Second Regular Session Seventy-third General Assembly STATE OF COLORADO

PREAMENDED

This Unofficial Version Includes Committee Amendments Not Yet Adopted on Second Reading

LLS NO. 22-0960.01 Ed DeCecco x4216

SENATE BILL 22-216

SENATE SPONSORSHIP

Hansen and Zenzinger, Rankin

HOUSE SPONSORSHIP

Herod and McCluskie,

Senate Committees

House Committees

Appropriations

	A BILL FOR AN ACT
101	CONCERNING THE REALLOCATION OF THE LIMITED GAMING TAX
102	REVENUES FOR FISCAL YEARS FOLLOWING A SIGNIFICANT
103	DECREASE IN THE REVENUES, AND, IN CONNECTION THEREWITH,
104	MAKING AN APPROPRIATION.

Bill Summary

(Note: This summary applies to this bill as introduced and does not reflect any amendments that may be subsequently adopted. If this bill passes third reading in the house of introduction, a bill summary that applies to the reengrossed version of this bill will be available at http://leg.colorado.gov/.)

Joint Budget Committee. Section 1 of the bill creates the state historical society strategic initiatives fund, which is to be used by the state historical society for programs and activities that strengthen the state

historical society's financial position and expand its impact on the people of the state. **Section 2** requires the state treasurer to transfer \$3 million of the state share of the limited gaming tax revenues to the state historical society strategic initiatives fund.

Section 2 also resets the base portion of the state share of the limited gaming tax revenues deposited in the local government limited gaming impact fund for the fiscal year 2021-22 to clarify the amount after a 2-year hiatus of this allocation.

Section 3 modifies the manner in which limited gaming tax revenues are allocated between the limited gaming fund and the extended limited gaming fund (*i.e.*, the portion of limited gaming tax revenues derived from increased hours of operation, expanded wagering, and additional games of chance) in order to more equitably address recovery in the years immediately following a significant decrease in the revenue. Specifically, the bill:

- Adjusts the allocation for the state fiscal year 2021-22 to accommodate the significant unanticipated post-pandemic increase in the limited gaming tax revenues; and
- Establishes a mechanism to temporarily modify the allocation in years following a significant decrease in the limited gaming tax revenues.

Section 4 appropriates money to the department of higher education for use by history Colorado.

1 Be it enacted by the General Assembly of the State of Colorado:

SECTION 1. In Colorado Revised Statutes, add 24-80-215 as

3 follows:

4 24-80-215. State historical society strategic initiatives fund -

5 **creation - repeal.** (1) THE STATE HISTORICAL SOCIETY STRATEGIC

6 INITIATIVES FUND IS HEREBY CREATED IN THE STATE TREASURY. THE FUND

7 CONSISTS OF MONEY TRANSFERRED TO THE FUND FROM THE LIMITED

GAMING FUND PURSUANT TO SECTION 44-30-701 (2)(a)(V.5)(A). THE

STATE TREASURER SHALL CREDIT ALL INTEREST AND INCOME DERIVED

10 From the deposit and investment of money in the fund to the

11 FUND.

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12 (2) SUBJECT TO ANNUAL APPROPRIATION BY THE GENERAL

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1	ASSEMBLY, THE STATE HISTORICAL SOCIETY MAY EXPEND MONEY FROM
2	THE FUND FOR PROGRAMS AND ACTIVITIES THAT STRENGTHEN THE
3	SOCIETY'S FINANCIAL POSITION AND EXPAND ITS IMPACT ON THE PEOPLE
4	OF THE STATE.
5	(3) (a) On June 30, 2027, the state treasurer shall transfer
6	ANY UNEXPENDED MONEY IN THE FUND TO THE GENERAL FUND.
7	(b) This section is repealed, effective July 1, 2027.
8	SECTION 2. In Colorado Revised Statutes, 44-30-701, amend
9	(2)(a)(III)(A); and add (2)(a)(V.5) as follows:
10	44-30-701. Limited gaming fund - created - repeal.
11	(2) (a) Except as provided in subsection (2)(b) or (2)(c) of this section,
12	at the end of the 2012-13 state fiscal year and at the end of each state
13	fiscal year thereafter, the state treasurer shall transfer the state share as
14	follows:
15	(III) (A) At the end of the 2017-18 state 2021-22 STATE fiscal year
16	and each state fiscal year thereafter, five million SIX HUNDRED
17	EIGHTY-NINE THOUSAND NINE HUNDRED THIRTY-EIGHT dollars, as
18	annually increased by an amount equal to the percentage increase in the
19	state share as described in subsection (1)(d)(I) of this section from the
20	previous fiscal year to the local government limited gaming impact fund
21	created in section 44-30-1301, plus an amount equal to the projected
22	direct and indirect costs to administer the local government limited
23	gaming impact grant program set forth in section 44-30-1301 (2)(a) for
24	the upcoming fiscal year; except that such transfer shall be made at the
25	beginning of the state fiscal year, and any unspent money from such
26	transfer reverts to the local government limited gaming impact fund.
27	(V.5)(A) For the state fiscal year 2021-22, three million

