

Regular Session, 2012

SENATE BILL NO. 696

BY SENATOR WALSWORTH

LEGISLATIVE AGENCIES. Provides relative to signature required on certain checks issued by the Senate. (7/1/12)

1 AN ACT

2 To amend and reenact R.S. 24:31.1(B)(2), to provide for the signature required on check
3 issued by the Senate; and to provide with respect to related matters.

4 Be it enacted by the Legislature of Louisiana:

5 Section 1. R.S. 24:31.1(B)(2) is hereby amended and reenacted to read as follows:

6 §31.1. Salary for members; expense allowance; mileage allowance

7 * * *

8 B. * * *

9 (2) The funds so drawn shall be deposited in the name of the House of
10 Representatives, or the Senate, as the case may be, in an approved bank located in
11 this state, selected by the presiding officer of each house. Payment of the salary to
12 the persons entitled thereto shall be made by individual check, signed, in the case of
13 the House of Representatives, by the presiding officer of the House and, in the case
14 of the Senate, signed ~~by a member of the Senate designated by the president of the~~
15 ~~Senate and countersigned~~ by the president of the Senate. Facsimile signatures may
16 be used.

17 * * *

1 Section 2. This Act shall become effective on July 1, 2012.

The original instrument and the following digest, which constitutes no part of the legislative instrument, were prepared by Jerry J. Guillot.

DIGEST

Walsworth (SB 696)

Present law requires that payment of salaries to House members and staff be by individual check, signed by the speaker of the House and permits use of a facsimile signature. Proposed law retains present law.

Present law requires that payment of salaries to Senate members and staff be by individual check, signed by a member of the Senate designated by the Senate president and countersigned by him and permits the use of facsimile signatures. Proposed law requires that such checks be signed by the Senate president; otherwise retains present law.

Effective July 1, 2012.

(Amends R.S. 24:31.1(B)(2))