
A BILL FOR AN ACT

RELATING TO BOOSTER CLUBS.

BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF HAWAII:

1 SECTION 1. The legislature finds that although school
2 booster clubs are independent entities separate from the
3 department of education, school booster clubs are publicly
4 perceived as being overseen by the department and the specific
5 schools to which they are connected and benefit financially from
6 those affiliations.

7 The purpose of this Act is to require school booster clubs
8 to be audited on a regular basis to avoid the misuse of funds
9 intended for public schools and ensure compliance with federal
10 and state laws.

11 SECTION 2. Chapter 302A, Hawaii Revised Statutes, is
12 amended by adding a new section to be appropriately designated
13 and to read as follows:

14 "§302A- School booster clubs; audit. Notwithstanding
15 any other law, board policy, or board standard practices to the
16 contrary and notwithstanding any determination that school
17 booster clubs are independent entities separate from the



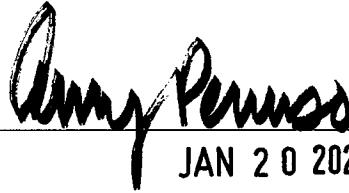
1 department, school booster clubs shall be audited by the
2 department's internal audit office or the department of
3 accounting and general services on a regular basis. An audited
4 school booster club shall reimburse the department or department
5 of accounting and general services for the costs incurred in
6 auditing the school booster club."

7 SECTION 3. New statutory material is underscored.

8 SECTION 4. This Act shall take effect upon its approval.

9

INTRODUCED BY:



JAN 20 2023



H.B. NO. 744

Report Title:

Booster Clubs; Audit; DOE; DAGS

Description:

Requires school booster clubs to be audited by the department of education's internal audit office or department of accounting and general services on a regular basis. Requires the audited school booster club to reimburse the costs of the audit.

The summary description of legislation appearing on this page is for informational purposes only and is not legislation or evidence of legislative intent.

