

IN THE SENATE

SENATE CONCURRENT RESOLUTION NO. 150

BY STATE AFFAIRS COMMITTEE

4 Be It Resolved by the Legislature of the State of Idaho:

5 WHEREAS, the Legislature by statute must approve temporary rules by
6 adoption of a concurrent resolution approving the rule if the temporary rule
7 is to remain in effect beyond the end of the current legislative session; and

8 WHEREAS, the expiration of temporary rules would occasion additional
9 expense to state agencies in readopting and republishing temporary rules
10 needed to conduct state business; and

11 WHEREAS, the Legislature finds that it is in the public interest to
12 adopt this resolution.

13 NOW, THEREFORE, BE IT RESOLVED by the members of the Second Regular Ses-
14 sion of the Sixty-fourth Idaho Legislature, the Senate and the House of Rep-
15 resentatives concurring therein, that all temporary rules adopted by state
16 agencies pursuant to the Administrative Procedure Act and submitted to the
17 Legislature at the Legislature's request through the Office of the Adminis-
18 trative Rules Coordinator for review during the 2018 legislative session,
19 be, and the same are approved.

BE IT FURTHER RESOLVED that a temporary rule or partial temporary rule approved by this concurrent resolution shall remain in effect until it expires by its own terms or by operation of law or until it is replaced by a final rule, but in no event shall a temporary rule remain in effect beyond the conclusion of the First Regular Session of the Sixty-fifth Idaho Legislature unless it is further extended by adoption of a concurrent resolution by both houses of the Legislature. Temporary rules or sections of temporary rules which are excepted from approval hereunder or which were not submitted to the Legislature for review during the 2018 legislative session shall expire by operation of statute upon adjournment of the Second Regular Session of the Sixty-fourth Idaho Legislature, unless approved by adoption of a separate concurrent resolution by both houses of the Legislature.