ACT 242

## ACT 242

S.B. NO. 1082

A Bill for an Act Relating to Education.

Be It Enacted by the Legislature of the State of Hawaii:

SECTION 1. Section 302A-429, Hawaii Revised Statutes, is amended to read as follows:

**"\$302A-429** [School-to-work work-based] Work-based learning program authorized. To provide students with opportunities to apply knowledge and skills acquired in the classroom to real life work experiences, the department may establish and regulate a [program of school-to-work] work-based learning program under conditions determined by the department and the University of Hawaii."

SECTION 2. Section 302A-430, Hawaii Revised Statutes, is amended to read as follows:

**"§302A-430 Coverage for workers' compensation.** Whenever a student participating in [an-approved school-to-work] a school-approved work-based learning program sponsored by the department of education or the University of Hawaii undertakes to perform work for a private employer as part of the student's work-based learning program, whether paid or unpaid, the State shall be deemed to be the responsible employer for the purposes of workers' compensation coverage, [which] that shall be the student's exclusive remedy to the same extent as provided for in chapter 386 as against the State and the private employer participating in the program."

SECTION 3. Section 302A-440, Hawaii Revised Statutes, is amended to read as follows:

**(\*\$302A-440 Coverage for workers' compensation[-]** of an exceptional child. Whenever an exceptional child as defined in section 302A-101 undertakes to perform work for a private employer as part of [an-approved school-to-work] a school-approved work-based learning program, whether paid or unpaid, the State shall be deemed to be the responsible employer for the purposes of workers' compensation coverage.''

SECTION 4. Statutory material to be repealed is bracketed and stricken. New statutory material is underscored.

SECTION 5. This Act shall take effect upon its approval. (Approved June 13, 2001.)