

# NEWSLETTER FROM REP. Jay Richardson DISTRICT 49

**February 26, 2019** 

# DAILY SUMMARY FOR FEBRUARY 26, 2019

## REVENUE AND TAXATION

The House Revenue and Taxation Committee advanced

legislation outlining \$95 million in additional funding for highways.SB336 creates funding in three ways.

First, the legislation diverts all revenue from casino gaming that exceeds \$31.2 million to the State Highway and Transportation Department Fund.

Second, it includes a wholesale tax on fuel raising gas prices by 3 cents a gallon and diesel by 6 cents a gallon.

And third, it imposes a \$100 registration fee on hybrid vehicles and a \$200 registration fee on electric vehicles.

## EDUCATION COMMITTEE

The House Education Committee advanced HB1356. This bill

makes it against the law for students to be shamed or stigmatized for not paying for lunch. It prohibits schools from providing a different meal or snack than other students, from requiring a wristband or hand stamp, or requiring the student to dispose of the meal. It also requires the Department of Education to implement a system of best practices in collecting for unpaid lunches.

#### PUBLIC HEALTH, WELFARE AND LABOR

The House Public Health, Welfare, and Labor Committee advanced HB1267 which gives prescriptive authority to Advanced Practice Nurses for schedule II narcotics in certain settings. That committee also advanced HB1491 which mandates DHS dissolve the wait list for the alternative community services waiver program (Developmental Disabilities Waiver) within 3 years.

### JUDICIARY COMMITTEE

The House Judiciary Committee advanced SB10. This bill prohibits

level 3 & 4 registered sex offenders from distributing candy or wearing a costume during Halloween activities. Meanwhile, the full House passed SB170 which limits cities and counties from regulating elements of residential building design.



The House also passed SB249 which increases penalties for

ethics violations from \$2,000 to \$3,500. The House will convene again on Wednesday at 1:30.