

# Bill 20: 2025 Edmonton Election

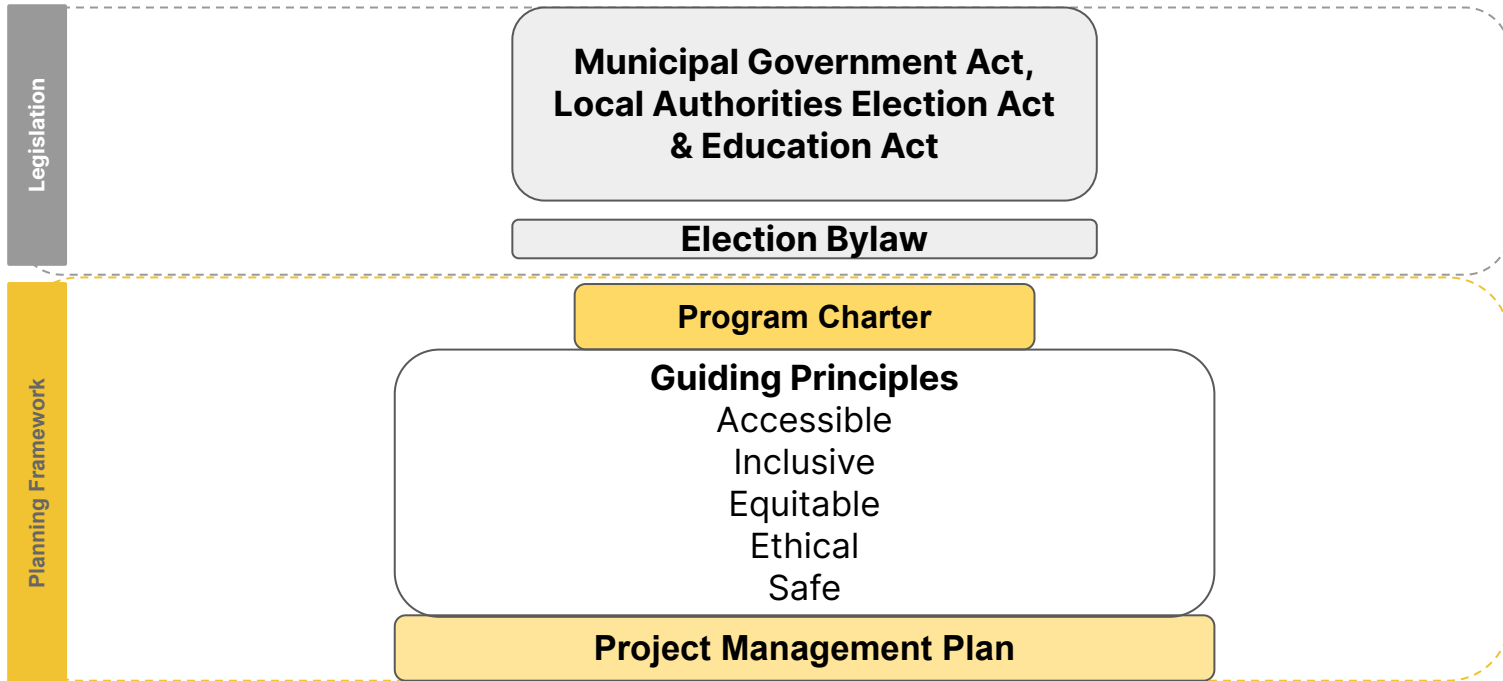
City Council May 8, 2024

Aileen Giesbrecht, Tara Ward, Nancy Jacobsen

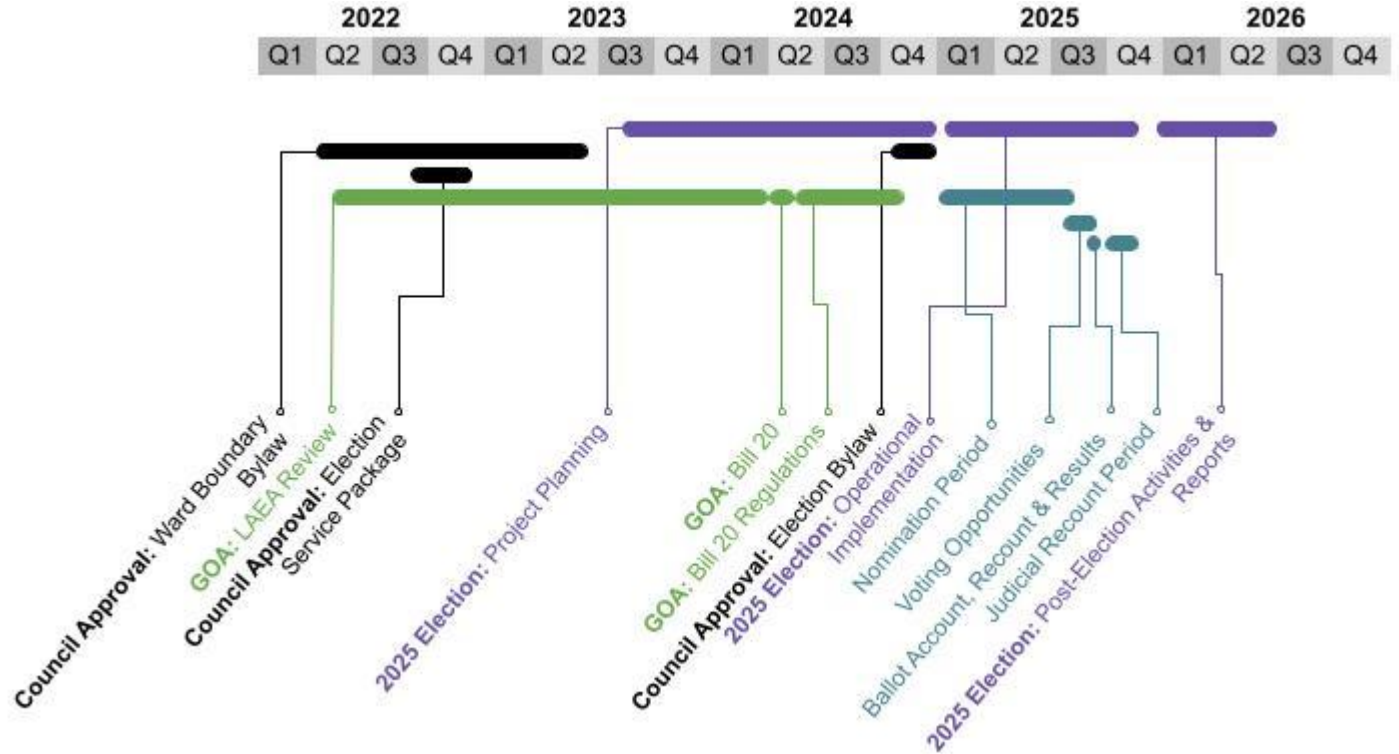


Edmonton  
Elections

# Legislative & Planning Framework



# Estimated Timelines & Milestones



# Bill 20: Substantive Operational Impacts

- Permanent Electors Register
- Alternative Voting Equipment Prohibition
- Recount Threshold
- Changes to Campaign Finance and Campaign Disclosure Annual Reporting
- Campaign Period Extension
- Local Political Parties and Slates of Candidates
- Protection of Personal Information

## Bill 20: Moderate Operational Impacts

- Identification Requirements
- Written Notice of Intent to Run or Nomination
- Register of Candidates
- Expansion of Third Party Advertisers
- Expansion of Special Ballots

## Bill 20: Minimal Operational Impacts

- Ministerial Powers regarding Emergencies
- Candidate Eligibility Changes
- Option to Require Criminal Record Check

# Potential Impacts on Eligible Electors

- Ability to access Special Ballots (witnesses & delivery)
- Changes to ID Requirements
- Limits ability to use automark/assisted voting terminals
- Permanent Electors Register could increase wait times at voting stations
- Potential for Campaigning in Voting Stations
- Delayed results reporting
- Increased complexity of ballot and voting process
- Voter experience (significant change from last 20 yrs)

# Bill 20: Municipal Government Act



# MGA Changes - Governance

- Conflict of interest, based on private interest
- Disqualification by Council
- Dismissal by Cabinet
- Mandatory virtual public hearings
- Mandatory attendance at Council orientation
- Recall petitions submitted and determined by the Minister
- Cabinet direction to repeal or amend bylaw
- Cabinet direction to take action to protect public safety or health

## MGA Changes - Other

- Affordable housing tax exemption
- Residential development incentive options
- Single public hearing for residential developments
- Regulation authority to restrict required studies

# Questions