

HR 466

Securing America's Elections Act of 2023

Congress: 118 (2023–2025, Ended)

Chamber: House

Policy Area: Government Operations and Politics

Introduced: Jan 24, 2023

Current Status: Referred to the Committee on House Administration, and in addition to the Committee on the Budget, if

Latest Action: Referred to the Committee on House Administration, and in addition to the Committee on the Budget, for a period to be subsequently determined by the Speaker, in each case for consideration of such provisions as fall within the jurisdiction of the committee concerned. (Jan 24, 2023)

Official Text: <https://www.congress.gov/bill/118th-congress/house-bill/466>

Sponsor

Name: Rep. Gosar, Paul A. [R-AZ-9]

Party: Republican • **State:** AZ • **Chamber:** House

Cosponsors (1 total)

Cosponsor	Party / State	Role	Date Joined
Rep. Posey, Bill [R-FL-8]	R · FL		Apr 9, 2024

Committee Activity

Committee	Chamber	Activity	Date
Budget Committee	House	Referred To	Jan 24, 2023
Committee on House Administration	House	Referred To	Jan 24, 2023

Subjects & Policy Tags

Policy Area:

Government Operations and Politics

Related Bills

No related bills are listed.

Summary (as of Jan 24, 2023)

Securing America's Elections Act of 2023

This bill requires voting systems for federal elections to produce paper ballots that the voter may inspect and verify before the vote is cast and counted. The bill also (1) requires the paper ballot to be suitable for manual audits, (2) prescribes approved methods for such audits, and (3) directs the Department of Homeland Security and the Election Assistance Commission to report on the desirability of using open-source software in voting systems.

Actions Timeline

- **Jan 24, 2023:** Introduced in House
- **Jan 24, 2023:** Referred to the Committee on House Administration, and in addition to the Committee on the Budget, for a period to be subsequently determined by the Speaker, in each case for consideration of such provisions as fall within the jurisdiction of the committee concerned.