South Carolina Legislature

September 20, 2024, 12:37:14 pm

Session 113 - (1999-2000)

H*3415 (Rat #0043, Act #0018 of 1999) General Bill, By Bailey, Walker and Sandifer Similar (S 0511)

Summary: Real estate salesmen, brokers; education requirements, classroom instruction time increased; Property A BILL TO AMEND SECTION 40-57-100, AS AMENDED, CODE OF LAWS OF SOUTH CAROLINA, 1976, RELATING TO REAL ESTATE BROKERS, SALESMEN, AND PROPERTY MANAGERS AND THE EDUCATIONAL REQUIREMENTS WHICH ARE CONDITIONAL TO AN APPLICATION FOR LICENSURE, SO AS TO PROVIDE THAT FOR A SALESMAN'S LICENSE THE APPLICANT FOR LICENSURE MUST COMPLETE SIXTY, RATHER THAN THIRTY, HOURS OF CLASSROOM INSTRUCTION IN FUNDAMENTALS OF REAL ESTATE PRINCIPLES AND PRACTICES ON EVIDENCE, AND TO PROVIDE THAT FOR A BROKER'S LICENSE, THE APPLICANT FOR LICENSURE MUST COMPLETE ONE HUNDRED FIFTY, RATHER THAN ONE HUNDRED TWENTY, HOURS OF CERTAIN CLASSROOM INSTRUCTION, NINETY, RATHER THAN SIXTY, HOURS OF WHICH MAY BE THE HOURS REQUIRED FOR A SALESMAN'S LICENSE.

01/28/99	House	Introduced and read first time HJ-26
01/28/99	House	Referred to Committee on Labor, Commerce and Industry HJ-27
02/04/99	House	Committee report: Favorable Labor, Commerce and Industry HJ-2
02/10/99	House	Read second time HJ-18
02/11/99	House	Read third time and sent to Senate HJ-10
02/11/99	Senate	Introduced and read first time SJ-10
02/11/99	Senate	Referred to Committee on Labor, Commerce and Industry SJ-10
03/11/99	Senate	Committee report: Favorable Labor, Commerce and Industry SJ-15
03/16/99	Senate	Read second time SJ-14
03/16/99	Senate	Ordered to third reading with notice of amendments SJ-14
03/17/99	Senate	Amended SJ-9
03/17/99	Senate	Read third time and returned to House with amendments SJ-9
03/18/99	Senate	Reconsidered SJ-3
03/23/99	Senate	Sen. Elliott's amendment reconsidered and withdrawn SJ-7
03/24/99	Senate	Read third time and enrolled SJ-13
04/28/99		Ratified R 43
05/03/99		Signed By Governor
05/03/99		Effective date 05/03/99
05/25/99		Copies available
05/28/99		Act No. 18