LEGISLATURE OF THE STATE OF IDAHO

Sixty-second Legislature

Second Regular Session - 2014

IN THE HOUSE OF REPRESENTATIVES

HOUSE BILL NO. 626

BY APPROPRIATIONS COMMITTEE

AN ACT

| 2 3 4 5 | APPROPRIATING MONEYS TO THE EXECUTIVE C 2015; LIMITING THE NUMBER OF FULL- APPROPRIATION OBJECT AND PROGRAM GUIDANCE FOR EMPLOYEE COMPENSATION | TIME EQUIVALI TRANSFER LIM | ENT POSITIONS; IITATIONS; AND | EXEMPTING |
|-------------------|---|-------------------------------|----------------------------------|-------------|
| 6 | Be It Enacted by the Legislature of the | State of Idan | .0: | |
| 7 8 9 10 | SECTION 1. There is hereby appropriate Governor, the following amounts to be programs and expense classes, from the 2014, through June 30, 2015: | expended acc | ording to the | designated |
| 11 | | FOR | FOR | |
| 12 | | PERSONNEL | OPERATING | |
| 13 | | COSTS | EXPENDITURES | TOTAL |
| 14 | I. ADMINISTRATION - GOVERNOR'S OFFICE: | | | |
| 15 | FROM: | | | |
| 16 | General | | | |
| 17 | Fund | \$1,771,200 | \$198,300 | \$1,969,500 |
| 18 | II. ACTING GOVERNOR PAY: | | | |
| 19 | FROM: | | | |
| 20 | General | | | |
| 21 | Fund | \$18,200 | | \$18,200 |
| 22 | III. EXPENSE ALLOWANCE: | | | |
| 23 | FROM: | | | |
| 24 | General | | | |
| 25 | Fund | | \$5,000 | \$5,000 |
| 26 | IV. GOVERNOR ELECT TRANSITION: | | | |
| 27 | FROM: | | | |
| 28 | General | | | |
| 29 | Fund | \$15,000 | | \$15,000 |
| 30 | GRAND TOTAL | \$1,804,400 | \$203,300 | \$2,007,700 |

SECTION 2. FTP AUTHORIZATION. In accordance with Section 67-3519, Idaho Code, the Executive Office of the Governor is authorized no more than twenty-two (22) full-time equivalent positions at any point during the period July 1, 2014, through June 30, 2015, unless specifically authorized by the Governor. The Joint Finance-Appropriations Committee will be notified promptly of any increased positions so authorized.

SECTION 3. EXEMPTIONS FROM OBJECT AND PROGRAM TRANSFER LIMITATIONS. For fiscal year 2015, the Executive Office of the Governor is hereby exempted from the provisions of Section 67-3511(1), (2) and (3), Idaho Code, allowing unlimited transfers between object codes and between programs, for all moneys appropriated to it for the period July 1, 2014, through June 30, 2015. Legislative appropriations shall not be transferred from one fund to another fund unless expressly approved by the Legislature.

SECTION 4. EMPLOYEE COMPENSATION. It is the intent of the Legislature, working cooperatively with the Governor's Office, the Division of Human Resources, and the Division of Financial Management, to progress toward the goal of funding a competitive salary and benefit package that will attract qualified applicants, retain employees committed to public service excellence, motivate employees to maintain high standards of productivity, and reward employees for outstanding performance by:

- 1) Adjusting the compensation schedule upwards by 1% to move the salary structure toward market; and
- 2) Continuing the job classifications that are currently on payline exception to address specific recruitment or retention issues; and
- 3) Funding an ongoing 1% salary increase for state employees, and funding the equivalent of a one-time 1% bonus for state employees, based upon employee merit, with flexibility in distribution as determined by the agency directors.

The Legislature also finds that investing in state employee compensation should remain a high priority even in tough economic times, and therefore strongly encourages agency directors, institution executives and the Division of Financial Management to approve the use of salary savings to provide either one-time or ongoing merit increases for deserving employees and also to target employees who are below policy compensation. Such salary savings could result from turnover and attrition, or be the result of innovation and reorganization efforts that create savings. Such savings should be reinvested in employees. Agencies are cautioned to use one-time funding for one-time payments and ongoing funding for permanent pay increases.