

S 1052

Administrative Pay-As-You-Go Act of 2023

Congress: 118 (2023–2025, Ended)

Chamber: Senate

Policy Area: Government Operations and Politics

Introduced: Mar 29, 2023

Current Status: Read twice and referred to the Committee on Homeland Security and Governmental Affairs.

Latest Action: Read twice and referred to the Committee on Homeland Security and Governmental Affairs. (Mar 29, 2023)

Official Text: <https://www.congress.gov/bill/118th-congress/senate-bill/1052>

Sponsor

Name: Sen. Braun, Mike [R-IN]

Party: Republican • State: IN • Chamber: Senate

Cosponsors (3 total)

Cosponsor	Party / State	Role	Date Joined
Sen. Daines, Steve [R-MT]	R · MT		Mar 29, 2023
Sen. Lummis, Cynthia M. [R-WY]	R · WY		Mar 29, 2023
Sen. Manchin, Joe, III [D-WV]	D · WV		May 30, 2023

Committee Activity

Committee	Chamber	Activity	Date
Homeland Security and Governmental Affairs Committee	Senate	Referred To	Mar 29, 2023

Subjects & Policy Tags

Policy Area:

Government Operations and Politics

Related Bills

No related bills are listed.

## **Administrative Pay-As-You-Go Act of 2023**

This bill provides statutory authority for the Office of Management and Budget (OMB) requirement that federal agencies must submit at least one proposal for reducing direct spending before taking a discretionary administrative action that increases direct spending (i.e., administrative pay-as-you-go procedures). The proposed reduction must be comparable to the increase in direct spending attributable to the administrative action.

Further, an agency must submit to the OMB its legal basis for concluding that a proposed administrative action is nondiscretionary and, therefore, not subject to this requirement.

The OMB may waive these requirements if a waiver is necessary for the delivery of essential services, effective program delivery, or the public interest.

## **Actions Timeline**

---

- **Mar 29, 2023:** Introduced in Senate
- **Mar 29, 2023:** Read twice and referred to the Committee on Homeland Security and Governmental Affairs.