

Secretary of State's Office Possible Legislative Agenda for 2021

ELECTIONS

- Universal Mail Ballots – codify 2020's approach:
 - Mail a ballot to every active registered voter (general only)
 - Postage-paid by the State
 - Clerks 30 days to process before Election Day
 - Secure drop boxes authorized
 - Clerk ballot processing and online status entry deadlines
 - Voter opportunity to cure
- Future Considerations – process improvements over time:
 - Signature verification
 - Central or county processing
 - Allow receipt after election day if postmarked on election day
- Elections clean-up bill:
 - Expand electronic delivery – limited authority, clerk discretion in case of emergency
 - Expand electronic return – military and overseas, voters with disability
 - Party nominations
 - Major party thresholds
 - Ballot design in charters when long proposal
 - Timing (45 days) for local ballots when voted at primary or general
 - Clarifying Nicknames on ballots
 - Canvassing regarding statewide requiring a majority – Language clarifying Leg Canvassing for blank/overvotes
 - Quantity of ballots to be printed
 - Alternatives to sending all three ballots for Primary
 - Declaration of write-in candidates
 - Deadlines for Independents and minor parties
 - Presidential Nominating petitions

OPR

- Music Therapy sunrise recommendation: <https://legislature.vermont.gov/assets/Legislative-Reports/Music-Therapist-Preliminary-Sunrise-Review-Assessment.pdf>
- Home Improvement Contractors – restart (passed Senate and was ready for House floor) in separate bill from OPR Bill
- Nurse Compact – move ahead (remember fee implications) ([H.99](#))
- Real Estate review – recommendations for reform
- Mixed Martial Arts / Boxing
- Pharmacy working conditions
- Optometry
- OPR Bill with general cleanup provisions

VSARA

- Public Printing Statutes cleanup with Dept. of Libraries (committee bill)
- Land records and the Uniform Real Property Electronic Recording Act (URPERA)

POSITIONS

- Elections
- VSARA – Vermont Historical Publications and Records position