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1	DOLLARS TO THE STATE HISTORICAL SOCIETY STRATEGIC INITIATIVES FUND
2	CREATED IN SECTION 24-80-215.
3	(B) This section is repealed, effective July 1, 2027.
4	SECTION 3. In Colorado Revised Statutes, 44-30-702, amend
5	(7)(a)(III)(B), (7)(a)(IV), and (7)(b); and add (7)(a)(V), (7)(a)(VI),
6	(7)(a)(VII), (7)(a)(VIII), (7)(a.5), (7)(c), (7)(d), and (7)(e) as follows:
7	44-30-702. Revenues attributable to local revisions to gaming
8	limits - extended limited gaming fund - identification - separate
9	administration - distribution - legislative declaration - definitions.
10	(7) Reduction in revenues - operation of hold-harmless provisions -
11	continuity of funding - recovery. (a) Legislative declaration. The
12	general assembly finds, determines, and declares that:
13	(III) Pursuant to that authority, it is reasonable for the general
14	assembly to address the effects of the global pandemic and economic
15	recession of 2020 in a way that:
16	(B) Equitably allocates the limited gaming tax revenues in fiscal
17	years immediately following this severe funding decline among all
18	recipients; and
19	(IV) The allocation provisions of section 9 (7) of article XVIII of
20	the state constitution do not DID NOT contemplate the unprecedented
21	significant decline in limited gaming revenues caused by the global
22	pandemic, and, IN 2020, the general assembly $\frac{\text{desires}}{\text{DESIRED}}$ to address
23	the original implementing statutory formula for the allocation of gaming
24	revenues, consistent with the state constitution in a manner that modifies
25	MODIFIED the statutory annual adjustment provisions to retain the
26	constitutional allocation, thus reflecting the proportionate allocation to the
27	beneficiaries of limited gaming tax revenues;

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1	(V) THIS REALLOCATION, HOWEVER, DID NOT ANTICIPATE THE
2	RAPIDITY AND EXTENT OF THE GROWTH OF THE LIMITED GAMING
3	REVENUES POST-PANDEMIC, WHICH WAS DUE IN PART TO THE VOTERS
4	APPROVAL IN 2020 of the modifications to section $9(7)$ of article
5	XVIII OF THE STATE CONSTITUTION IN THE INITIATIVE COMMONLY
6	REFERRED TO AS "AMENDMENT 77", WHICH PERMITTED THE GAMING
7	TOWNS TO INCREASE OR REMOVE BET LIMITS AND APPROVE NEW CASINO
8	GAMES WITH LOCAL VOTER APPROVAL;
9	(VI) THEREFORE, IT IS NECESSARY TO ADJUST THE ALLOCATION
10	FOR THE STATE FISCAL YEAR $2021-22$ as set forth in subsection $(7)(c)$
11	OF THIS SECTION TO ACHIEVE THE PURPOSES SET FORTH IN SUBSECTION
12	(7)(a)(III) OF THIS SECTION;
13	(VII) FURTHER, THE GLOBAL PANDEMIC AND ECONOMIC
14	RECESSION OF 2020 DEMONSTRATED THAT THE EXISTING METHODOLOGY
15	FOR DETERMINING THE LIMITED GAMING TAX REVENUES ATTRIBUTABLE TO
16	EXTENDED LIMITED GAMING IS SUSCEPTIBLE TO DISTORTION WHEN THERE
17	IS A SIGNIFICANT DECLINE IN THE LIMITED GAMING TAX REVENUES AND IN
18	THE FISCAL YEARS THEREAFTER WHEN THE REVENUES ARE RESTORED;
19	(VIII) TO EQUITABLY ALLOCATE LIMITED GAMING TAX REVENUES
20	IN FISCAL YEARS FOLLOWING A SIGNIFICANT DECLINE AND TO AVOID
21	LONG-TERM ECONOMIC DAMAGE TO ANY OF THE BENEFICIARIES OF THOSE
22	REVENUES, IT IS NECESSARY FOR THE GENERAL ASSEMBLY TO ENACT
23	LEGISLATION THAT WILL FACILITATE THE OPERATION OF SECTION $9(7)$ of
24	ARTICLE XVIII OF THE STATE CONSTITUTION.
25	(a.5) AS USED IN THIS SUBSECTION (7), UNLESS THE CONTEXT
26	OTHERWISE REQUIRES:
27	(I) "EXTENDED LIMITED GAMING FUND RECIPIENTS" MEANS THE

