

would vote on, on Final Reading, would you support that language?

SENATOR ABOUD: Well, I'd prefer to make some changes in the bill. That's what I...I don't think the language is bad in 627 and I think it is good language, but I think that the language can be improved to provide more detail as to how the boot camp would be implemented. The bill was specifically kept general to try to work with the Department of Corrections on how they would like to see this program implemented, and that's the reason that it was left in that manner. The community corrections section provides that...I see community corrections as an important part of this type of program working because an individual, once they leave that boot camp, are probably going to have to have...there may be some community corrections that will be a part of it to see that that individual, though he is back in the community, will be properly supervised and hopefully encouraged not to return to a life of crime. So...

SENATOR CHAMBERS: Thank you, but the main point I'm trying to arrive at for my edification is that those of us who have an interest in alternatives, and I'm stating again, I may oppose whatever ultimately may be drafted with reference to these boot camps, the goal is not to enact into law what we currently have in 627 but to put some provisions that might make these so-called boot camps different from a military type environment?

SENATOR ABOUD: Is that your question?

SENATOR CHAMBERS: Yes.

SENATOR ABOUD: Yes, then, yes, that is what I will be supporting.

SENATOR CHAMBERS: Thank you. As I stated the other day, because of the form that the bill is in now, I could not support and I will not support advancing it. I will vote for Senator Ashford's amendment because I agree with the concept, but I will not cast a vote in favor of advancing 627...

SPEAKER BAACK: One minute.

SENATOR CHAMBERS: ...with the present language that we have. Senator Abboud, I wanted to ask you another question, did you help in the drafting of this language relative to these