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LEGISLATIVE ACTION

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| Senate     | . | House |
| Comm: RCS  | . |       |
| 03/12/2013 | . |       |
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The Committee on Education (Legg) recommended the following:

**Senate Amendment (with title amendment)**

Between lines 489 and 490  
insert:

Section 5. Section 288.126, Florida Statutes, is created to  
read:

288.126 Science, technology, engineering, arts, and  
mathematics zone programs.-

(1) The Department of Economic Opportunity shall create  
economic development zones relating to science, technology,  
engineering, arts, and mathematics (STEAM). All incentives and  
benefits provided for an enterprise zone pursuant to state law  
must be available to a STEAM zone designated pursuant to this



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14 section. A STEAM zone must be created in a county that has a  
15 state university classified by the Carnegie Foundation for the  
16 Advancement of Teaching as having very high research activity.  
17 The integration of arts and technology is a subset of a STEAM  
18 zone.

19 (2) Each county that has a qualifying research university  
20 may apply to the department to receive the designation as a  
21 STEAM zone. In the application, the county must appoint a STEAM  
22 zone development agency. The STEAM zone development agency must:

23 (a) Be a nonuniversity not-for-profit corporation under s.  
24 501(c)(3) of the Internal Revenue Code.

25 (b) Have experience with both private not-for-profit  
26 partnerships and public not-for-profit partnerships.

27 (c) Have a facility with a minimum of 10,000 square feet of  
28 exhibit educational conference space.

29 (d) Employ at least five full-time, in-house educational  
30 and training staff employees.

31 (e) Have experience with federal educational and science-  
32 related grants.

33 (f) Create and submit quarterly reports to the governing  
34 body of the county which evaluates the progress in implementing  
35 the strategic plan or measurable goals set by the STEAM zone  
36 development board as described in subsection (3).

37 (3) (a) The STEAM zone development agency shall appoint a  
38 STEAM zone development board. The board shall consist of at  
39 least nine, but not more than 12, commissioners. At least two  
40 commissioners must be associated with the STEAM zone development  
41 agency, two commissioners must come from the host county, and  
42 two commissioners must be from local for-profit or not-for-



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43 profit corporations whose business is related to science,  
44 technology, engineering, arts, and mathematics programs. At  
45 least one commissioner must be from each of the following areas:

46 1. A qualifying research institution.

47 2. A local school district.

48 3. A municipality.

49 (b) The STEAM zone development board shall:

50 1. Assist in the development, implementation, and annual  
51 review and update of the strategic plan or measurable goals.

52 2. Oversee and monitor the implementation of the strategic  
53 plan or measurable goals.

54 3. Identify and recommend to the local governing body of  
55 the county or the municipality ways to remove regulatory  
56 barriers.

57 4. Identify for a county or municipality the financial  
58 needs of and local resources or assistance available to eligible  
59 businesses in the zone.

60 5. Promote the STEAM zone incentives to residents and  
61 businesses within the STEAM zone.

62 6. Make recommendations to the county for boundary changes  
63 in a STEAM zone such that a STEAM zone does not exceed 2 square  
64 miles.

65 7. Work with organizations affiliated with a high-ranking  
66 state research university to promote the purpose and goals of  
67 the STEAM zone.

68 8. Dispense funds to promote, develop, and expand the STEAM  
69 zone and educational training programs.

70 9. Work with companies within the STEAM zone to develop  
71 training and certification programs needed to train a workforce



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72 to have skills that are needed by companies and businesses in  
73 this state.

74 10. Work with Workforce Florida, Inc., to retrain, educate,  
75 and certify unemployed workers in industry certifications.

76 11. Work with Workforce Florida, Inc., to develop and make  
77 available grant programs within the STEAM zone which foster the  
78 expansion of workforce industry certification education and  
79 training strategies, activities, and resources in conjunction  
80 with one-stop career centers in the region.

81 12. Provide directives to the STEAM zone development  
82 agency.

