## **WEST VIRGINIA CODE: §62-7-10**

## §62-7-10. Prison Commitment order.

The clerk of a circuit court in which a person is sentenced to serve a period of incarceration in a state prison shall transmit to the Commissioner of the Division of Corrections and Rehabilitation a certified commitment order in the form provided for in this section. A person may not be committed to a prison unless the commitment order is signed by the circuit judge with jurisdiction over the matter. The amendments to this section enacted during the 2019 regular session of the Legislature are effective July 1, 2019.

IN THE CIRCUIT COU	RT OF	COUN	TY, WEST	VIRGINIA
State of West Virginia				
v. circuit court Case N	0	_		
Defendant:		_		
DOB:	SSN: XXX-XX	Gender:	Male/	Female
WEST VIRGINIA DIVIS		CTIONS AND RE	EHABILITA	TION CERTIFIED PRISON
On theday of	, 2 , an	0, the State of the defendant	of West Vir	ginia, by in person and with
counsel,			•	
The defendant has bee		e following offe		_
The defendant is comm				
Conviction Date:	Sente	nce Date:		_
Effective Sentence Dat to: Concurrent wit	e: R h:	esentence Date	:	Consecutive
Credit for Jail/Prison T	ime Served:	_days Credit	for Home I	 ncarceration:days

West Virginia Code §62-7-1
Credit for Home Incarceration Parole:days Other NonPenal Credit:days
Additionally, the court finds:
The defendant shall be transported to and held in a facility under the control of the Commissioner of the Division of Corrections and Rehabilitation. The court further orders that the cost of incarceration in the jail pending transfer shall be paid by the Commissioner consistent with the provisions of §15A-3-16 of this code.
Special Instructions:
It is further ordered that the Circuit Clerk shall immediately transmit a certified copy of this commitment order to the Central Office Inmate Records Manager of the Division of Corrections and Rehabilitation by facsimile at (fax number), by email at (email address) or other electronic transmission, or by mail at (street address).
Enter thisday of, 2
Circuit Judge