

SB 25-225: LIMITED GAMING FUND DISTRIBUTION

Prime Sponsors:

Sen. Amabile; Kirkmeyer Rep. Bird; Taggart

Bill Outcome: Signed into Law **Drafting number:** LLS 25-0904

Fiscal note status: The final fiscal note reflects the enacted bill, which was recommended by the Joint

Budget Committee as part of its FY 2025-26 Long Bill Budget Package.

Summary Information

Overview. The bill reduces the amount of a scheduled transfer from the Limited Gaming Fund to the Advanced Industries Acceleration Cash Fund in FY 2025-26.

Types of impacts. The bill is projected to affect the following areas in FY 2025-26:

State Transfer

State Expenditures

Fiscal Analyst:

John Armstrong, 303-866-6289 john.armstrong@coleg.gov

Version: Final Fiscal Note

Date: August 18, 2025

Appropriations. No appropriation is required.

Table 1 State Fiscal Impacts

	Budget Year FY 2025-26	Out Year FY 2026-27
Type of Impact ¹		
State Revenue	\$0	\$0
State Expenditures	-\$3,660,000	\$0
State Transfers	-\$3,660,000	\$0
Change in TABOR Refunds	\$0	\$0
Change in State FTE	0.0 FTE	0.0 FTE

¹ Fund sources for these impacts are shown in the tables below.

Table 1A State Expenditures

Fund Source	Budget Year FY 2025-26	Out Year FY 2026-27
General Fund	\$0	\$0
Advanced Industries Acceleration Fund	-\$3,660,000	\$0
Federal Funds	\$0	\$0
Centrally Appropriated	\$0	\$0
Total Expenditures	-\$3,660,000	\$0
Total FTE	0.0 FTE	0.0 FTE

Table 1B State Transfers

F 16	Budget Year	Out Year
Fund Source	FY 2025-26	FY 2026-27
Limited Gaming Fund	\$3,660,000	\$0
Advanced Industries Acceleration Fund	-\$3,660,000	\$0
Net Transfer	\$0	\$0

Summary of Legislation

Current law requires the state treasurer to annually transfer \$5.5 million from the Limited Gaming Fund to the Advanced Industries Acceleration Cash Fund. The bill reduces the amount of this transfer to \$1.84 million in FY 2025-26 only.

Background

The Advanced Industries Accelerator Grant Program, managed by the Office of Economic Development and International Trade (OEDIT), provides grants to certain manufacturing, aerospace, bioscience, energy, engineering and information industries. The program is partially funded by the Limited Gaming Fund, which collects revenues from casinos and gaming taxes. Even with the reduced transfer, it is assumed the grant program will continue operating using the remaining amount transferred and other fund sources.

State Transfers

In FY 2025-26 only, the bill transfers \$1,840,000 from the <u>Limited Gaming Fund</u> to the Advanced Industries Acceleration Cash Fund. This is \$3.66 million less than the Acceleration Fund would receive under current law. The \$3.66 million that will remain in the Limited Gaming Fund can be used for other purposes.

State Expenditures

The bill will decrease spending on grants from the Advanced Industries Acceleration Cash Fund by \$3.6 million in FY 2025-26 only. The OEDIT will adjust grant distributions for the Advanced Industries Acceleration Grant Program to reflect available funding. Workload to make these adjustments is assumed to be minimal and can be accomplished within existing resources. The Acceleration Fund is continuously appropriated to OEDIT, so no change in appropriations is required to reflect the change in available grant funding.

Effective Date

The bill was signed into law by the Governor on April 25, 2025 and took effect on August 6, 2025.

State and Local Government Contacts

Economic Development	Revenue
Joint Budget Committee Staff	Treasury