



Jeff Landry  
Governor

State of Louisiana  
OFFICE OF THE GOVERNOR  
P.O. BOX 94004  
BATON ROUGE  
70804-9004

May 24, 2024

The Honorable Cameron Henry  
President of the Senate  
900 N. 3<sup>rd</sup> St.  
Baton Rouge, LA 70804

The Honorable Yolanda Dixon  
Secretary of the Senate  
State Capitol  
900 N. 3<sup>rd</sup> St., Basement  
Baton Rouge, LA 70802

RECEIVED  
MAY 24 2024  
SENATE  
SECRETARY'S  
OFFICE

RE: Senate Bill Number 35 of the 2024 Regular Session by Senator Jay Morris


Dear President Henry and Secretary Dixon:

Please be advised that I have vetoed Senate Bill 35 of the 2024 Regular Session. Senate Bill 35 should be called the "Debt Collectors Employment Protection Act" as it is solely aimed at protecting and enriching predatory debt collection practices in this state. Indeed, rather than allowing a debtor to negotiate an equitable settlement on debts owed, this bill allows the debtor and their debt to be continuously bought and sold down a never-ending river of indebtedness. In addition, SB 35 would needlessly extend and continue ongoing litigation (thereby further enriching the trial lawyers and plaintiffs' bar) by incentivizing ever-more predatory debt scavengers, to continue to try to vulture every last morsel of meat off the debtor's bones. While many of our citizens are already pinching pennies to make ends meet, we should not be forcing them to choose between food and fuel or debilitating debt.

The Legislature and LABI agreed with this position in 2016 when the Louisiana House of Representatives resoundingly rejected this legislation by a vote of 23-65, with at least 25 current legislators amongst those "no" votes.

We think the 2016 Legislature got it right when it rejected this legislation as imprudent, unnecessary, and counter-productive to efforts towards meaningful tort reform and consumer protection. For these reasons, I have vetoed SB 35 and return it to the Legislature."

Sincerely,

  
Jeff Landry  
Governor

Enclosure: Returned Senate Bill 35