

# Summary of Legislation

## 2024



## Liquor, Tobacco, Marijuana, and Gaming

During the 2024 legislative session, the General Assembly considered several measures related to liquor, tobacco, marijuana, and gaming.

### Liquor

[Senate Bill 24-231](#) makes several changes to liquor license enforcement and administration including:

- separating the liquor license for lodging and entertainment facilities into two separate licenses;
- creating an alcohol beverage shipper license and a catering license;
- requiring the Liquor Enforcement Division (LED) to study the potential for adopting an online system for liquor license applications;
- allowing local liquor licensing authorities to delegate their licensing authority to the state if the applicant is on state owned property;
- changing laws related to tastings and classes;
- allowing biennial instead of annual renewals of licenses;
- allowing distillers that have a sales room to purchase and use common beverages to combine with their products for cocktails;
- allowing wholesalers to obtain an importer's license and conduct trade show events;
- allowing a liquor licensed retail store going out of business to sell its inventory to another licensee;
- increasing the purchase limit on certain license types purchasing from a retail liquor store annually;
- allowing sale of alcoholic beverages on December 25<sup>th</sup>; and
- prohibiting liquor licensees from selling marijuana products.

[Senate Bill 24-020](#) authorizes alcohol takeout and delivery to continue indefinitely. It also requires certain licensees in hotels and restaurants to ensure alcoholic beverages for takeout are handled by a liquor license employee.

There were multiple bills related to alcohol that did not ultimately pass. [House Bill 24-1373](#) would have made changes to multiple types of liquor licenses and changed regulations for wholesale and on premise alcohol retailers. [Senate Bill 24-181](#) would have created the Alcohol Impact and Recovery Enterprise under the Behavioral Health Administration. It would have allowed the enterprise to collect fees and created multiple grant programs related to alcohol use disorder and treatment programs under the enterprise.

# Liquor, Tobacco, Marijuana, and Gaming

## Tobacco

[House Bill 24-1356](#) makes the sale of an electronic smoking device to a minor an unfair or deceptive trade practice. This allows the attorney general or a district attorney explicit authority to bring action against the seller.

[Senate Bill 24-022](#), which did not pass, proposed to expand the ability of a board of county commissioners to regulate tobacco products .

## Marijuana

[Senate Bill 24-076](#) makes changes to the regulations of marijuana business including:

- regulation of marijuana contaminants;
- transfer of marijuana products;
- public health disclosures;
- requiring a legislative report from the Marijuana Enforcement Division (MED);
- extending the licensing period;
- permitting retail marijuana stores to sell limited amounts food; and
- putting a cap on initial application fees for retail marijuana businesses.

[House Bill 24-1061](#), which did not pass, would have created new marijuana licenses and made changes to existing social equity marijuana licenses. It also would have allowed for the expansion of grant programs for social equity licensees in OEDIT and creation of income tax credits.

## Gaming

[House Bill 24-1436](#) refers a ballot issue to the voters in the November 2024 election to allow the state to keep and spend all revenue from existing sports betting tax. If the measure is approved, excess revenue will be transferred to the Water Plan Implementation Cash Fund. If the measure fails, excess revenue will be refunded to the sports betting operations that paid the tax.

[House Bill 24-1326](#) continues the regulation of bingo and other games of chance by the Secretary of State for seven years. It also modifies activities and operations of the Colorado Bingo-Raffle advisory board, including:

- regulating strip bingo;
- increasing the maximum total prizes per bingo event;
- increasing the maximum fine imposed for violations;
- permitting licensees to presell tickets to a charitable gaming event; and
- modifying the makeup, duties, and name of the board.

