

SENATE BILL No. 102

DIGEST OF INTRODUCED BILL

Citations Affected: Noncode.

Synopsis: Civil War battle flags preservation. Requires the budget agency to allot the full amount appropriated for Civil War Battle Flags restoration to the war memorials commission.

Effective: Upon passage.

Paul, Kenley

January 8, 2014, read first time and referred to Committee on Appropriations.



Introduced

Second Regular Session 118th General Assembly (2014)

PRINTING CODE. Amendments: Whenever an existing statute (or a section of the Indiana Constitution) is being amended, the text of the existing provision will appear in this style type, additions will appear in **this style type**, and deletions will appear in ~~this style type~~.

Additions: Whenever a new statutory provision is being enacted (or a new constitutional provision adopted), the text of the new provision will appear in **this style type**. Also, the word **NEW** will appear in that style type in the introductory clause of each SECTION that adds a new provision to the Indiana Code or the Indiana Constitution.

Conflict reconciliation: Text in a statute in *this style type* or ~~this style type~~ reconciles conflicts between statutes enacted by the 2013 Regular Session and 2013 First Regular Technical Session of the General Assembly.

SENATE BILL No. 102

A BILL FOR AN ACT concerning state offices and administration.

Be it enacted by the General Assembly of the State of Indiana:

1 SECTION 1. [EFFECTIVE UPON PASSAGE] **(a) To the extent**
2 **that the appropriation for Civil War Battle Flags restoration that**
3 **was made in HEA 1001-2013, SECTION 33, has not been allotted,**
4 **the budget agency shall allot the remaining appropriation for Civil**
5 **War Battle Flags restoration to the war memorials commission**
6 **upon the request by the war memorials commission. The budget**
7 **agency may not impose any conditions on receiving the allotment.**
8 **(b) This SECTION expires June 30, 2015.**
9 SECTION 2. **An emergency is declared for this act.**

