Fifty-fifth Legislative Assembly of North Dakota

HOUSE CONCURRENT RESOLUTION NO. 3041

Introduced by

Representatives Lloyd, Wald

1	A concurrent resolution directing the Legislative Council to study the feasibility and desirability
2	of consolidating the State Soil Conservation Committee, State Forest Service, Tourism
3	Department, Parks and Recreation Department, Game and Fish Department, and the State
4	Historical Society of North Dakota into a department of natural resources.
5	WHEREAS, the 1997 Legislative Assembly is considering combining the State Soil
6	Conservation Committee with another state agency; and
7	WHEREAS, the State Soil Conservation Committee, State Forest Service, Tourism
8	Department, Parks and Recreation Department, Game and Fish Department, and State
9	Historical Society of North Dakota have similar missions and the six agencies may complement
10	one another and may develop new and innovative products by working together cooperatively
11	and jointly; and
12	WHEREAS, duplication of services exists among these agencies and the state's
13	citizens would be better served by minimizing duplication and streamlining the delivery of
14	services by these agencies; and
15	WHEREAS, the missions of these agencies should be evaluated to determine whether
16	the missions of these agencies fit the 21st century needs of the citizens of North Dakota;
17	NOW, THEREFORE, BE IT RESOLVED BY THE HOUSE OF REPRESENTATIVES
18	OF NORTH DAKOTA, THE SENATE CONCURRING THEREIN:
19	That the Legislative Council study the feasibility and desirability of consolidating the
20	State Soil Conservation Committee, State Forest Service, Tourism Department, Parks and
21	Recreation Department, Game and Fish Department, and State Historical Society of North
22	Dakota into a department of natural resources; and
23	BE IT FURTHER RESOLVED, that the Legislative Council report its findings and
24	recommendations, together with any legislation required to implement the recommendations, to
25	the Fifty-sixth Legislative Assembly.