

NINETY-THIRD LEGISLATURE, FIRST SESSION
INTRODUCER'S STATEMENT OF INTENT

LB 76

SENATOR DIANA SCHIMEK, Chairperson

Committee on Government, Veterans and Military Affairs

The following constitute the reasons for this bill and the purposes which are sought to be accomplished thereby:

LB 76 proposes to recodify the states election laws along with adding an administrative process.

The recodification process officially began in 1988 when the Legislature's Executive Board contracted with Mr. Steve Wiitala to undertake this project. The work completed by Mr. Wiitala laid the groundwork for the recodification, portion of this legislation.

The administrative process consists of a five member state election board, appointed by the Governor, with the approval of the Legislature. The Board appoints an Election Administrator who manages the day to day operation of the election office, other responsibilities include: providing education to the public regarding the registration and voting process, preparing a manual of uniform instructions with periodic updates to be furnished to each election commissioner and county clerk, provide mandatory training, prepare and certify ballots, review and inspect procedures and disseminate information regarding the conduct of elections, make recommendations to the Legislature for new or updating of existing statute, decide disputed points of election law, prescribe uniform forms, determine validity of initiative and referendum petitions filed, maintain the principal office and research library, obtain necessary data processing equipment, and cooperate with the political parties with the selection of delegates to such national nominating convention. The primary goal of this piece of legislation is to provide one administrative process to assist those individuals charged with the responsibility of elections at all levels. It further strives to obtain consistency and uniformity in the election process for every county in the state.

Date: February 17, 1993

SENATOR RON WITHEM
Principal Introducer