



| Committee | Amendment |
|-----------|-----------|
| AED | 8 |

The Committee on Appropriations (**Burgess**) recommended the following amendment:

| | |
|---------------|---|
| Section: 02 | <u>EXPLANATION:</u> |
| On Page: 29 | Provides \$350,000 in nonrecurring general revenue funds for the STEM and AI Esports Workforce Development Project (SF 1972). Reduces funding by the same amount from the School Recognition Program. |
| Spec App: 108 | |

| NET IMPACT ON: | Total Funds | General Revenue | Trust Funds |
|-----------------|-------------|-----------------|-------------|
| Recurring - | 0 | 0 | 0 |
| Non-Recurring - | 0 | 0 | 0 |

Position & Amount
DELETE

Position & Amount
INSERT

108 EDUCATION, DEPARTMENT OF
Public Schools, Division Of
Program: State Grants/K-12 Program - Non
FEFP 48250400

In Section 02 On Page 29
Special Categories 104052
Grants And Aids - School And
Instructional Enhancements IOEB

1000 From General Revenue Fund 39,664,321 40,014,321
CA 350,000 FSI1NR 350,000

Following Specific Appropriation 108, INSERT:

STEM and AI Esports Workforce Development Project (SF 1972) 350,000

91 EDUCATION, DEPARTMENT OF
Public Schools, Division Of
Program: State Grants/K-12 Program - Non
FEFP 48250400



In Section 02 On Page 24
Aid To Local Governments 050588
Grants And Aids - School Recognition
Program IOEB

| | | |
|---------------------------------------|--------------------|--------------------|
| 1000 From General Revenue Fund | 140,000,000 | 139,650,000 |
| CA -350,000 FSI1NR -350,000 | | |

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| Line item amendments are accepted as part of the amendatory process. However, due to the necessity of using computerized systems this may entail a different placement within a budget entity or the renumbering of the specific appropriation items. |
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