

## Session 110 - (1993-1994)

**H 4634 General Bill, By J.L.M. Cromer, Allison, Bailey, J.M. Baxley, G.A. Brown, H. Brown, Cato, C.D. Chamblee, R.S. Corning, Davenport, T.L. Farr, R.C. Fulmer, Gamble, S.E. Gonzales, Govan, H.M. Hallman, Harrison, Harvin, Haskins, J.H. Hodges, W.S. Houck, Inabinett, Kelley, Kennedy, Lanford, Law, Littlejohn, C.V. Marchbanks, McCraw, McKay, Meacham, Neilson, Richardson, Riser, Robinson, J.S. Shissias, Simrill, R. Smith, Spearman, Stille, E.C. Stoddard, C.H. Stone, Stuart, P.H. Thomas, Townsend, J.W. Tucker, Vaughn, Walker, C.C. Wells, Wilder, J.B. Wilder, D. Williams and Witherspoon**

A Bill to amend Section 17-25-70, Code of Laws of South Carolina, 1976, relating to local authorities allowing able-bodied convicts to perform labor on public works or ways, so as to exempt certain convicts; to amend Section 24-3-35, relating to use of county prisoners for litter removal, so as to require the use of prisoners instead of the permissive use of prisoners; to amend Sections 24-7-10, 24-7-20, 24-7-30, 24-7-40, and 24-7-50, relating to county and municipal chain gangs, so as to mandate the use of able-bodied prisoners located in county and municipal correctional facilities on work gangs on public works.

<b>01/27/94</b>	<b>House</b>	<b>Introduced and read first time HJ-8</b>
<b>01/27/94</b>	<b>House</b>	<b>Referred to Committee on Medical, Military, Public and Municipal Affairs HJ-8</b>
<b>04/13/94</b>	<b>House</b>	<b>Committee report: Favorable with amendment Medical, Military, Public and Municipal Affairs HJ-7</b>
<b>04/27/94</b>	<b>House</b>	<b>Debate adjourned HJ-61</b>
<b>04/28/94</b>	<b>House</b>	<b>Amended HJ-323</b>
<b>04/28/94</b>	<b>House</b>	<b>Debate interrupted HJ-323</b>
<b>05/03/94</b>	<b>House</b>	<b>Read second time HJ-75</b>
<b>05/04/94</b>	<b>House</b>	<b>Read third time and sent to Senate HJ-18</b>
<b>05/04/94</b>	<b>Senate</b>	<b>Introduced and read first time SJ-5</b>
<b>05/04/94</b>	<b>Senate</b>	<b>Referred to Committee on Corrections and Penology SJ-5</b>