1	SENATE BILL 46
2	53rd LEGISLATURE - STATE OF NEW MEXICO - SECOND SESSION, 2018
3	INTRODUCED BY
4	Bill Tallman
5	
6	
7	
8	
9	
10	AN ACT
11	RELATING TO PUBLIC FACILITIES; PROHIBITING THE NAMING OF PUBLIC
12	FACILITIES AFTER CERTAIN PUBLIC OFFICERS.
13	
14	BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF NEW MEXICO:
15	SECTION 1. A new section of the Property Control Act is
16	enacted to read:
17	"[<u>NEW MATERIAL</u>] PUBLIC FACILITIESNAMINGPROHIBITION
18	EXCEPTIONS
19	A. As used in this section:
20	(1) "public facility" means a building or
21	other real property under the control of the division; and
22	(2) "public officer" means a person elected to
23	public office or any person appointed or employed by the state
24	or a political subdivision of the state.
25	B. A public facility shall not be named for a
	.209317.1

underscored material = new
[bracketed material] = delete

public officer during the period in which that person is a
 public officer.

C. A public facility shall not be named for a public officer or other person who has been convicted of a felony. The division shall remove the name from a public facility named for such person immediately upon conviction, whether or not another name has been offered or approved for substitution and renaming. The secretary shall promulgate a rule for the removal of the name.

D. A public facility that has been named for a person who was not a public officer at the time of the naming may continue to bear that name if the person subsequently becomes a public officer.

E. Except as provided in Subsection C of this section, a public facility named for a public officer prior to the effective date of this section may continue to bear the name of that public officer.

F. The secretary shall submit a list of names for naming a public facility for consideration by the governor. The secretary shall promulgate a rule for the development of the list of names."

- 2 -

underscored material = new
[bracketed material] = delete

14

15

16

17

18

19

20

21

22

23

24

25

.209317.1