HISTORY OF ELECTED OFFICIALS' SALARY INCREASES

This memorandum provides information on salary increases for elected officials. The table below presents information on salary increases and other salary adjustments for elected officials which were authorized by the Legislative Assembly for the 1997-99 through 2009-11 bienniums:

Biennium	Salary Increases	Other Salary Adjustments
1997-99	3 percent for each year of the biennium	
1999-2001	2 percent for each year of the biennium	Equity adjustments were provided for all elected officials, except the Lieutenant Governor and judicial branch officials, based on a survey of similar positions in neighboring states.
2001-03	3 percent effective July 1, 2001 ¹ 2 percent effective July 1, 2002 ¹	Equity adjustments were provided for all elected officials, except the Governor, Lieutenant Governor, State Treasurer, and judicial branch officials, based on a survey of similar positions in neighboring states.
2003-05	The Legislative Assembly did not authorize a 2003-05 biennium salary increase for elected officials.	
2005-07	4 percent effective July 1, 2005 ² 4 percent effective July 1, 2006	
2007-09	4 percent effective July 1, 2007 ² 4 percent effective July 1, 2008	The judicial branch appropriation also included funding for additional salary increases of \$2,000 for the first year of the biennium.
2009-11	5 percent effective July 1, 2009 5 percent effective July 1, 2010	Provisions of 2009 HB 1003 increase the salary of the Attorney General to \$91,719 through June 30, 2009, \$96,304 through December 31, 2010, \$113,266 through June 30, 2011, and \$130,228 thereafter.

The judicial branch appropriation included funding to provide salary increases for the Supreme Court justices of approximately 8 percent for the first year and 7 percent for the second year of the biennium and salary increases for district judges of approximately 7 percent for each year of the biennium.

²The Governor and Lieutenant Governor received a 2 percent salary increase for fiscal years 2005 and 2007.