



Mike Villanueva
By: _____

Floor Amendment No. _____

Amend C.S.S.B 1 as follows:

On page III-18, Student and Educator Excellence Awards Programs, decrease the amount from Strategy B.3.1 by \$171,390,728 in fiscal year 2010 and by \$171,390,729 in fiscal year 2011.

On page III-18, strike rider 65, Student and Educator Excellence Awards Programs.

On page III-2, increase the appropriation to Strategy A.1.1 by \$342,781,457.

On page III-21, increase the appropriation made to rider 83, Foundation School Program Funds for Improving Equity, Reducing Recapture, and Providing Educator Salary Increases from Strategy A.1.1 by \$171,390,728 in fiscal year 2010 and by \$171,390,729 in fiscal year 2011.

On page III-21, amend rider 83, Foundation School Program Funds for Improving Equity, Reducing Recapture, and Providing Educator Salary Increases as follows:

Contingent on passage and enactment of legislation by the Eighty-first Legislature, Regular Session, relating to the return to a formula-driven public school finance system that improves equity, reduces recapture, ~~and that may provides~~ for increases to educator salary, improves educator effectiveness, and directs districts to make improvements in the equitable distribution of highly qualified teachers, out of the Foundation School Funds appropriated above in Strategy A.1.1., FSP - Equalized Operations and A.1.2., FSP Equalized Facilities, ~~\$933,000,000~~ \$1,104,390,728 in each fiscal year 2010 of the 2010-11 biennium and \$1,104,390,729 in fiscal year 2011 is allocated for the purposes of the legislation.

Should legislation relating to the return to a formula-driven public school finance system that improves equity and reduces recapture fail to pass, appropriations of Foundation School Funds to Strategy A.1.1., FSP - Equalized Operations and A.1.1., FSP - Equalized Facilities, are hereby reduced by \$933,000,000 in each year of the 2010-11 biennium and Strategy B.3.1 shall be increased by \$342,781,457.

09 APR 14 PM 7:38
HOUSE OF REPRESENTATIVES