

April 27, 2021

The Honorable Scott Bedke Speaker of the House House of Representatives Statehouse Mail

Dear Mr. Speaker:

I have the honor to advise you that I have signed on April 27, 2021 and am transmitting to the Secretary of State the following House bills to wit:

## H 66, as amended in the Senate

within the time prescribed by law, the same having arrived in the Office of the Governor at the hour of 3:15 p.m. on April 22, 2021.

I appreciate the efforts of the sponsors to amend this legislation, considering the perspectives and concerns of the many different stakeholders from local governments and our school districts.

There are a few critical principles that are important in assessing language in Idaho Code on election disclosures for bonds and levies. First, we want to make sure updated ballot language is a fair representation of the question to voters. Secondly, the revised requirements for ballot language must simplify rather than complicate the question before the voter.

I used these principles in my own assessment of this legislation and will apply them when following local elections in the implementation of this updated election law, beginning in August.

In the past few decades, many have expressed their concern about the expansion in the use of voter approved levies by taxing districts, especially our school districts. I share those concerns. However, I am also concerned this legislation may affect the ability for a school district to pursue a levy, when often the reason behind the district seeking this funding is the lack of state resources meeting their local needs. In addition to school district levy elections, I am concerned about these requirements for institutions of local government such as sewer and water districts.

I will be watching the impacts of this legislation closely and will be prepared to work with legislators in future sessions to address any unintended consequences of this change to election laws.

Sincerely,

Brad Little

Governor of Idaho

Cc: Secretary of State