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1	RECIPIENTS OF LIMITED GAMING TAX REVENUES ATTRIBUTABLE TO
2	EXTENDED LIMITED GAMING UNDER SECTION $9(7)$ OF ARTICLE XVIII OF
3	THE STATE CONSTITUTION.
4	(II) "FISCAL YEAR WITH A SIGNIFICANT DECREASE IN TOTAL
5	LIMITED GAMING TAX REVENUE" MEANS:
6	(A) A FISCAL YEAR IN WHICH THE TOTAL LIMITED GAMING TAX
7	REVENUE COLLECTIONS HAVE DECLINED BY FIVE PERCENT OR MORE FROM
8	THE IMMEDIATELY PRECEDING FISCAL YEAR; OR
9	(B) If subsection (7)(a.5)(II)(A) of this section does not
10	APPLY, THE SECOND OF TWO CONSECUTIVE FISCAL YEARS WITH A
11	CUMULATIVE DECLINE OF TOTAL LIMITED GAMING TAX REVENUE
12	COLLECTIONS THAT IS SIX PERCENT OR MORE FROM THE FISCAL YEAR
13	IMMEDIATELY PRECEDING THE FIRST OF THE TWO CONSECUTIVE FISCAL
14	YEARS.
15	(III) "LIMITED GAMING FUND RECIPIENTS" MEANS THE RECIPIENTS
16	LISTED IN SECTION 9 (5)(b)(II) OF ARTICLE XVIII OF THE STATE
17	CONSTITUTION.
18	(IV) "RECENT TOTAL LIMITED GAMING TAX REVENUES PEAK"
19	MEANS TOTAL LIMITED GAMING TAX REVENUE COLLECTIONS FOR THE
20	FISCAL YEAR THAT IS:
21	(A) PRIOR TO THE FISCAL YEAR WITH A SIGNIFICANT DECREASE IN
22	TOTAL LIMITED GAMING TAX REVENUES; AND
23	(B) THE LAST FISCAL YEAR IN WHICH TOTAL LIMITED GAMING TAX
24	REVENUE COLLECTIONS INCREASED FROM THE IMMEDIATELY PRECEDING
25	FISCAL YEAR.
26	(b) (I) Notwithstanding any provision of subsection (3)(b) or
27	(4)(d) of this section to the contrary, beginning in FOR state fiscal year

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2020-21, and continuing through each subsequent fiscal year until the fiscal year immediately following the fiscal year in which total limited gaming tax revenue collections have again equaled or exceeded the amount of total limited gaming tax revenues collected in state fiscal year 2018-19, any annual THE growth or decline in total net gaming tax distributions shall be IS allocated between the limited gaming fund recipients listed in section 9 (5)(b)(II) of article XVIII of the state constitution and the recipients of limited gaming tax revenues attributable to extended limited gaming under section 9 (7) of article XVIII of the state constitution FUND RECIPIENTS based on the relative percentages in which each group of recipients shared in the decrease in total net gaming tax distributions from state fiscal year 2018-19 to state fiscal year 2019-20. The commission may make any adjustments necessary to ensure that the final distributions to all recipients comply with constitutional requirements while achieving the intent of this subsection (7). So long as this subsection (7) remains in effect, the annual adjustments required under subsections (3)(b) and (4)(d) of this section are temporarily superseded by the specific allocations to implement the constitutional annual adjustment made pursuant to this subsection (7).

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(II) As used in this subsection (7)(b), "limited gaming tax revenues attributable to extended limited gaming" means that portion of total limited gaming tax revenues allocated pursuant to subsection (7)(b)(I) of this section to recipients of revenues derived from extended limited gaming under section 9 (7) of article XVIII of the state constitution.

