

SENATE BILL NO. 95

BY SENATOR WHEAT

1 AN ACT

2 To amend and reenact R.S. 3:743(B) and (C), relative to strayed animals; to provide for the
3 possession of a strayed animal; to provide for additional notification methods; to
4 provide for an effective date; and to provide for related matters.

5 Be it enacted by the Legislature of Louisiana:

6 Section 1. R.S. 3:743(B) and (C) are hereby amended and reenacted to read as
7 follows:

8 §743. Strayed animals

9 * * *

10 B. Each person who takes possession of a strayed animal which is subject to
11 the provisions of this Part shall notify the commission by certified mail, return
12 receipt requested **or by electronic submission through the department's website.**
13 The notice shall indicate the kind of animal; the color, weight, size, sex, age, brands,
14 marks, and distinguishing features of the animal; the place where the animal is kept;
15 and the name and address of the person holding the animal. The costs and expenses
16 which may be charged by a person holding a strayed animal shall commence on the
17 date the notice is mailed **or electronically submitted through the department's**
18 **website** to the commission.

19 C. If the commission is unable to determine the ownership of the strayed
20 animal, the commission shall notify the person holding the strayed animal who,
21 within ten days of receipt of the notice, shall cause the strayed animal to be
22 advertised and sold in accordance with ~~law~~ **R.S. 3:3006.**

1 Section 2. This Act shall become effective upon signature by the governor or, if not
2 signed by the governor, upon expiration of the time for bills to become law without signature
3 by the governor, as provided by Article III, Section 18 of the Constitution of Louisiana. If
4 vetoed by the governor and subsequently approved by the legislature, this Act shall become
5 effective on the day following such approval.

PRESIDENT OF THE SENATE

SPEAKER OF THE HOUSE OF REPRESENTATIVES

GOVERNOR OF THE STATE OF LOUISIANA

APPROVED: _____