

IN THE SENATE

SENATE RESOLUTION NO. 109

BY JUDICIARY AND RULES COMMITTEE

A SENATE RESOLUTION

1
2 STATING FINDINGS OF THE SENATE AND PROVIDING THAT ALL TEMPORARY AND PENDING
3 RULES OF THE DEPARTMENT OF HEALTH AND WELFARE, THE DEPARTMENT OF ENVI-
4 RONMENTAL QUALITY, AND THE DIVISION OF OCCUPATIONAL AND PROFESSIONAL
5 LICENSES HAVE BEEN REVIEWED AND APPROVED BY THE SENATE HEALTH AND WEL-
6 FARE COMMITTEE, WITH EXCEPTIONS.

7 Be It Resolved by the Senate of the State of Idaho:

8 WHEREAS, pursuant to Section 67-5291, Idaho Code, standing committees
9 of the Legislature shall review any temporary or pending rule that is ger-
10 mane to its committee and has been published in the Idaho Administrative Bul-
11 letin; and

12 WHEREAS, the Senate Health and Welfare Committee reviewed temporary and
13 pending rules adopted by the Department of Health and Welfare, the Depart-
14 ment of Environmental Quality, and the Division of Occupational and Profes-
15 sional Licenses.

16 NOW, THEREFORE, BE IT RESOLVED by the members of the Senate, assembled
17 in the First Regular Session of the Sixty-eighth Idaho Legislature, that all
18 temporary and pending rules adopted by the Department of Health and Welfare,
19 the Department of Environmental Quality, and the Division of Occupational
20 and Professional Licenses, pursuant to the Administrative Procedure Act
21 and submitted through the Office of the Administrative Rules Coordinator
22 to the Legislature for review during the 2025 legislative session have been
23 reviewed and approved by the Senate Health and Welfare Committee, with the
24 following exceptions that were not approved:

25 (1) IDAPA 24.33.02, Division of Occupational and Professional Li-
26 censes, Rules for the Licensure of Physician Assistants, Docket No.
27 24-3302-2401, Section 100., Subsection 01., only; and

28 (2) IDAPA 24.36.01, Division of Occupational and Professional Li-
29 censes, Rules of the Idaho State Board of Pharmacy, Docket No.
30 24-3601-2402, Section 200., Subsection 14.e., only.