

LEGISLATURE OF THE STATE OF IDAHO
Sixty-second Legislature First Regular Session - 2013

IN THE HOUSE OF REPRESENTATIVES

HOUSE BILL NO. 180

BY APPROPRIATIONS COMMITTEE

AN ACT

APPROPRIATING ADDITIONAL MONEYS TO THE DEPARTMENT OF HEALTH AND WELFARE FOR
THE DIVISION OF WELFARE FOR FISCAL YEAR 2013; PROVIDING LEGISLATIVE IN-
TENT; AND DECLARING AN EMERGENCY.

Be It Enacted by the Legislature of the State of Idaho:

SECTION 1. In addition to the appropriation made in Section 1, Chap-
ter 288, Laws of 2012, and any other appropriation provided for by law, there
is hereby appropriated to the Department of Health and Welfare for the Divi-
sion of Welfare, the following amounts to be expended for the designated pro-
grams and expense classes, from the listed funds for the period July 1, 2012,
through June 30, 2013:

	FOR OPERATING EXPENDITURES	FOR TRUSTEE AND BENEFIT PAYMENTS	TOTAL
I. SELF-RELIANCE OPERATIONS:			
FROM:			
Cooperative Welfare (Federal)			
Fund	\$6,320,000		\$6,320,000
II. BENEFIT PAYMENTS:			
FROM:			
Cooperative Welfare (Dedicated)			
Fund	<u>0</u>	<u>\$831,900</u>	<u>\$831,900</u>
TOTAL	\$6,320,000	\$831,900	\$7,151,900

SECTION 2. LEGISLATIVE INTENT. Clarifying approval of fiscal year 2013
supplemental requests by the Department of Health and Welfare for the Medic-
aid Readiness Project on February 7, 2013, it is the intent of the Legisla-
ture that funding provided for the Medicaid Readiness Project support only
the "mandatory" changes to the Medicaid program that are required by the Pa-
tient Protection and Affordable Care Act. Funding for the Medicaid Read-
iness Project is not intended to support the "optional" expansion of the Med-
icaid program as identified in the June 28, 2012, Supreme Court Ruling in the
case of National Federation of Independent Business v. Sebelius, Secretary
of Health and Human Services.

1 SECTION 3. An emergency existing therefor, which emergency is hereby
2 declared to exist, this act shall be in full force and effect on and after its
3 passage and approval.