
VIRGINIA STATE BUDGET

2004 Special Session I

Budget Bill - HB5001 (Introduced)

Bill Order » Office of Transportation » Item 488

Department of Transportation

Item 488	First Year - FY2005	Second Year - FY2006
Highway System Acquisition and Construction (60300)	\$962,522,060	\$1,033,940,184
Access Roads and other Construction (60302)	\$225,542,590	\$223,086,959
Interstate Construction (60303)	\$275,971,999	\$284,233,999
Primary Construction (60304)	\$170,346,051	\$196,008,007
Secondary Construction (60306)	\$168,868,869	\$190,871,968
Urban Construction (60307)	\$121,792,551	\$139,739,251
Fund Sources:		
Commonwealth Transportation	\$962,522,060	\$1,033,940,184

Authority: Title 33.1, Chapter 1; Code of Virginia; Chapters 8, 9, and 12, Acts of Assembly of 1989, Special Session II

A. Upon the Department's approval of the Baseline Engineering for Section A, the Department shall dedicate the necessary resources to commence negotiation of a fixed price for Section A of the Coalfields Expressway. Once a negotiated, fixed price is agreed upon for Section A, the Department shall dedicate the necessary resources to develop a Plan of Finance in accordance with Section 33.1-12(2)(c) of the Code of Virginia and the Comprehensive Agreement dated January 11, 2002, as amended on September 3, 2002. It is the intent of the General Assembly that sufficient appropriations will be provided to support such Plan of Finance and such Plan of Finance shall consider the funds available in the Priority Transportation Fund, the Transportation Trust Fund, Federal Highway Reimbursement Anticipation Notes, and federal revenues available to the Commonwealth Transportation Board. Such Plan of Finance shall be presented to the Commonwealth Transportation Board for its consideration.

B. Notwithstanding the amounts specified in § 33.1-75.1 C and D of the Code of Virginia, \$15,000,000 the first year and \$15,000,000 the second year in Commonwealth Transportation Funds shall be allocated to localities for secondary road revenue sharing.