 $(c)\,(I)\,\,For\,purposes\,of\,determining\,the\,limited\,gaming\,tax$ Revenues attributable to extended limited gaming, the adjusted

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- 1 BASE FOR STATE FISCAL YEAR 2021-22 IS EQUAL TO ONE HUNDRED 2 THIRTEEN MILLION NINE HUNDRED SEVENTY-THREE THOUSAND TWELVE 3 DOLLARS, WHICH IS EQUAL TO THE ADJUSTED BASE FOR STATE FISCAL 4 YEAR 2018-19 INCREASED BY TWO AND ONE-HALF PERCENT, WITH THAT 5 SUM INCREASED BY THREE PERCENT, WITH THAT SUM INCREASED BY 6 THREE PERCENT. ALL LIMITED GAMING TAX REVENUES FOR STATE FISCAL 7 YEAR 2021-22 IN EXCESS OF THIS ADJUSTED BASE ARE LIMITED GAMING 8 TAX REVENUES ATTRIBUTABLE TO EXTENDED LIMITED GAMING FOR STATE 9 FISCAL YEAR 2021-22. 10 (II) THE ADJUSTED BASE THAT IS ESTABLISHED IN SUBSECTION 11 (7)(c)(I) OF THIS SECTION CONSTITUTES THE ADJUSTED BASE THAT IS USED 12 IN THE CALCULATION SET FORTH IN SUBSECTION (4)(d) OF THIS SECTION 13 FOR PURPOSES OF DETERMINING THE LIMITED GAMING TAX REVENUES 14 ATTRIBUTABLE TO EXTENDED LIMITED GAMING FOR STATE FISCAL YEAR 15 2022-23, AND FUTURE CALCULATIONS UNDER SUBSECTION (4)(d) OF THIS 16 SECTION ARE DERIVED FROM THIS INITIAL AMOUNT AS SUBSEQUENTLY 17 ADJUSTED. 18 (d) IF THERE IS A FISCAL YEAR WITH A SIGNIFICANT DECREASE IN 19 TOTAL LIMITED GAMING TAX REVENUES, THEN:
 - (I) BEGINNING WITH THE NEXT FISCAL YEAR AND CONTINUING FOR EACH CONSECUTIVE FISCAL YEAR THEREAFTER WITH TOTAL LIMITED GAMING TAX REVENUES THAT ARE LESS THAN OR EQUAL TO THE RECENT TOTAL LIMITED GAMING TAX REVENUES PEAK, THE ANNUAL GROWTH OR DECLINE IN TOTAL GAMING TAX DISTRIBUTIONS IS ALLOCATED BETWEEN THE LIMITED GAMING FUND RECIPIENTS AND THE EXTENDED LIMITED GAMING FUND RECIPIENTS BASED ON THE RELATIVE PERCENTAGES IN WHICH EACH GROUP OF RECIPIENTS SHARED IN THE DECREASE IN TOTAL

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1	NET GAMING TAX DISTRIBUTIONS FROM THE FISCAL YEAR WITH THE
2	RECENT TOTAL LIMITED GAMING TAX REVENUES PEAK TO THE FISCAL YEAR
3	WITH A SIGNIFICANT DECREASE IN TOTAL LIMITED GAMING REVENUE.
4	$(\mathrm{II})(\mathrm{A})$ For purposes of determining the limited gaming tax
5	REVENUES ATTRIBUTABLE TO EXTENDED LIMITED GAMING, FOR THE NEXT
6	FISCAL YEAR IN WHICH TOTAL LIMITED GAMING REVENUES EXCEED THE
7	RECENT TOTAL LIMITED GAMING TAX REVENUES PEAK, THE ADJUSTED
8	BASE FOR THE FISCAL YEAR IS EQUAL TO THE RECENT TOTAL LIMITED
9	GAMING TAX REVENUES PEAK INCREASED BY THREE PERCENT OR THE
10	ACTUAL PERCENTAGE INCREASE OF TOTAL LIMITED GAMING REVENUES
11	FOR THE FISCAL YEAR ABOVE THE RECENT TOTAL LIMITED GAMING
12	REVENUES PEAK, WHICHEVER PERCENTAGE IS LESS. FOR THIS NEXT FISCAL
13	YEAR, ALL LIMITED GAMING TAX REVENUES IN EXCESS OF THIS ADJUSTED
14	BASE ARE LIMITED GAMING TAX REVENUES ATTRIBUTABLE TO EXTENDED
15	LIMITED GAMING FOR THE FISCAL YEAR.
16	(B) THE ADJUSTED BASE THAT IS ESTABLISHED IN SUBSECTION
17	(7)(d)(II)(A) of this section constitutes the adjusted base that is
18	USED IN THE CALCULATION SET FORTH IN SUBSECTION (4)(d) OF THIS
19	SECTION FOR PURPOSES OF DETERMINING THE LIMITED GAMING TAX
20	REVENUES ATTRIBUTABLE TO EXTENDED LIMITED GAMING FOR THE FISCAL
21	YEAR IMMEDIATELY FOLLOWING THE FISCAL YEAR SET FORTH IN
22	SUBSECTION $(7)(d)(II)(A)$ of this section, and future calculations
23	UNDER SUBSECTION (4)(d) OF THIS SECTION ARE DERIVED FROM THIS
24	INITIAL AMOUNT AS SUBSEQUENTLY ADJUSTED.
25	(e) THE COMMISSION MAY MAKE ANY ADJUSTMENTS TO THE
26	ALLOCATIONS SET FORTH IN THIS SUBSECTION (7) NECESSARY TO ENSURE

