

SB 1034 A STAFF MEASURE SUMMARY

Carrier: Sen. Sollman

Joint Committee On Ways and Means

Action Date: 05/26/23

Action: Do pass with amendments. (Printed A-Eng.)

Senate Vote

Yeas: 9 - Anderson, Campos, Dembrow, Frederick, Hansell, Knopp, President Wagner, Sollman, Steiner

Exc: 3 - Findley, Gelser Blouin, Girod

House Vote

Yeas: 11 - Breese-Iverson, Evans, Gomberg, Holvey, Lewis, McLain, Pham K, Reschke, Sanchez, Smith G, Valderrama

Exc: 1 - Cate

Fiscal: Fiscal impact issued

Revenue: Revenue impact issued

Prepared By: John Terpening, Budget Analyst

Meeting Dates: 5/17, 5/26

WHAT THE MEASURE DOES:

Directs the Oregon Department of Education to transfer certain amount to the Oregon Military Department from the State School Fund (SSF) for the purpose of paying costs of educational services provided through programs operated by the military department for at-risk youth. First applies to the 2023-24 SSF distributions.

ISSUES DISCUSSED:

- Fiscal impact of the measure
- Proposed amendment

EFFECT OF AMENDMENT:

-2 -2 makes a technical fix to change the order in which funds are received because the program operates as a federal reimbursement program, the state funds must be provided prior to receipt of federal funds.

BACKGROUND:

The measure directs that each biennium the Oregon Department of Education transfer from the State School Fund (SSF) to the Oregon Military Department, the amount necessary to pay for educational services provided through programs operated by the military department for at-risk youth that are outstanding after the receipt of any federal funds and General Fund (GF) appropriations. The transfer amount is not set in the measure and is expected to vary each biennium.

The new carve-out will ensure a matching federal grant, but the transfer amount from the SSF is not set in the measure and is expected to vary each biennium. However, this carve-out does not add to or subtract from the formula revenue available for distribution to school districts and education service districts.