

House Bill 4027

Sponsored by Representative WATANABE, Senator TAYLOR (Presession filed.)

SUMMARY

The following summary is not prepared by the sponsors of the measure and is not a part of the body thereof subject to consideration by the Legislative Assembly. It is an editor's brief statement of the essential features of the measure **as introduced**. The statement includes a measure digest written in compliance with applicable readability standards.

Digest: Tells LPRO to conduct a study on how state labor agencies in other states are funded. (Flesch Readability Score: 68.9).

Requires the Legislative Policy and Research Director to conduct a study of the manner in which state labor agencies in other states are funded. Directs the director to submit findings to the interim committees of the Legislative Assembly related to labor and business no later than September 15, 2027.

Sunsets on January 2, 2028.

Takes effect on the 91st day following adjournment sine die.

A BILL FOR AN ACT

Relating to the Bureau of Labor and Industries; and prescribing an effective date.

Be It Enacted by the People of the State of Oregon:

SECTION 1. The Legislative Policy and Research Director shall conduct a study of the manner in which state labor agencies in other states are funded. The director shall submit a report in the manner provided by ORS 192.245 to the interim committees of the Legislative Assembly related to labor and business no later than September 15, 2027. The report must include a recommendation for a permanent funding source from other fund moneys to fund the operations of the Bureau of Labor and Industries.

SECTION 2. Section 1 of this 2026 Act is repealed on January 2, 2028.

SECTION 3. This 2026 Act takes effect on the 91st day after the date on which the 2026 regular session of the Eighty-third Legislative Assembly adjourns sine die.

NOTE: Matter in **boldfaced** type in an amended section is new; matter [*italic and bracketed*] is existing law to be omitted. New sections are in **boldfaced** type.