## **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 539 Engrossed

2016 Regular Session

Hazel

**Abstract:** Authorizes the donation of tissue and biological samples for the purpose of training a dog to search for human remains.

Present law authorizes the coroner to dispose of an abandoned or unclaimed body.

<u>Proposed law</u> retains <u>present law</u> and authorizes the coroner to retain tissues and biological samples for tissue from an abandoned or unclaimed body in order to donate the tissue or biological sample to an individual who is affiliated with an established search and rescue dog organization for the purpose of training a dog to search for human remains.

<u>Present law</u> defines "anatomical gift", for the purposes of the Anatomical Gift Act, as a donation of all or part of a human body to take effect after the death of the donor for the purpose of transplantation, therapy, research, or education.

<u>Proposed law</u> retains <u>present law</u> and adds forensic science education and related training, which includes any program affiliated with an established search and rescue dog organization for the purpose of training a dog to search for human remains.

<u>Present law</u> requires a body not embalmed or refrigerated to be buried, cremated, or otherwise disposed of within 30 hours after death or as soon as possible after its release by the proper authorities unless the body is held by a licensed hospital or medical school.

<u>Proposed law</u> retains <u>present law</u> and adds an exception for a search and rescue dog organization operating a forensic science education program.

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

(Amends R.S. 17:2351(3) and R.S. 37:848(D)(6); Adds R.S. 9:1551(F) and R.S. 17:2351(32))