THAT THE FINAL DISTRIBUTIONS TO ALL RECIPIENTS COMPLY WITH

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1	CONSTITUTIONAL REQUIREMENTS WHILE ACHIEVING THE INTENT OF THIS
2	SUBSECTION (7). SO LONG AS THIS SUBSECTION (7) REMAINS IN EFFECT,
3	THE ANNUAL ADJUSTMENTS REQUIRED UNDER SUBSECTIONS (3)(b) AND
4	(4)(d) OF THIS SECTION ARE TEMPORARILY SUPERSEDED BY THE SPECIFIC
5	ALLOCATIONS TO IMPLEMENT THE CONSTITUTIONAL ANNUAL ADJUSTMENT
6	MADE PURSUANT TO THIS SUBSECTION (7).
7	SECTION 4. In Colorado Revised Statutes, add 44-30-702.5 as
8	<u>follows:</u>
9	44-30-702.5. Supplemental payments - definition - working
10	group - analysis of revenue attribution - report - repeal. (1) AS USED
11	IN THIS SECTION, UNLESS THE CONTEXT OTHERWISE REQUIRES:
12	(a) "LOCAL GOVERNMENT LIMITED GAMING RECIPIENT" MEANS THE
13	GOVERNING BODY OF GILPIN COUNTY, TELLER COUNTY, OR THE CITIES OF
14	CENTRAL, BLACK HAWK, OR CRIPPLE CREEK.
15	(b) "Total limited gaming revenues" means the total
16	AMOUNT OF REVENUE DISTRIBUTED TO A LOCAL GOVERNMENT LIMITED
17	GAMING RECIPIENT FROM THE LIMITED GAMING FUND CREATED BY
18	SECTION 9 (5)(a) OF ARTICLE XVIII OF THE STATE CONSTITUTION AND THE
19	EXTENDED LIMITED GAMING FUND CREATED IN SECTION 44-30-702 (1)(a),
20	AND THE TERM INCLUDES AMOUNTS DISTRIBUTED TO A LOCAL
21	GOVERNMENT LIMITED GAMING RECIPIENT FROM THE STATE HISTORICAL
22	FUND IN ACCORDANCE WITH SECTION 9 (5)(b)(II) OF ARTICLE XVIII OF
23	THE STATE CONSTITUTION.
24	(c) "WORKING GROUP" MEANS THE WORKING GROUP CREATED IN
25	SUBSECTION (4)(a) OF THIS SECTION.
26	(2) Subject to the provisions in subsection (3) of this
2.7	SECTION, AT THE END OF THE 2021-22 STATE FISCAL YEAR, THE DIVISION

