Agenda Item No. 6 Bureau Chief Approval: ES

**Prepared by:** Paul Kline

### **Background:**

Staff will update the Commission about legislative activity since initiation of the 2021 Legislature on January 11, 2021. Weekly legislative conference calls were initiated on February 4 at 8:00 am MST.

At the time of this writing, the Legislature is still in session. Updated House and Senate bill tracking forms are included.

Typically, by this time, the Division of Financial Management (DFM) issues a memorandum to state agencies outlining the Executive Agency Legislative System (EALS) process for the coming year. This is the process that guides Executive Agencies through steps for agency-sponsored Legislation to come before the Legislature. This memorandum is usually issued by this time but is delayed this year most likely due to the extended legislative session.

Staff will apprise the Commission on EALS process and discuss potential agency-sponsored legislation at a future meeting.

#### Statutory Authority and/or Policy issues:

Informational. Commission has authority to provide legislative policy guidance.

#### **Public Involvement Process:**

Legislative discussions by the Commission are conducted in public on a weekly basis during the legislative session.

#### **Staff Recommendation:**

Continue implementation of the legislative process directed by the Commission.

#### Justification:

Legislative process requested by the Commission to stay abreast of legislative matters to provide timely policy direction and position.

# 2021 Legislative Session- <u>House Bills</u>- Status as of 5/6

Click on the link below for complete bill information and up-to-date bill status.

BILL #	DESCRIPTION	IDFG Commission Position	House Committee*	House Floor	Senate Committee*	Senate Floor	Governor action
<u>H0091</u>	Trappers furbearer bait bill (revised H0010)	Support	Do pass 2/12 in Res/con	68-0-2 on 2/17	Do pass in Res/Env 3/4	33-0-2 on 3/15	Signed
H0092	Hound Hunter Permit bill	Monitor	Held in Res/Con for possible revision				
<u>H0166</u>	Domestic Reindeer	Monitor	Do pass 2/24 in Ag Affairs	64-2-4 on 3/1	Do pass in Ag Affairs 3/18	31-3-1 on 4/8	Signed
<u>H0187</u>	Recreational Access, motorized use	Support	Do Pass 2/23 in Res/Con	50-19-1 on 3/1	Do pass in Res/Env on 3/15	33-2-0 on 4/7	Signed
<u>H0235</u>	Sage grouse license, fees (revised H0009)	Support	Straight to House reading calendar 2/25	53-16-1 on 3/1	Do pass in Res/Env on 3/15	27-8-0 on 4/7	Signed
<u>H0237</u>	Sage grouse preservation	No Position	Awaiting hearing in <del>Res/Con</del>				
<u>H0238</u>	Wolves, classification	Pending	Awaiting hearing in Res/Con				
<u>H0286</u>	Shooting Ranges, Fines	Support	Do Pass in Res/Con on 3/10	69-0-1 on 3/12	Do pass in State Affairs on 3/19	34-0-1 on 4/8	Signed

\*Res/Con= House Resources and Conservation Committee

\*\* H0313 Fish and Game Appropriation, 54-16-6 on House Floor 3/11 and 31-2-2 on Senate Floor on 3/17. Signed by Governor 3/23.

## 2021 Legislative Session- Senate Bills Status as of 5/6

Click on link below for complete bill information and up-to-date bill status.

BILL #	DESCRIPTION	IDFG Commission Position	Senate Committee*	Senate Floor	House Committee*	House Floor	Governor action
<u><del>\$1019</del></u>	Fish and Game Meetings	No Position	Awaiting Res/Env				
<u>\$1020</u>	Landowners, Recreation, Liability	Support	Do Pass 2/5 in Res/Env	Passed 30-3-2 on 2/11	Do pass on 3/2	Passed 63-4-3 on 3/15	Signed
<u>S1055</u>	Sport Shooting Range	Monitor	Do pass from Senate State Affairs 2/10	Passed 33-1-1 on 2/16	Do pass in House State Affairs on 2/22	Passed 69-0-1 on 3/12	Signed

\*Res/Env= Senate Resources and Environment Committee, Res/Con= House Resources and Conservation Committee

\*\* S1121 – ID Water Resources Dept. \$50M appropriation bill. Passed Senate floor vote 33-1-1 and House floor vote 67-1-2. Signed by Governor 3/18.

\*\*S1176 – Wolf Depredation Control Board appropriation bill. Just introduced. Appropriation = 392,000. Passed Senate floor vote 32-3-0 and House floor vote 61-8-1. Signed by Governor 4/14.