

CHAPTER 461

**APPROPRIATIONS**

**SENATE BILL 23-123**

BY SENATOR(S) Zenzinger, Bridges, Kirkmeyer, Cutter, Jaquez Lewis, Priola;  
also REPRESENTATIVE(S) Bird, Sirota, Bockenfeld, Amabile, Bacon, Dickson, English, Epps, Herod, Jodeh, Joseph, Lindsay,  
Mabrey, Michaelson Jenet, Snyder, Story, Velasco, Weinberg, McCluskie.

**AN ACT**

**CONCERNING A SUPPLEMENTAL APPROPRIATION TO THE DEPARTMENT OF LEGISLATURE.**

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

**SECTION 1. Appropriation to the legislative department for the fiscal year beginning July 1, 2022.** In Session Laws of Colorado 2022, section 2 of chapter 507, (HB 22-1329), **amend** Part XII as follows:

Section 2. **Appropriation.**

---

*Capital letters or bold & italic numbers indicate new material added to existing statutes; dashes through words indicate deletions from existing statutes and such material not part of act.*

ITEM & SUBTOTAL	TOTAL	APPROPRIATION FROM				
		GENERAL FUND	GENERAL FUND EXEMPT	CASH FUNDS	REAPPROPRIATED FUNDS	FEDERAL FUNDS
\$	\$	\$	\$	\$	\$	\$

**PART XII  
LEGISLATIVE DEPARTMENT**

**(1) LEGISLATIVE COUNCIL**

Property Tax Study pursuant to Section 39-1-104 (16), C.R.S.	752,000		
Ballot Analysis	<u>2,500,000</u>		
	3,252,000	3,252,000	

**(2) GENERAL ASSEMBLY**

Workers' Compensation	62,902		
Legal Services	22,011		
Payment to Risk Management and Property Funds	196,270		
Maintenance of Legislative Space	2,714,382		
Payments to OIT	<del>32,133</del>		
	24,927		
CORE Operations	<u>37,302</u>		
	<del>3,065,000</del>	<del>3,065,000</del>	
	3,057,794	3,057,794	

TOTALS ~~PART XI~~  
PART XII  
(LEGISLATIVE)

\$6,317,000	\$6,317,000				
<u>\$6,309,794</u>	<u>\$6,309,794</u>	<u>                    </u>	<u>                    </u>	<u>                    </u>	<u>                    </u>

**SECTION 2. Safety clause.** The general assembly hereby finds, determines, and declares that this act is necessary for the immediate preservation of the public peace, health, and safety.

Approved: February 28, 2023