

Second Regular Session  
Seventy-third General Assembly  
STATE OF COLORADO

**ENGROSSED**

*This Version Includes All Amendments Adopted  
on Second Reading in the House of Introduction*

LLS NO. 22-0960.01 Ed DeCecco x4216

**SENATE BILL 22-216**

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**SENATE SPONSORSHIP**

**Hansen and Zenzinger, Rankin**

**HOUSE SPONSORSHIP**

**Herod and McCluskie,**

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**Senate Committees**  
Appropriations

**House Committees**

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**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.**

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**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

Shading denotes HOUSE amendment. Double underlining denotes SENATE amendment.  
*Capital letters or bold & italic numbers indicate new material to be added to existing statute.*  
*Dashes through the words indicate deletions from existing statute.*

SENATE  
Amended 2nd Reading  
April 29, 2022

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.

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

2 **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  
8 GAMING FUND PURSUANT TO SECTION 44-30-701 (2)(a)(V.5)(A). THE  
9 STATE TREASURER SHALL CREDIT ALL INTEREST AND INCOME DERIVED  
10 FROM THE DEPOSIT AND INVESTMENT OF MONEY IN THE FUND TO THE  
11 FUND.

12 (2) SUBJECT TO ANNUAL APPROPRIATION BY THE GENERAL

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

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 ~~desires~~ 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;

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

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

1 2020-21, and continuing through each subsequent fiscal year until the  
2 fiscal year immediately following the fiscal year in which total limited  
3 gaming tax revenue collections have again equaled or exceeded the  
4 amount of total limited gaming tax revenues collected in state fiscal year  
5 2018-19, any annual THE growth or decline in total net gaming tax  
6 distributions shall be IS allocated between the limited gaming fund  
7 recipients listed in section 9 (5)(b)(II) of article XVIII of the state  
8 constitution and the recipients of limited gaming tax revenues attributable  
9 to extended limited gaming under section 9 (7) of article XVIII of the  
10 state constitution FUND RECIPIENTS based on the relative percentages in  
11 which each group of recipients shared in the decrease in total net gaming  
12 tax distributions from state fiscal year 2018-19 to state fiscal year  
13 2019-20. The commission may make any adjustments necessary to ensure  
14 that the final distributions to all recipients comply with constitutional  
15 requirements while achieving the intent of this subsection (7). So long as  
16 this subsection (7) remains in effect, the annual adjustments required  
17 under subsections (3)(b) and (4)(d) of this section are temporarily  
18 superseded by the specific allocations to implement the constitutional  
19 annual adjustment made pursuant to this subsection (7).

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

26 (c) (I) FOR PURPOSES OF DETERMINING THE LIMITED GAMING TAX  
27 REVENUES ATTRIBUTABLE TO EXTENDED LIMITED GAMING, THE ADJUSTED

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:

20 (I) BEGINNING WITH THE NEXT FISCAL YEAR AND CONTINUING FOR  
21 EACH CONSECUTIVE FISCAL YEAR THEREAFTER WITH TOTAL LIMITED  
22 GAMING TAX REVENUES THAT ARE LESS THAN OR EQUAL TO THE RECENT  
23 TOTAL LIMITED GAMING TAX REVENUES PEAK, THE ANNUAL GROWTH OR  
24 DECLINE IN TOTAL GAMING TAX DISTRIBUTIONS IS ALLOCATED BETWEEN  
25 THE LIMITED GAMING FUND RECIPIENTS AND THE EXTENDED LIMITED  
26 GAMING FUND RECIPIENTS BASED ON THE RELATIVE PERCENTAGES IN  
27 WHICH EACH GROUP OF RECIPIENTS SHARED IN THE DECREASE IN TOTAL



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 (II) (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  
27 THAT THE FINAL DISTRIBUTIONS TO ALL RECIPIENTS COMPLY WITH

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 **follows:**

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**  
27 **SECTION, AT THE END OF THE 2021-22 STATE FISCAL YEAR, THE DIVISION**

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

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
- 27 (e) \$75,000 for the office of archaeology and historic

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.