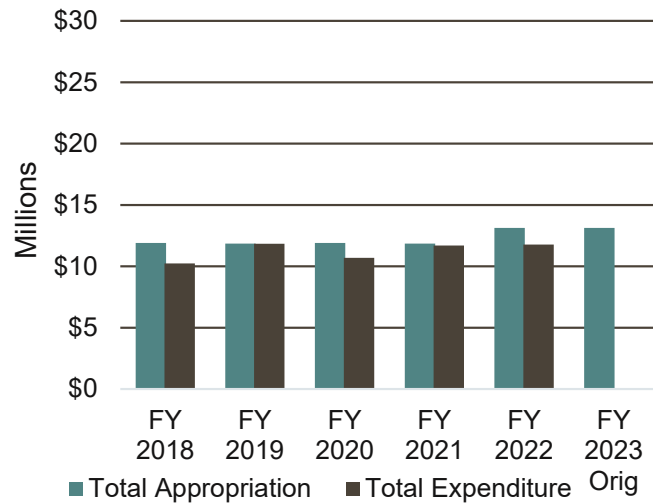




### Agency Summary & Statutory Authority

The mission of the Department of Agriculture (ISDA) is to guarantee Idaho agricultural products are of high quality, disease-free, and meet federal and state laws, rules, and regulations. The department protects consumers and producers from fraud and provides marketing assistance to the industry. ISDA oversees disease, invasive species, and predator control and performs inspections of growers, handlers, and processors of animal, plant, seed, and fertilizer commodities pursuant to Titles 22 and 25, Idaho Code.

**Fig 1. General Fund**  
 Total Appropriation and Expenditures

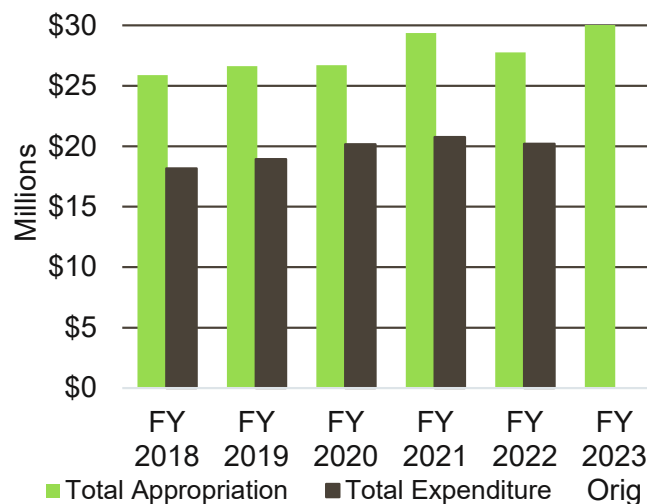


The General Fund represents 26% of ISDA's budget and is mainly used to pay for full time employee salary and benefit costs, administrative costs, supplies, the eradication of invasive species and administration of various statewide checkpoints, and approx. two thirds of the Weights and Measures program.

**Notes**

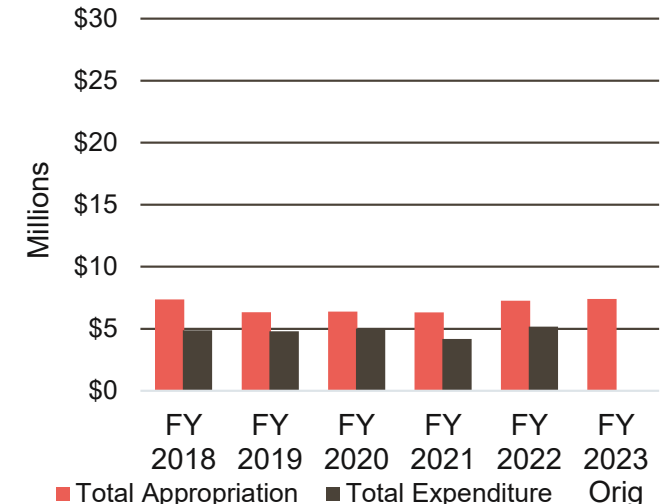
- Authorized FTP: 225.00
- Deficiency warrants: \$450,100 incurred in FY 2022 for exotic pests
- Most recent audit: two findings which were corrected as of the 90-day follow up in January 2022

**Fig 2. Dedicated Fund**  
 Total Appropriation and Expenditures



Dedicated Funds represent 60% of ISDA's budget. Revenue comes from sources such as: service fees, registrations, licenses, sticker fees, agricultural fees, inspections, assessments, and deficiency warrant cash transfers. Moneys are used to support various programs and services. Examples include livestock health monitoring, pest control, agricultural inspection and regulation, and laboratory services.

**Fig 3. Federal Fund**  
 Total Appropriation and Expenditures



Federal Funds represent 14% of ISDA's budget and come from the US Dept of Agriculture, Dept of Interior and Environmental Protection Agency. Moneys in this fund are used for projects specified by the federal government. Examples include grants to control noxious weeds, livestock disease, and invasive pests.