83 (4) (a) In order to provide incentives, each county that has  
84 jurisdiction over a STEAM zone must, by local ordinance,  
85 establish the boundary of the STEAM zone, specify applicable  
86 standards, and determine eligibility criteria for the  
87 application of state and local incentives and benefits in the  
88 STEAM zone. However, in order to receive benefits provided under  
89 s. 288.106, a business must be a qualified target industry  
90 business under s. 288.106 for state purposes. A STEAM zone's  
91 boundary may be revised by local ordinance. Such incentives and  
92 benefits include those in ss. 212.08, 212.096, 220.181, 220.182,  
93 220.183, 220.196, 288.106, and 624.5105 and the public utility  
94 discounts provided in s. 290.007(8). For purposes of this  
95 section, any applicable requirements for employee residency for  
96 higher refund or credit thresholds must be based on employee  
97 residency in the STEAM zone or an enterprise zone.

98 (b) A county that has a designated STEAM zone in its  
99 jurisdiction may waive impact fees for new construction within  
100 the STEAM zone.



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101       (c) The Department of Economic Opportunity and each county  
102 that has a STEAM zone in its jurisdiction shall review rules or  
103 regulations that affect the relocation or expansion of a  
104 business to a STEAM zone to determine if a rule or regulation  
105 may be modified or repealed to facilitate relocation or  
106 expansion.

107       (5) The department shall develop a high-technology grant  
108 program that applies to the STEAM zone. The grant program shall  
109 solicit competitive applications from organizations that propose  
110 to encourage and reward groundbreaking ideas that greatly expand  
111 innovation, commercialization, and new enterprise formation  
112 across the state. A grant shall be awarded to applicants who  
113 submit the best strategies to:

114       (a) Create proof-of-concept centers that greatly increase  
115 innovation within their organizations; or

116       (b) Create processes to commercialize or implement  
117 innovation and build networks that can use that innovation and  
118 entrepreneurship for local economic development.

119       (6) The STEAM zone development agency, with the cooperation  
120 of other state agencies, shall:

121       (a) Partner with science, technology, engineering, arts, or  
122 mathematics companies, Workforce Florida, Inc., and local  
123 workforce boards to offer workforce training programs to train  
124 unemployed, underemployed, and new workers in skills that are  
125 needed in the science, technology, engineering, arts, or  
126 mathematics field.

127       (b) Offer industry certifications from approved programs  
128 for persons who traditionally are not typical candidates to  
129 transition into science, technology, engineering, arts, or



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130 mathematics careers; ease the transition for dislocated or  
131 transitioning workers into science, technology, engineering,  
132 arts, or mathematics field; and integrate state, regional, and  
133 local efforts into a more powerful set of partnerships and  
134 coordinated strategies.

135 (c) Enhance the production of more and better industry-  
136 certified workers in the science, technology, engineering, arts,  
137 and mathematics fields through investment of department  
138 resources and through greater integration and alignment of  
139 existing public and private resources, so that more workers have  
140 access to industry certification opportunities.

141 (d) Stimulate and support innovation, entrepreneurship, and  
142 economic growth that can expand employment opportunities in the  
143 science, technology, engineering, arts, and mathematics fields  
144 by:

145 1. Increasing funding for grant opportunities in order to  
146 implement additional educational programming related to science,  
147 technology, engineering, arts, and mathematics.

148 2. Offering incentives to a school district, a charter  
149 school, or a private school to implement and fully use an  
150 industry certification program in science, technology,  
151 engineering, arts, and mathematics.

152 3. Creating regional centers of education and research for  
153 science, technology, engineering, arts, and mathematics. The  
154 regional centers are a pipeline for students who excel in  
155 science, technology, engineering, arts, and mathematics to their  
156 respective research universities in this state.

157 4. Providing an industry certification program for science,  
158 technology, engineering, arts, and mathematics to meet workforce



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159 demands of industry.

160 5. Promoting the pursuit of careers in science, technology,  
161 engineering, arts, and mathematics among underrepresented  
162 students in grades kindergarten through 12.

163 6. Sponsoring an advertising campaign designed to encourage  
164 local youth, particularly African Americans, Latin Americans,  
165 and women, to consider careers in fields of science, technology,  
166 engineering, arts, and mathematics.

