THE FLORIDA SENATE 2020 SUMMARY OF LEGISLATION PASSED

Committee on Environment and Natural Resources

CS/HB 73 — Environmental Regulation

by State Affairs Committee; and Rep. Overdorf and others (CS/SB 326 by Environment and Natural Resources Committee; and Senators Perry and Gibson)

The bill requires contracts between local governments and residential recycling collectors or recovered materials processing facilities for the collection, transport, or processing of residential recyclable material to address contamination. Such contracts must provide a definition of "contaminated recyclable material" that is appropriate for the local community, and must address topics regarding contamination that are listed in the bill. These requirements also apply to each request for proposal or other solicitation for collecting or processing residential recyclable material. After a contract is executed, a residential recycling collector or recovered materials processing facility is not required to collect, transport, or process contaminated recyclable material, except pursuant to a contract consistent with the bill. The bill applies to contracts that are executed or renewed after October 1, 2020.

The bill prohibits a local government from requiring a person claiming certain environmental permitting exceptions to provide further verification from the Department of Environmental Protection. The bill revises the exemption in current law from permits for the replacement or repair of existing docks or piers. Instead of requiring that the replaced or repaired dock or pier be in the same location and of the same configuration and dimensions as the dock or pier being replaced or repaired, the bill requires that it must be within 5 feet of the same location and no larger than the existing dock or pier. No additional aquatic resources may be adversely and permanently impacted by such replacement or repair.

If approved by the Governor, these provisions take effect July 1, 2020.

Vote: Senate 40-0; House 119-0

CS/HB 73 Page: 1