

receive the salary provided for in the State budget. The Executive Director is responsible for the daily operation and administration of the office and staff of the Commission. THE EXECUTIVE DIRECTOR MAY EXERCISE THE POWERS AND DUTIES OF THE COMMISSION AS SET FORTH IN PARAGRAPH 2.

2. Duties and Powers of the Commission

The commission has the following powers, duties and responsibilities:

(a) It is designated and shall act as the single State agency to accept, receive, and provide for the expenditure of funds, grants, and services under the Federal Crime Control Act of 1973 and the Juvenile Justice and Delinquency Prevention Act of 1974. It shall review and act upon all requests for funds, grants, and services, under these Acts and shall monitor and audit the programs undertaken pursuant to these Acts in accordance with Federal and State law.

(b) It is designated and shall act as the coordinating body for State planning in the areas of law enforcement, criminal justice, and juvenile delinquency prevention and control. In carrying out this function, it shall consult and work with other governmental and private agencies involved in such planning to assure the efficient use of funds, personnel, and other resources and to avert duplication in this activity, and shall act as a clearinghouse for information in these areas.

(c) It shall become cognizant of and evaluate State and local problems in the areas of law enforcement, the criminal justice system, and juvenile delinquency, and shall assist State and local agencies in developing and implementing plans and programs to overcome these problems.

(d) It shall assist in the development and maintenance of regional planning boards, with appropriate representation from local governments, in order to promote and facilitate local participation in planning activities and grant programs.

(e) It shall make recommendations to the Governor and to other State and local agencies for more effective measures to prevent and detect crime and juvenile delinquency, and to