

What you need to know about A3101:

1. Current sponsors are:
 - Asw Pat Egan Jones (Dist 5), and Asm. Dan Benson (Dist. 14) Primary Sponsors
 - Asm. Bruce Land, Asm. Andrzejczak (Dist 1)
 - Asm. Ralph Caputo (Dist 28)
 - Asm. Jamal Holley (Dist 20)
 - Asw Valerie Vainieri Huttler, Asm. Gordon Johnson (Dist 37)
 - Asm. Raj Mukherji (Dist 33)
 - Asw. Verlina Reynolds-Jackson (Dist 15)
 - Asw. Gabriela Mosquera (Dist 4)
 - Asw. Mila Jasey (Dist 25)
 - Asm. Jim Kennedy (Dist 22)
 - Asm. Jon Bramnick (Dist 21)
 - Asm. Anthony Bucco (Dist 27)
 - Asw. Annette Quijano (Dist 20)
 - Asm. Andrew Zwicker (Dist 16)
 - Asm. Ronald Dancer (Dist 12)
- The Senate version of the same bill ([S247](#)) passed unanimously last February, but A3101, the companion Assembly bill (with the above 18 sponsors) has not moved since introduction and referral to the Assembly Tourism, Gaming, and Arts Committee in February 2018.
- Why is this action urgent now?
 - State revenue from the dedicated revenue source for arts, history and tourism (NJ Hotel/Motel Occupancy Fee, P.L. 2003, c.114) already provides sufficient revenue that will increase from fees associated with the rental of transient accommodations as of October 1, 2018. **NO NEW REVENUE is needed to meet the proposed minimum appropriation levels.** It is important for A3101 to be passed now so those proposed minimum appropriations will be part of the FY20 NJ State Budget.
 - A3101 proposes minimum appropriations at the (FY05) levels recommended in original bill
 - NJ State Council on the Arts - \$23.68m
 - NJ Historical Commission - \$3.84m
 - NJ Division of Travel & Tourism - \$11m
- A3101 additionally recommends new appropriations to these agencies:
 - NJ State Council on the Arts - \$31.9m
 - NJ Historical Commission - \$5.5m
 - NJ Division of Travel & Tourism - \$17.6m
- What happens next?
 - If A3101 passes in the NJ Assembly, it goes to Governor Murphy's desk for his signature
 - If signed into law, the new minimum appropriations become part of the FY20 NJ State Budget