167 7. Working with the state universities and colleges to  
168 incorporate industry certification programs and internships for  
169 students who are pursuing degrees related to science, technology,  
170 engineering, arts, and mathematics which further enhance their  
171 education.

172 (7) The department, in cooperation with the STEAM zone  
173 development agency, the Department of Education, and Workforce  
174 Florida, Inc., shall develop accountability requirements and  
175 measureable objectives that include:

176 (a) Requiring companies to:

177 1. Sign an agreement with the STEAM zone development agency  
178 to agree to be a partner in some form of education,  
179 volunteerism, internship, or event in order to encourage and  
180 excite the community and children in this state's education  
181 system about fields related to science, technology, engineering,  
182 arts, or mathematics.

183 2. Participate in a corporate training program.

184 3. Submit to an annual audit by the state or local board if  
185 a tax credit, grant, loan, or other public assistance is  
186 received.

187 (b) Establishing outcome-based, quantitative performance



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188 metrics to ensure the mission of the STEAM zone is being carried  
189 out.

190 (c) Reporting annually to the Legislature on the progress  
191 of administering this section.

192 (d) Developing measurable objectives for each STEAM zone to  
193 be monitored by the STEAM zone development board with the goal  
194 of creating more jobs in the fields of science, technology,  
195 engineering, arts, and mathematics; producing a workforce that  
196 is highly qualified; and improving the quality of life in the  
197 state.

198 (8) (a) Effective July 1, 2013, the total amount of state  
199 credits, refunds, and exemptions that may be provided in a given  
200 state fiscal year by each county that has jurisdiction over a  
201 STEAM zone to eligible businesses for STEAM zone economic  
202 incentives pursuant to this section is \$300,000 per designated  
203 STEAM zone. The county that has jurisdiction over a STEAM zone  
204 shall disallow a credit or refund for which an application is  
205 submitted after the zone's respective \$300,000 limit is reached.  
206 If the \$300,000 incentive cap is not fully used in any one state  
207 fiscal year by a STEAM zone, the county that has jurisdiction  
208 over a STEAM zone shall allocate the incentives, verify that  
209 businesses receiving such incentives are eligible for the  
210 incentives provided, and ensure that the incentives provided do  
211 not exceed the cap for the state fiscal year.

212 (b) Upon approving an incentive for an eligible business,  
213 the county that has jurisdiction over a STEAM zone shall provide  
214 the taxpayer with a certificate indicating the name and federal  
215 employer identification number of the eligible business, the  
216 date the incentive is provided, the name of the STEAM zone, the





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217 incentive type, and the incentive amount. The county that has  
218 jurisdiction over a STEAM zone shall certify to the Department  
219 of Revenue or the Department of Economic Opportunity, whichever  
220 is applicable, the businesses or properties that are eligible to  
221 receive the state incentives under statutory requirements. The  
222 county that has jurisdiction over a STEAM zone shall provide a  
223 copy of the certificate to the Department of Revenue and the  
224 Department of Economic Opportunity as notification that such  
225 incentives were approved for the specific eligible business or  
226 property. For incentives to be claimed against the sales and use  
227 tax under chapter 212, the Department of Revenue shall send,  
228 within 14 days after receipt, written instructions to an  
229 eligible business on how to claim the credit on a sales and use  
230 tax return initiated through an electronic data interchange. Any  
231 credit against the sales and use tax shall be deducted from any  
232 sales and use tax remitted by the business to the Department of  
233 Revenue by electronic funds transfer and may be deducted only on  
234 a sales and use tax return initiated through an electronic data  
235 interchange. The business shall separately state the credit on  
236 the electronic return. The net amount of tax due and payable  
237 must be remitted by electronic funds transfer.

