Department of Planning and Budget 2017 Fiscal Impact Statement

1.	Bill Number	ber: SB 1063-S2					
	House of Original	in 🗌	Introduced	\boxtimes	Substitute	\boxtimes	Engrossed
	Second House	\boxtimes	In Committee		Substitute		Enrolled
2.	Patron:	Deeds					
3.	Committee: Militia, Police and Public Safety						
4.	Title:	State Board of Corrections membership					

5. Summary:

Under current law, the Board of Corrections is composed of nine members appointed by the Governor and confirmed by the General Assembly. As for qualifications of the members, the current statute provides only that the Board shall include "persons suitably qualified to consider and act upon the various matters under the Board's jurisdiction." The proposed legislation would require the Board to be comprised as follows:

- One former sheriff or former warden, superintendent, administrator, or operations manager of a state or local correctional facility;
- One person employed by a public mental health agency or with training in or clinical, managerial, or other relevant experience working with persons in the criminal justice system who have mental illness:
- One person with experience overseeing a correctional facility's or mental health facility's compliance with laws and regulations;
- One physician;
- One person experienced in administering educational or vocational programs in state or local correctional facilities;
- One person with experience in financial management or performing audit investigations;
- One citizen member who represents community interests; and
- Two persons with experience in conducting criminal, civil, or death investigations.

6. Budget Amendment Necessary: None.

7. Fiscal Implications:

Because the size of the Board of Corrections would not be changed by the proposed legislation, it is not expected to have any fiscal impact.

9. Specific Agency or Political Subdivisions Affected:

Board of Corrections Department of Corrections

10. Technical Amendment Necessary: None.

11. Other Comments: None.

Date: 2/10/2017