## 76th OREGON LEGISLATIVE ASSEMBLY – 2011 Regular Session MEASURE: HB 3309 A **CARRIER:**

STAFF MEASURE SUMMARY

**House Committee on Judiciary** 

**REVENUE:** No revenue impact **FISCAL:** Fiscal statement issued

Action: Do Pass as Amended and Be Printed Engrossed and Be Referred to the Committee on Ways and

Means

10 - 0 - 0 Vote:

> Garrett, Hicks, Nolan, Olson, Schaufler, Tomei, Wand, Whisnant, Barker, Krieger Yeas:

Nays: Exc.: 0

Prepared By: Bill Taylor, Counsel

**Meeting Dates:** 4/1, 4/4

WHAT THE MEASURE DOES: Requires the Department of Corrections (Department) to create an on-the-job training program for offenders released back into the community from the Department. Requires the Department to provide grants to counties who will administer the training programs. Allows the Department or counties to enter into agreements with employers to provide on-the-job training. Requires the Department or county to reimburse an employer for costs of providing training and supervision related to the training. Requires on-the-job training be at least six weeks. Requires the Department to assess each ex-offender in the program to determine if the offender has the necessary skills to meet a potential employer's minimum employment requirements or has special needs that must be addressed. Requires the Department to at least annually review trainee employment retention. Declares emergency, effective on passage.

## **ISSUES DISCUSSED:**

- Reduction in recidivism rates
- What is the fiscal impact

**EFFECT OF COMMITTEE AMENDMENT:** Clarifies the requirement that the Department or county reimburse an employer for extraordinary costs of providing training and additional supervision. Requires on-the-job training last at least six weeks rather than one year.

**BACKGROUND:** One of the most important factors in reducing the chances of an ex-offender re-offending after release from prison is employment. Does the ex-offender have a job? If he or she does, data indicates the ex-offender is less likely to re-offend.