

WISCONSIN LEGISLATIVE COUNCIL STAFF MEMORANDUM

Memo No. 5

TO: MEMBERS OF THE SPECIAL COMMITTEE ON REPORTING OF CHILD ABUSE AND CHILD NEGLECT

FROM: Anna Henning and David Moore, Staff Attorneys

RE: Technical Changes to Bill Drafts

DATE: December 4, 2012

We recommend that the following technical changes be made to bills under consideration at today's meeting of the Special Committee.

WLC: 0043/P1, Relating to Definitions of Physical Injury and Neglect for Purposes of Mandated Reporting of Child Abuse and Neglect

- Amend cross-references to s. 48.981 (2) (a), Stats., in ss. 48.981 (2) (c) and (2r) and 895.442 (5), to reflect the renumbering of s. 48.981 (2) (a) to s. 48.981 (2) (ar).
- In the definition of "abuse" on page 2, line 2 of the bill draft, delete the phrase "but is not limited to," to accommodate modern drafting convention.

WLC: 0044/P1, Relating to Making Certain School Volunteers and School Contractors Mandated Reporters of Child Abuse and Neglect

- In s. 48.981 (1) (bm), on page 2, line 1 of the bill draft, replace "entity" with "school."
- With respect to the numbering of s. 48.981 (2) (a) 14., 15., 16., and 16m., revise the bill draft to incorporate the amended language in subd. 14., rather than subd. 16m., and repeal subds. 14., 15., and 16.
- On page 2, line 10 of the bill draft, replace "minor" with "child."

WLC: 0045/P1, Relating to Making Certain Employees, Volunteers, and Contractors of Institutions of Higher Education Mandated Reporters of Child Abuse and Neglect

- In s. 48.981 (1) (bm), on page 1, line 6 of the bill draft, replace "entity" with "institution of higher education."
- In s. 48.981 (2) (a) 16r., on page 2, line 2 of the bill draft, replace "minor" with "child."

WLC: 0050/P1, Relating to Requiring Child Protective Service Agencies to Notify Tribal Agents of Reports of Suspected Child Abuse or Child Neglect

• Revise the bill draft to remove the text in s. 48.981 (3) (bm), on page 3, lines 3 to 11, by repealing rather than amending those provisions.

AH:DM:jal