

LEGISLATIVE BILL 919A

Approved by the Governor April 18, 2016

Introduced by Williams, 36.

A BILL FOR AN ACT relating to appropriations; to appropriate funds to aid in carrying out the provisions of Legislative Bill 919, One Hundred Fourth Legislature, Second Session, 2016; and to state intent.
Be it enacted by the people of the State of Nebraska,

Section 1. There is hereby appropriated (1) \$191,200 from the General Fund for FY2016-17 and (2) \$249,950 from the General Fund for FY2017-18 to the Supreme Court, for Program 420, to aid in carrying out the provisions of Legislative Bill 919, One Hundred Fourth Legislature, Second Session, 2016.

Total expenditures for permanent and temporary salaries and per diems from funds appropriated in this section shall not exceed \$60,953 for FY2016-17 or \$81,270 for FY2017-18.

Sec. 2. There is hereby appropriated (1) \$10,000 from the Supreme Court Automation Cash Fund for FY2016-17 and (2) \$10,000 from the Supreme Court Automation Cash Fund for FY2017-18 to the Supreme Court, for Program 570, to aid in carrying out the provisions of Legislative Bill 919, One Hundred Fourth Legislature, Second Session, 2016.

No expenditures for permanent and temporary salaries and per diems for state employees shall be made from funds appropriated in this section.

Sec. 3. It is the intent of the Legislature that funds appropriated in this act be used by the Supreme Court to create a veterans treatment court for any county in which a city of the metropolitan class is located. Such court shall be considered a problem solving court and shall be subject to the rules which shall be promulgated by the Supreme Court for procedures to be implemented for the administration of such court.

By December 1, 2019, the Supreme Court shall report the viability of the veterans treatment court model in Nebraska and electronically submit a report to the Legislature containing the Supreme Court's recommendations concerning the continuation, expansion, or termination of such courts in Nebraska.