

**2016 Legislature - Operating Budget
Wordage Report - House Structure**

Agency: Department of Public Safety

	<u>17GovAmd</u>	<u>HouseSub</u>
Ap: Fire and Life Safety		
<u>Conditional Language</u>		
The amount appropriated by this appropriation includes up to \$125,000 of the unexpended and unobligated balance on June 30, 2016, of the receipts collected under AS 18.70.080(b).	X	X
Ap: Alaska Fire Standards Council		
<u>Conditional Language</u>		
The amount appropriated by this appropriation includes the unexpended and unobligated balance on June 30, 2016, of the receipts collected under AS 18.70.350(4) and AS 18.70.360.	X	X
Ap: Village Public Safety Officer Program		
<u>Intent</u>		
It is the intent of the legislature that the VPSO program grantees be permitted to charge their federally approved indirect cost to their VPSO program grant, provided the statewide average does not exceed 30%. The legislature directs the department to continue working with grantees on reducing the overall indirect cost percentage and to provide a report on their progress by February 1, 2017.		X
Ap: Alaska Police Standards Council		
<u>Conditional Language</u>		
The amount appropriated by this appropriation includes up to \$125,000 of the unexpended and unobligated balance on June 30, 2016, of the receipts collected under AS 12.25.195(c), AS 12.55.039, AS 28.05.151, and AS 29.25.074 and receipts collected under AS 18.65.220(7).	X	X
Ap: Statewide Support		
AI: Training Academy		
<u>Conditional Language</u>		
The amount allocated for the Training Academy includes the unexpended and unobligated balance on June 30, 2016, of the receipts collected under AS 44.41.020(a).	X	X
AI: Statewide Information Technology Services		
<u>Conditional Language</u>		
The amount allocated for Statewide Information Technology Services includes up to \$125,000 of the unexpended and unobligated balance on June 30, 2016, of the receipts collected by the Department of Public Safety from the Alaska automated fingerprint system under AS 44.41.025(b).	X	X