# DRAFT Minutes of Department of Liquor and Lottery Task Force Ethan Allen Room

Meeting Date: 10/17/17, 12:30 PM – 4:30 PM

#### **Members in Attendance**

Matt Krauss, Chair Rep. Thomas Stevens, Vice Chair Sen. Alison Clarkson Sabina Haskell Martin Manahan Brittney Wilson

## **Others Active Participants**

Damien Leonard, Office of Legislative Council Jeff Anderson, Director of Idaho Liquor Division and Idaho Lottery Sandra Vitzthum, Project Manager II, Department of Buildings & General Services

### **Topics Discussed**

- The meeting opened at 12:30 p.m.
- Damien Leonard from the Office of Legislative Council provided the Task Force with a rough draft of legislation to accomplish the creation of the Department of Liquor and Lottery and the Board of Liquor and Lottery. The Task Force plans to begin discussing the draft at its next meeting.
- The Task Force discussed items from its issue and decision matrix with Damien Leonard from the Office of Legislative Council taking notes. The Task Force will post the updated issue and decision matrix to its website before the next meeting and will continue working on it at its next meeting.
- Jeff Anderson, the Director of the Idaho Liquor Division and Idaho Lottery, discussed the operation of those two agencies with the Task Force, including similarities and differences to Vermont, as well as opportunities for savings and efficiencies that could result from a merger of the two.
- Sandra Vitzthum, a Project Manager from the Department of Buildings & General Services, discussed the Department of Liquor Control's and Lottery's current facilities, issues and opportunities to explore in relation to a merger of the two, and the costs and timeline for a feasibility study, planning, analysis, and development of a facility to house a combined Department of Liquor and Lottery.

### • Motions

None

- Adjournment at 4:30 PM.
- The next meeting of the Council will be held November 1, 2017, 9 AM to 1 PM at the State House.

Minutes prepared by Damien Leonard, Legislative Council