



# FISCAL SNAPSHOT

## THE COST OF CORRECTIONS

Date: January 2024

Analyst: Robin R. Risko

### Summary

The FY 2023-24 Michigan Department of Corrections (MDOC) budget totals \$2.1 billion. The budget is financed with 97% general fund/general purpose (GF/GP). MDOC makes up about 13% of the state's total GF/GP budget, the second largest share after the Department of Health and Human Services (DHHS). The budget is dominated by personnel costs and is allocated into five major spending areas: prison operations, field services/parole and probation services, offender success services, community programs, and departmental administration and support.

### Background

MDOC administers the state's adult prison, parole, and probation systems. Major departmental functions include operation of all state correctional institutions housing adults sentenced to prison, monitoring and supervising all parolees and probationers who are under the department's jurisdiction, and overseeing offender success, community corrections, and grant programs. Prison operations continue to be the largest spending component in the budget, followed by prisoner health care and parole/probation services. Although the number of employees and the number of prisoners have decreased over the past 20 years, appropriations have increased, primarily because of employee economics.

### Recent Activity

As of December 1, 2023, the total offender population under MDOC supervision was 74,894 (32,906 prisoners, 32,442 probationers, and 9,546 parolees). As of September 30, 2023, the total number of active classified employees in the state's workforce was 46,677. Of those, 10,322, or 22%, were employed by MDOC.

### The Bottom Line

A little over \$1.6 billion, almost 77%, of the Corrections \$2.1 billion budget is allocated to prison operations, including operation of the state's correctional facilities, physical and mental health care for prisoners, prisoner food service, prisoner behavioral programming, prisoner transportation, and staff training.

