

**2019 Legislative Update**  
**Board of Veterinary Medical Examiners**

The following bills were enacted by the General Assembly during the 2019 legislative session and may impact the Board of Veterinary Medical Examiners and/or the Board of Veterinary Medical Examiner licensees:

**Controlled substance continuing education, [H.3732/A.18](#)**

The Act requires a veterinarian authorized pursuant to state and federal law to prescribe controlled substances to obtain a DHEC controlled substance registration and complete at least two hours of continuing education every two years related to approved procedures of prescribing and monitoring controlled substances scheduled II, III, and IV.

Effective Date: April 3, 2019

**Veterinarian emergency limited license, animal shelter, and animal cruelty updates, [S.105/A.43](#)**

The Act specifies that during an emergency or natural disaster, a veterinarian or veterinary technician who is not licensed in SC, but is licensed and in good standing in another jurisdiction, may obtain an emergency limited license to practice veterinary medicine related to the emergency or natural disaster. To be eligible for this emergency limited license, the Governor must have declared an official state of emergency and the Governor must have extended an official invitation to the veterinarian or veterinary technician for a specified time. An applicant must also submit documentation acceptable to the board to demonstrate eligibility for the limited license.

The Act also amends requirements related to animal cruelty situations, animal care and rescue organizations.

Effective Date: May 16, 2019

**Disclaimer: This legislative update is not intended as legal advice. LLR is providing this legislative update to notify licensees of recently enacted legislation that may impact his or her practice area or license. This legislative update provides only a high level overview of enacted legislation and licensees are urged to review the entire enacted legislation, which is available in the hyperlinks above.**