

STATEMENT OF PURPOSE OF AMENDMENT:

Senate Bill No. 2019 - Dept. of Career and Technical Education - House Action

	Base Budget	Senate Version	House Changes	House Version
Salaries and wages	\$5,118,145	\$5,838,390		\$5,838,390
New and vacant FTE pool		126,203		126,203
Operating expenses	3,046,350	4,445,611	\$150,000	4,595,611
Grants	11,507,349	14,007,349		14,007,349
Grants - Secondary	41,537,780	48,537,780	5,750,000	54,287,780
Marketplace for kids	300,000	400,000		400,000
Adult farm management	1,706,138			
Workforce training	2,500,000	3,250,000		3,250,000
STEM initiative	100,000	100,000		100,000
Total all funds	\$65,815,762	\$76,705,333	\$5,900,000	\$82,605,333
Less estimated income	14,500,485	17,428,009	1,000,000	18,428,009
General fund	\$51,315,277	\$59,277,324	\$4,900,000	\$64,177,324
FTE	23.50	23.50	0.00	23.50

Department 270 - Dept. of Career and Technical Education - Detail of House Changes

	Adds Funding for New and Expanding CTE Programs ¹	Adds Funding for Work-Based Learning Coordinators ²	Adjusts One-Time Funding for Virtual Reality Career Exploration ³	Adds One-Time Funding for Moving Expenses ⁴	Total House Changes
Salaries and wages					
New and vacant FTE pool					
Operating expenses				\$150,000	\$150,000
Grants					
Grants - Secondary	\$5,000,000	\$750,000			5,750,000
Marketplace for kids					
Adult farm management					
Workforce training					
STEM initiative					
Total all funds	\$5,000,000	\$750,000	\$0	\$150,000	\$5,900,000
Less estimated income	0	0	1,000,000	0	1,000,000
General fund	\$5,000,000	\$750,000	(\$1,000,000)	\$150,000	\$4,900,000
FTE	0.00	0.00	0.00	0.00	0.00

¹ Ongoing funding of \$5 million is added for new and expanding secondary career and technical education programs to provide a total of \$8 million from the general fund for the 2025-27 biennium. The Senate provided \$3 million from the general fund for new and expanding secondary career and technical education programs.

² Ongoing funding of \$750,000 is added from the general fund for grants to schools for work-based learning coordinators to provide a total of \$2.25 million from the general fund, including \$1.5 million in the base budget. The Senate did not increase funding for this program.

³ One-time funding of \$1 million added by the Senate from the general fund for virtual reality career exploration hardware and software is changed to be appropriated instead from the strategic investment and improvements fund (SIIF).

⁴ One-time funding of \$150,000 is added from the general fund for moving expenses.

Senate Bill No. 2019 - Other Changes - House Action

This amendment also:

- Removes a section designating funding in the workforce training line item for salaries and wages of organizations in each region of the state.
- Adds a section to identify \$1 million of one-time funding from SIIF for virtual career exploration hardware and software. The Senate appropriated this funding from the general fund.

- Adds a section providing the department an exemption to continue any unspent funding appropriated from the federal Coronavirus Capital Projects Fund for career academies during the 2021-23 and 2023-25 bienniums into the 2025-27 biennium.
- Adds a section to provide the \$150,000 appropriated as one-time funding from the general fund for moving expenses in Section 1 is declared an emergency measure.