

Office of the Auditor General

Auditor General's Statement to the Media

Release of May 2010 Report to the Nova Scotia House of Assembly

5/18/2010

Office of the Auditor General of Nova Scotia Auditor General's Statement to the Media, May 18, 2010 Release of Forensic Investigation Report to the Nova Scotia House of Assembly

Good morning ladies and gentlemen.

Today I reported to the Speaker and to Members of the House of Assembly on the actions I have taken as a result of my Office's forensic investigation into MLA expense claims.

I have referred our investigation files pertaining to five individuals to the RCMP.

You will recall that following release of my February report, we received additional information that necessitated a forensic investigation. Based on the results of that investigation, we believe one current and four former members of the House may have committed illegal acts. Due to the serious nature of these findings, it is appropriate now for my Office to discontinue its work, and to transfer the file to the police. That has been done.

I will not identify the people involved, nor will I discuss the nature of any possible breach of law, because I will not in any way interfere with any legal processes, proceedings or investigations. I have discussed this issue with the RCMP, and it is clear that any such disclosure in this case could jeopardize their criminal investigation.

It is not the role of the Office of the Auditor General to determine guilt. Our job in this case was to investigate information we received suggesting possible wrong-doing and, where we found substance, refer the matter to the appropriate legal authorities.

We have done that. Finally I want to say that I have no evidence, and I have no reason to believe, that any further investigative work is called for with respect to any other Members of the House.

I will now take questions; although as I have said I can't answer the question I'm sure is foremost on your minds, and I may be somewhat guarded in response to others.