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1	SHALL DISTRIBUTE TO A LOCAL GOVERNMENT LIMITED GAMING RECIPIENT
2	AN AMOUNT EQUAL TO THE TOTAL LIMITED GAMING REVENUES THAT THE
3	RECIPIENT WOULD HAVE RECEIVED IF SENATE BILL 22-216 HAD NOT BEEN
4	ENACTED INTO LAW MINUS THE AMOUNT THE RECIPIENT IS ENTITLED TO
5	RECEIVE BASED ON THE PASSAGE OF SENATE BILL 22-216.
6	(3) THE DIVISION SHALL MAKE THE DISTRIBUTIONS FROM MONEY
7	APPROPRIATED BY THE GENERAL ASSEMBLY FROM THE GENERAL FUND,
8	AND THE TOTAL DISTRIBUTIONS SHALL NOT EXCEED ONE MILLION TWO
9	HUNDRED FIFTY THOUSAND DOLLARS. IF THE TOTAL AMOUNT TO BE
10	DISTRIBUTED BASED ON THE CALCULATION SET FORTH IN SUBSECTION (2)
11	OF THIS SECTION WOULD OTHERWISE EXCEED THIS AMOUNT, THEN THE
12	DIVISION SHALL PROPORTIONALLY REDUCE THE DISTRIBUTIONS TO THE
13	ELIGIBLE LOCAL GOVERNMENT LIMITED GAMING RECIPIENTS BASED ON THE
14	RELATIVE DISTRIBUTIONS.
15	(4) (a) The director shall convene a working group to
16	STUDY THE ATTRIBUTION OF LIMITED GAMING TAX REVENUE BETWEEN THE
17	LIMITED GAMING FUND AND THE EXTENDED LIMITED GAMING FUND BY:
18	(I) DETERMINING IF THERE IS DATA AVAILABLE TO IDENTIFY THE
19	LIMITED GAMING TAX REVENUES ATTRIBUTABLE TO THE OPERATION OF
20	SECTION 9 (7) OF ARTICLE XVIII OF THE STATE CONSTITUTION; AND
21	(II) IF SUCH DATA IS AVAILABLE, COLLECTING THE DATA AND
22	COMPARING IT WITH THE CURRENT ALLOCATION REQUIRED BY LAW.
23	(b) The working group consists of the director, or the
24	DIRECTOR'S DESIGNEE; A REPRESENTATIVE OF THE OFFICE OF STATE
25	PLANNING AND BUDGETING; A REPRESENTATIVE OF THE STATE HISTORICAL
26	SOCIETY; A REPRESENTATIVE FROM EACH OF THE LOCAL GOVERNMENT
27	LIMITED GAMING RECIPIENTS; AND ONE OR MORE REPRESENTATIVES

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1	APPOINTED BY THE DIRECTOR TO REPRESENT THE STATE PUBLIC
2	COMMUNITY COLLEGES, JUNIOR COLLEGES, AND LOCAL DISTRICT
3	COLLEGES.
4	(c) THE WORKING GROUP SHALL PREPARE A WRITTEN REPORT OF
5	ITS FINDINGS AND SUBMIT THE REPORT TO THE JOINT BUDGET COMMITTEE
6	NO LATER THAN NOVEMBER 1, 2022. INDIVIDUAL MEMBERS OF THE
7	WORKING GROUP MAY PROVIDE COMMENTS TO BE INCLUDED WITH THE
8	SUBMISSION OF THE REPORT.
9	(5) This section is repealed, effective July 1, 2023.
10	SECTION 5. Appropriation. (1) For the 2022-23 state fiscal
11	year, \$1,500,000 is appropriated to the department of higher education for
12	use by history Colorado. This appropriation is from the state historical
13	society strategic initiatives fund created in section 24-80-215, C.R.S. To
14	implement this act, history Colorado may use this appropriation for
15	programs and activities that strengthen history Colorado's financial
16	position and expand its impact on the people of the state.
17	(2) For the 2022-23 state fiscal year, \$800,000 is appropriated to
18	the department of higher education for use by history Colorado. This
19	appropriation is from the museum and preservation operations account of
20	the state historical fund created in section 44-30-1201 (5)(c)(I)(B), C.R.S.
21	To implement this act, history Colorado may use this appropriation as
22	follows:
23	(a) \$150,000 for central administration;
24	(b) \$160,000 for collections and curatorial services;
25	(c) \$70,000 for the history Colorado center;
26	(d) \$345,000 for statewide programming; and
2.7	(e) \$75,000 for the office of archaeology and historic

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1	preservation.
2	(3) For the 2022-23 state fiscal year, \$1,250,000 is appropriated
3	to the department of revenue for use by the division of gaming. This
4	appropriation is from the general fund. To implement this act, the division
5	may use this appropriation for distributions to local government limited
6	gaming recipients pursuant to section 44-30-702.5 (2), C.R.S.
7	SECTION 6. Safety clause. The general assembly hereby finds
8	determines, and declares that this act is necessary for the immediate
9	preservation of the public peace, health, or safety.

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