

CHAPTER 288

(House Bill 651)

AN ACT concerning

Department of Juvenile Services Educational Programs – Private Residential Rehabilitative Institutions – Repeal

FOR the purpose of repealing the requirement for private residential rehabilitative institutions to develop and implement a certain educational program; repealing the requirement that a certain educational program be approved by the State Department of Education before the program is implemented; repealing the operating requirements of a private residential rehabilitative institution; repealing a certain definition; and generally relating to private residential rehabilitative institutions.

BY repealing

Article – Human Services

Section 9–238

Annotated Code of Maryland

(2007 Volume)

SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF MARYLAND, That the Laws of Maryland read as follows:

Article – Human Services

[9–238.

(a) In this section, “private residential rehabilitative institution” means a private, nonprofit facility that:

(1) serves 150 or more court–adjudicated children, including children in the custody of the Department;

(2) provides academic, athletic, and workforce development services to the children described in item (1) of this subsection; and

(3) has been approved to serve children described in this subsection on or before October 1, 2005.

(b) (1) A private residential rehabilitative institution shall develop an educational program.

(2) Subject to the approval of the educational program developed under paragraph (1) of this subsection by the State Department of Education, a private rehabilitative institution shall implement the educational program.

(c) A private residential rehabilitative institution shall:

(1) receive statewide referrals; and

(2) serve as an option for the placement of children who are transferred to the juvenile court under § 4-202 of the Criminal Procedure Article.]

SECTION 2. AND BE IT FURTHER ENACTED, That this Act shall take effect October 1, 2008.

Approved by the Governor, April 24, 2008.