

1.1 Senator moves to amend the delete-everything amendment (SCS3157A-1)
1.2 to S.F. No. 3157 as follows:

1.3 Page 122, after line 26, insert:

1.4 "Sec. 5. Minnesota Statutes 2022, section 161.045, subdivision 3, is amended to read:

1.5 Subd. 3. **Limitations on spending.** (a) A commissioner must not pay for any of the
1.6 following with funds from the highway user tax distribution fund or the trunk highway fund:

1.7 (1) Bureau of Criminal Apprehension laboratory;

1.8 (2) Explore Minnesota Tourism kiosks;

1.9 (3) Minnesota Safety Council;

1.10 (4) driver education programs;

1.11 (5) Emergency Medical Services Regulatory Board;

1.12 (6) Mississippi River Parkway Commission;

1.13 (7) payments to the Department of Information Technology Services in excess of actual
1.14 costs incurred for trunk highway purposes;

1.15 (8) personnel costs incurred on behalf of the governor's office;

1.16 (9) the Office of Aeronautics within the Department of Transportation;

1.17 (10) the Office of Transit and Active Transportation within the Department of
1.18 Transportation;

1.19 (11) the Office of Passenger Rail;

1.20 (12) purchase and maintenance of soft body armor under section 299A.38;

1.21 (13) tourist information centers;

1.22 (14) parades, events, or sponsorships of events;

1.23 ~~(15) rent and utility expenses for the department's central office building;~~

1.24 ~~(16) the installation, construction, expansion, or maintenance of public electric vehicle~~
1.25 ~~infrastructure;~~

1.26 ~~(17)~~ (16) the statewide notification center for excavation services pursuant to chapter
1.27 216D; and

1.28 ~~(18)~~ (17) manufacturing license plates.

- 2.1 (b) The prohibition in paragraph (a) includes all expenses for the named entity or program,
- 2.2 including but not limited to payroll, purchased services, supplies, repairs, and equipment.
- 2.3 This prohibition on spending applies to any successor entities or programs that are
- 2.4 substantially similar to the entity or program named in this subdivision."

- 2.5 Renumber the sections in sequence