Appropriations.

**Votes:** Assembly Committee on Jobs, Economic Development, and the Economy (7-0-0)

**Action Requested:**

No action is required at this time. Staff will continue to watch AB 767 (Quirk-Silva) due to its potential impact the Board's licensing process.