

**DAI 309.45.02 Inmate Trust System Deductions
Attachment A – Release Funds Allowable Uses
Effective Date: 10/15/17**

All disbursements made with release funds shall be made payable to the vendor/provider. Money shall not be sent to family or friends.

Timeline	Release Fund Use
Any time	<ul style="list-style-type: none"> • Birth Certificate • Naturalization Certificate • State of Wisconsin ID Card • Driver's License • Social Security Card • Judgments and fines that are associated with and prevents reinstatement of driving privileges • Back child support that is associated with and prevents reinstatement of driving privileges • Fees related to testing and certified copies of HSED/ GED, HS diploma and transcripts or college transcripts • Fines that are associated with detainees • Fees for driver's education classes • Fees for a driver's license permit • PLRA Fees- fees which are required by State or Federal PLRA to be payable from release accounts (with notification directly from the courts) • Fees for professional licensing or certification • Burial Trust (for inmate's own burial only)
Up to 4 months before release	<ul style="list-style-type: none"> • Interstate Compact Application Fee
Up to 3 months before release	<ul style="list-style-type: none"> • Security deposit for housing upon release • Release clothing, coat and shoes (total limit of \$150) • Application/enrollment fees for third party counseling • Payment/deposit on necessary medical equipment and/or services • Out of state transportation • Application fees for continuing education (inmate enrollment only) • Affordable Care Act Health Insurance Premium
Up to 1 year before release and serving a 20 year or more prison sentence	<ul style="list-style-type: none"> • Warden/designee shall give consideration to an inmate requesting utilization of release funds towards unmet court ordered obligations following priority order of restitution, VWS, DNA, child pornography and other imposed 973 surcharges • Release account balance shall not go below \$2000