



129th MAINE LEGISLATURE

FIRST REGULAR SESSION-2019

Legislative Document

No. 902

H.P. 666

House of Representatives, February 19, 2019

**Resolve, Directing the Department of Professional and Financial
Regulation To Conduct a Sunrise Review of the Proposal To License
Certain Mechanical Trades**

Reference to the Committee on Innovation, Development, Economic Advancement and Business suggested and ordered printed.

A handwritten signature in cursive script that reads "R B. Hunt".

ROBERT B. HUNT
Clerk

Presented by Representative CUDDY of Winterport.
Cosponsored by Senator BELLOWS of Kennebec and
Representative: SYLVESTER of Portland, Senator: President JACKSON of Aroostook.

1 **Sec. 1. Department of Professional and Financial Regulation to conduct a**
2 **sunrise review regarding the proposal to license certain mechanical trades.**

3 **Resolved:** That the Commissioner of Professional and Financial Regulation shall
4 conduct an independent assessment pursuant to the sunrise review requirements in the
5 Maine Revised Statutes, Title 32, chapter 1-A, subchapter 2 of the proposal to license
6 certain mechanical trades.

7 **Sec. 2. Reporting date established. Resolved:** That, no later than February
8 18, 2020, the Commissioner of Professional and Financial Regulation shall submit a
9 report with any necessary legislation following the independent assessment under section
10 1 to the Joint Standing Committee on Innovation, Development, Economic Advancement
11 and Business. That committee is authorized to submit legislation on the subject matter of
12 the report to the Second Regular Session of the 129th Legislature.

13 **SUMMARY**

14 This resolve requires the Commissioner of Professional and Financial Regulation to
15 conduct an independent assessment pursuant to the sunrise review requirements in the
16 Maine Revised Statutes of the proposal to license certain mechanical trades and submit a
17 report to the Joint Standing Committee on Innovation, Development, Economic
18 Advancement and Business.