

AMENDMENTS TO HOUSE BILL NO. 176

Sponsor: REPRESENTATIVE WHITE

Printer's No. 170

1 Amend Bill, page 1, line 1, by inserting after "departments;"
2 establishing the Law Enforcement Program Fund;

3 Amend Bill, page 1, line 3, by inserting after "Development;"
4 and

5 Amend Bill, page 1, lines 4 through 6, by striking out "
6 and" in line 4, all of line 5 and "State Gaming Fund" in line 6

7 Amend Bill, page 2, by inserting between lines 22 and 23

8 "Fund." The Law Enforcement Grant Program Fund established
9 under section 5.

10 Amend Bill, page 3, by inserting between lines 16 and 17

11 (9) Start-up costs.

12 Section 5. The Law Enforcement Grant Program Fund.

13 (a) Establishment.--A special fund is established within the
14 State Treasury to be known as the Law Enforcement Grant Program
15 Fund.

16 (b) Purpose.--Money in the fund shall not lapse and shall be
17 used for grants awarded under this act.

18 Amend Bill, page 3, line 17, by striking out "5" and
19 inserting

20 6

21 Amend Bill, page 3, lines 19 and 20, by striking out "1 for
22 fiscal years beginning after June 30, 2015" and inserting

23 15, 2016, and each July 15 thereafter

24 Amend Bill, page 4, line 14, by striking out "6" and
25 inserting

26 7

1 Amend Bill, page 4, line 24, by striking out "7" and

2 inserting

3 8

4 Amend Bill, page 4, lines 25 through 27, by striking out

5 "Annually, the sum of \$2,000,000 shall be" in line 25 and all of

6 lines 26 and 27 and inserting

7 Beginning July 1, 2016, and each July 1 thereafter, an

8 amount equal to the amount of money not awarded for grants under

9 4 Pa.C.S. § 1408(c) during the prior fiscal year shall be

10 transferred from the State Gaming Fund to the Law Enforcement

11 Grant Program Fund.

12 Amend Bill, page 5, line 1, by striking out "8" and inserting

13 9

14 Amend Bill, page 5, line 6, by striking out "9" and inserting

15 10

16 Amend Bill, page 5, lines 9 through 16, by striking out all

17 of said lines

18 Amend Bill, page 5, line 17, by striking out "12" and

19 inserting

20 11