238 Section 6. Section 1002.312, Florida Statutes, is created  
239 to read:

240 1002.312 Science, Technology, Engineering, Arts, and  
241 Mathematics (STEAM) schools.-

242 (1) A district school board may establish a Science,  
243 Technology, Engineering, Arts, and Mathematics (STEAM) school by  
244 contracting with a nonprofit organization or a state or local  
245 governmental unit to provide a full educational STEAM program



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246 that integrates science, technology, engineering, or mathematics  
247 with the visual or performing arts, creative writing, or design.  
248 An organization that contracts with a district school board to  
249 establish a STEAM school may include, but is not limited to, an  
250 art museum, a performing arts organization, a state university,  
251 a Florida College System institution, a charter school, a civic  
252 organization, or a state or local governmental unit.

253 (2) The contract between the district school board and the  
254 organization that provides the STEAM school must specify:

255 (a) That the STEAM school will be located at the site of  
256 the nonprofit organization.

257 (b) That the STEAM educational program will be supervised  
258 by the district school board's curriculum office.

259 (c) The percentage of FTE funding that the district school  
260 board will pay to the STEAM school.

261 (d) Sources of funding in addition to FEFP funding, such as  
262 state or local funds, if the district school board contracts  
263 with a state or local governmental unit to establish the STEAM  
264 school.

265 (e) A description of the STEAM school's property insurance  
266 and liability insurance.

267 (f) That each employee, contract worker, or volunteer that  
268 has direct student contact will undergo a state and national  
269 background screening pursuant to s. 943.0542, and that the STEAM  
270 school will deny employment to, or terminate, an employee or  
271 volunteer if he or she fails to meet the screening standards  
272 under s. 435.04.

273 (3) Performance outcomes must demonstrate an integration of  
274 technology and the arts.



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===== T I T L E A M E N D M E N T =====

And the title is amended as follows:

Delete line 66

and insert:

in other state universities; creating s. 288.126,  
F.S.; requiring the Department of Economic Opportunity  
to create economic development zones for science,  
technology, engineering, arts, and mathematics;  
authorizing a science, technology, engineering, arts,  
and mathematics (STEAM) zone in a county with a state  
university classified as having very high research  
activity located in the county's jurisdiction;  
authorizing the county to apply to the department for  
a STEAM zone designation; requiring the county to  
appoint a STEAM zone development agency in its  
application; providing criteria for the STEAM zone  
development agency; requiring the STEAM zone  
development agency to appoint a STEAM zone development  
board; providing criteria for the board; providing  
duties of the board; requiring a local governing body  
that has jurisdiction over a STEAM zone to establish  
the boundary of the STEAM zone, specify applicable  
standards, and determine certain eligibility criteria;  
specifying the incentives and benefits available in  
the STEAM zones; requiring the department to develop a  
grant program that applies to a STEAM zone; providing  
criteria for the awarding of a grant; directing the  
STEAM zone development agency to perform certain



304 functions; requiring the department to work with the  
305 STEAM zone development agency, the Department of  
306 Education, and Workforce Florida, Inc., to develop  
307 accountability requirements and measurable objectives;  
308 providing criteria; providing a monetary incentive cap  
309 on the total amount of state credits, refunds, and  
310 exemptions that may be provided to eligible businesses  
311 for STEAM zone economic incentives; assigning duties  
312 for the administration of STEAM zones to the counties  
313 that have jurisdiction over STEAM zones; providing for  
314 the issuance of certificates to eligible businesses;  
315 requiring the county that has jurisdiction over a  
316 STEAM zone to certify to the Department of Revenue or  
317 the Department of Economic Opportunity the businesses  
318 or properties that are eligible for the incentives;  
319 requiring the Department of Revenue to send written  
320 instructions to eligible businesses for claiming the  
321 credit on a sales and use tax return initiated through  
322 an electronic data interchange; providing a procedure  
323 to deduct a credit against the sales and use tax from  
324 the sales and use tax remitted by the business;  
325 creating s. 1002.312, F.S.; authorizing a district  
326 school board to contract with a nonprofit organization  
327 or a state or local governmental unit to establish a  
328 STEAM school; specifying the organizations that are  
329 authorized to contract with a district school board to  
330 establish a STEAM school; requiring certain provisions  
331 to be included in a contract to establish a STEAM  
332 school; providing that performance outcomes must



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333 demonstrate an integration of technology and the arts;  
334 amending s. 1004.02,