

# MAINE STATE LEGISLATURE

The following document is provided by the  
**LAW AND LEGISLATIVE DIGITAL LIBRARY**  
at the Maine State Law and Legislative Reference Library  
<http://legislature.maine.gov/lawlib>



Reproduced from scanned originals with text recognition applied  
(searchable text may contain some errors and/or omissions)

8/26/11  
P. of S.

L.D. 1478

Date: 6-7-11

(Filing No. H-566)

Reproduced and distributed under the direction of the Clerk of the House.

STATE OF MAINE  
HOUSE OF REPRESENTATIVES  
125TH LEGISLATURE  
FIRST REGULAR SESSION

HOUSE AMENDMENT "A" to COMMITTEE AMENDMENT "A" to H.P. 1087,  
L.D. 1478, Bill, "An Act To Fully Enfranchise Voters"

Amend the amendment in section 1 by striking out all of subsection 5 (page 1, lines 14 to 21 in amendment) and inserting the following:

5. Caucus. Following the proclamation of the Governor pursuant to section 382, a municipality that has not held a biennial caucus has 30 days to hold a caucus to nominate or elect a person to fill a vacancy under section 382.'

Amend the amendment by adding after section 1 the following:

**'Sec. 2. 21-A MRSA §382, sub-§1,** as amended by PL 1997, c. 436, §57, is further amended to read:

**1. Nominees chosen.** The Governor shall order the appropriate political committees to meet and shall set the deadline for choosing nominees, which may not be less than 30 days following the Governor's proclamation declaring a vacancy. The committees shall follow the procedure outlined in section 363.'

SUMMARY

This amendment allows a municipality that has not held a biennial caucus, following the proclamation of the Governor declaring a vacancy in the House of Representatives for that municipality, to hold a caucus within 30 days of the Governor's proclamation to choose a nominee to fill the vacancy. This amendment also specifies that the Governor must allow the political committee at least 30 days to choose a nominee for the vacant seat.

SPONSORED BY: Beth P. Turner

(Representative TURNER)

TOWN: Burlington