
VIRGINIA STATE BUDGET

1998 Special Session I

Budget Bill - HB4001 (Introduced)

Bill Order » Office of Public Safety » Item 453

Department of Criminal Justice Services

| Item 453 | First Year - FY1999 | Second Year - FY2000 |
|--|------------------------|-------------------------|
| Crime Detection, Investigation, and Apprehension (30400) | \$24,756,856 | \$26,352,137 |
| Law Enforcement Scientific Support Services (30402) | \$20,755,126 | \$22,349,907 |
| Financial Assistance to Localities for Intensified Drug Enforcement Services (30408) | \$3,893,735 | \$3,893,735 |
| Coordination of Intensified Drug Enforcement Services (30409) | \$107,995 | \$108,495 |
| Fund Sources: | | |
| General | \$19,950,788 | \$21,543,909 |
| Special | \$5,738 | \$7,398 |
| Enterprise | \$798,600 | \$798,600 |
| Dedicated Special Revenue | \$4,001,730 | \$4,002,230 |

Authority: Title 2.1, Chapter 32, Article 2 and §§ 14.1-133.2 and [15.2-1715](#), Code of Virginia.

A. The amounts for Financial Assistance to Localities for Intensified Drug Enforcement Services include \$1,500,000 in nongeneral funds each year for grants to continue or establish "Weed and Seed" programs in selected localities on a competitive basis. Such new grants as may be awarded shall require local cash matching funds of 25 percent in the first grant year, 35 percent in the second grant year, and 50 percent in any subsequent grant years.

B. The amounts for Financial Assistance to Localities for Intensified Drug Enforcement Services include \$250,000 in nongeneral funds each year to establish drug courts in selected judicial circuits. Such funds shall be provided as matching grant funds and shall be limited to those circuits which have received a federal grant for the planning of a drug court program and which have applied for federal grants to implement such programs. It is the intent of the General Assembly that all funds and services provided to such courts be provided through district probation and parole offices of the Department of Corrections.