



Negotiated Rulemaking

IDAPA

20.05.01

Recreational Use of Endowment Land



Expectations

- Ground Rules
- Understanding the Problem
- The Solution - SB1049
- Why Negotiated Rulemaking
- Discussing the Rule
- Next Steps



Ground Rules

- Be respectful
- Focus comments on this rulemaking
- Let everyone share their thoughts
- Our team is here to answer questions

Understanding the Problem

- Endowment land serves a unique purpose
- Growing demand to recreate on endowment land
- Damaging the land hurts beneficiaries like public schools
- Not many options for addressing the damage



The Solution SB1049

- This legislation protects endowment land, citizens' due process rights and deters damaging behaviors
- IDL started the effort in 2021
- Stakeholders crossed the finish line in 2022
- The law goes into effect on July 1, 2023, but requires rulemaking to implement it



IDAHO DEPARTMENT OF LANDS



Why Negotiated Rulemaking

- During negotiated rulemaking, IDL is seeking consensus on the rule content.
- Public meetings foster discussions about changes to the rule.
- Written and oral comments are encouraged.



IDAHO DEPARTMENT OF LANDS



Discussing the Rule



IDL Rulemaking Webpage

- <https://www.idl.idaho.gov/recreation-rulemaking>



Senate Bill 1049

- <https://legislature.idaho.gov/sessioninfo/2023/legislation/S1049/>



Draft #1 of Rule

- https://www.idl.idaho.gov/wp-content/uploads/sites/2/2023/06/202060608_IDAPA-20-05-01-Rules-DRAFT-1.pdf

Next Steps



- Public comments will be accepted until Wednesday, July 19
- IDL will review and consider your comments
- A new draft of the rule will be posted on the rulemaking webpage
- The draft rule will be presented as an informational item to the Land Board on August 15
- Public Comments will be accepted on the proposed rule October 4 to October 25
- The pending rule will be presented to the Land Board for approval on November 21
- The pending rule will be approved or rejected by the Legislature in early 2024



**THANK YOU
FOR BEING PART OF
THE SOLUTION!**