1	HOUSE BILL 336
2	54TH LEGISLATURE - STATE OF NEW MEXICO - SECOND SESSION, 2020
3	INTRODUCED BY
4	Dayan Hochman-Vigil
5	
6	
7	
8	
9	
10	AN ACT
11	MAKING AN APPROPRIATION TO THE LOCAL GOVERNMENT DIVISION OF THE
12	DEPARTMENT OF FINANCE AND ADMINISTRATION TO CREATE THE
13	POSITIONS OF DIRECTOR, TECHNICAL ASSISTANT AND ADMINISTRATIVE
14	SUPPORT ASSISTANT AND TO PROVIDE FOR OPERATING EXPENSES FOR THE
15	BERNALILLO COUNTY CRIMINAL JUSTICE COORDINATING COUNCIL.
16	
17	BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF NEW MEXICO:
18	SECTION 1. APPROPRIATION
19	A. Three hundred thirty-five thousand dollars
20	(\$335,000) is appropriated from the general fund to the local
21	government division of the department of finance and
22	administration for expenditure in fiscal year 2021 to:
23	(1) create the positions of:
24	(a) a director of the Bernalillo county
25	criminal justice coordinating council, who shall coordinate and
	.216851.2

underscored material = new
[bracketed material] = delete

1 organize the Bernalillo county criminal justice coordinating 2 council and engage in informational outreach with other criminal justice coordinating councils in other judicial 3 districts to help those districts organize and implement their 4 5 operations; a technical assistant of the (b) 6 7 Bernalillo county criminal justice coordinating council, who shall oversee, facilitate and coordinate data-sharing efforts 8 9 pursuant to Section 31-28-3 NMSA 1978; and (c) an administrative support assistant 10 of the Bernalillo county criminal justice coordinating council, 11 12 who shall coordinate the administration of the Bernalillo county criminal justice coordinating council; and 13 14 (2) provide for the operation of the Bernalillo county criminal justice coordinating council, 15 including contractual, professional development, hardware, 16 software and office supply expenses. 17 Any unexpended or unencumbered balance remaining Β. 18 at the end of fiscal year 2021 shall revert to the general 19 20 fund. - 2 -21 22 23 24 25 .216851.2

bracketed material] = delete

underscored material = new