



Legislative Council Staff

Nonpartisan Services for Colorado's Legislature

Memorandum

Updated January 9, 2026

SUMMARY OF 2026 FISCAL NOTE COMMON POLICIES

This summary document provides an overview of the common policies for the 2026 legislative session, as well as any special legislative session occurring after its publication. It highlights key dates, policies, and frequently used cost assumptions. The full common policies, fiscal note staff contacts, and other helpful information are available on the [Fiscal Notes page](#) of the General Assembly's website.

Key Dates and Reminders

- The 2026 regular session begins on Wednesday, January 14, 2026, and is scheduled to adjourn sine die on Wednesday, May 13, 2026.
- All bill drafts are confidential until introduced and may only be used for fiscal analysis purposes.

Cost Calculations

Below are several reminders for calculating staffing/FTE costs. Common allowable costs can be found in Table 1.

- Round FTE to the nearest 0.1 FTE and apply salary at the minimum of the range for that position.
- At least 0.5 FTE is required for operating and capital outlay expenses to be provided.
- Prorate first-year personnel and operating costs to account for the start date of the legislation and for a one-month hiring lag after the bill's effective date.
- Provide an agency FN expense worksheet for all responses requiring calculations.
- Costs and salary may differ from the allowable common policy costs, if justification is provided.



Table 1
Frequently Used Fiscal Note Costs for 2026

Type of Expense	Allowable Cost
Supplies	\$500
Telephone	\$450
Computer	\$2,000
Software	\$330
Furniture/Workstation	\$5,000
Legal Services	\$138.47 per hour after 100 hours
Vehicle Mileage (2WD)	\$0.65 per mile
Vehicle Mileage (4WD)	\$0.69 per mile
Computer Programmer I (FY 26-27)	\$130 per hour
Computer Programmer II (FY 26-27)	\$152 per hour
IT Project Manager (FY 26-27)	\$130 per hour
IT Business Analyst (FY 26-27)	\$119 per hour
Network Administrator (FY 26-27)	\$98 per hour