

#### SB 25-225: LIMITED GAMING FUND DISTRIBUTION

**Prime Sponsors:** 

Sen. Amabile; Kirkmeyer Rep. Bird; Taggart

**Published for:** Senate Appropriations **Drafting number:** LLS 25-0904

Fiscal note status: The fiscal note reflects the introduced 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

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Version: Initial Fiscal Note

**Date:** March 31, 2025

Appropriations. No appropriation is required.

# Table 1 State Fiscal Impacts

	Budget Year	Out Year
Type of Impact <sup>1</sup>	FY 2025-26	FY 2026-27
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

<sup>&</sup>lt;sup>1</sup> Fund sources for these impacts are shown in the tables below.

## Table 1A State Expenditures

	<b>Budget Year</b>	Out Year
Fund Source	FY 2025-26	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

	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. This \$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 takes effect 90 days following adjournment of the General Assembly sine die, assuming no referendum petition is filed.

## **State and Local Government Contacts**

Economic Development	Revenue
Joint Budget Committee Staff	Treasury