To: Judiciary A

HOUSE BILL NO. 1257

- AN ACT TO REQUIRE CERTAIN PREFERRED LANGUAGE TO BE USED BY THE LEGISLATURE AND STATE AGENCIES WHEN REFERRING TO PEOPLE WITH DISABILITIES IN NEW LAWS, RULES AND REGULATIONS; AND FOR RELATED PURPOSES.
- 5 BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF MISSISSIPPI:
- 6 **SECTION 1.** (1) The Legislature recognizes that language
- 7 used in reference to individuals with disabilities shapes and
- 8 reflects society's attitudes towards people with disabilities.
- 9 Many of the terms currently used diminish the humanity and natural
- 10 condition of having a disability. Certain terms are demeaning and
- 11 create an invisible barrier to inclusion as equal community
- 12 members. The Legislature finds it necessary to clarify preferred
- 13 language for new laws and resolutions by requiring the use of
- 14 terminology that puts the person before the disability.
- 15 (2) (a) The Legislature shall not use the following terms
- 16 in any new statute or resolution after the effective date of this
- 17 act: disabled, developmentally disabled, mentally disabled,
- 18 mentally ill, mentally retarded, handicapped, cripple or
- 19 crippled. After the effective date of this act, all legislation
- 20 shall instead use the following terms in any new statute or
- 21 resolution when referring to persons with disabilities:
- 22 "individuals with disabilities," "individuals with developmental
- $\,$ 23 $\,$ disabilities," "individuals with mental illness" and "individuals
- 24 with mental retardation."
- 25 (b) No statute, resolution or any act of the
- 26 Legislature is invalid because it does not comply with this
- 27 section.

- 28 (3) (a) All state agency rules and regulations shall be
- 29 formulated in accordance with the requirements of subsections (1)
- 30 and (2) of this section.
- 31 (b) No agency rule or regulation or act is invalid
- 32 because it does not comply with this section.
- 33 **SECTION 2.** This act shall take effect and be in force from
- 34 and after July 1, 2005.