

2026 Regular Session

HOUSE BILL NO. 56

BY REPRESENTATIVE VILLIO

DWI: Provides relative to the imposition of fines for driving while impaired

1 AN ACT

2 To repeal R.S. 14:98.1(A)(4), 98.2(A)(5), 98.3(A)(4), and 98.4(A)(3), relative to additional  
3 fines imposed for driving while impaired; and to provide for an effective date.

4 Be it enacted by the Legislature of Louisiana:

5           Section 1. R.S. 14:98.1(A)(4), 98.2(A)(5), 98.3(A)(4), and 98.4(A)(3) are hereby  
6   repealed in their entirety.

Section 2. This Act shall become effective upon signature by the governor, or if not signed by the governor, upon expiration of the time for bills to become law without signature by the governor, as provided by Article III, Section 18 of the Constitution of Louisiana. If vetoed by the governor and subsequently approved by the legislature, this Act shall become effective on the day following such approval.

# DIGEST

The digest printed below was prepared by House Legislative Services. It constitutes no part of the legislative instrument. The keyword, one-liner, abstract, and digest do not constitute part of the law or proof or indicia of legislative intent. [R.S. 1:13(B) and 24:177(E)]

HB 56 Original

2026 Regular Session

Villio

**Abstract:** Repeals certain additional fines for operating a vehicle while impaired.

Present law provides that in addition to the ordinary fines for driving while impaired, the offender shall be charged an additional fine to be deposited into the Louisiana Emergency Response Network Fund.

Present law provides that the additional fines shall be made in the following amounts:

- (1) For a first offense, an additional \$25.
- (2) For a second offense, an additional \$50.
- (3) For a third offense, an additional \$100.
- (4) For a fourth or subsequent offense, an additional \$250.

Proposed law repeals these additional fines.

Effective upon signature of governor or lapse of time for gubernatorial action.

(Repeals R.S. 14:98.1(A)(4), 98.2(A)(5), 98.3(A)(4), and 98.4(A)(3))