

# Legislative Presentation House Finance Committee

January 24, 2018



# TRUSTEES

- Mary Jane Michael, chair
- Chris Cooke, vice chair
- Laraine Derr, secretary
- Paula Easley
- Greg Jones
- Jerome Selby
- Carlton Smith



# FY19 Anticipated Available Funding

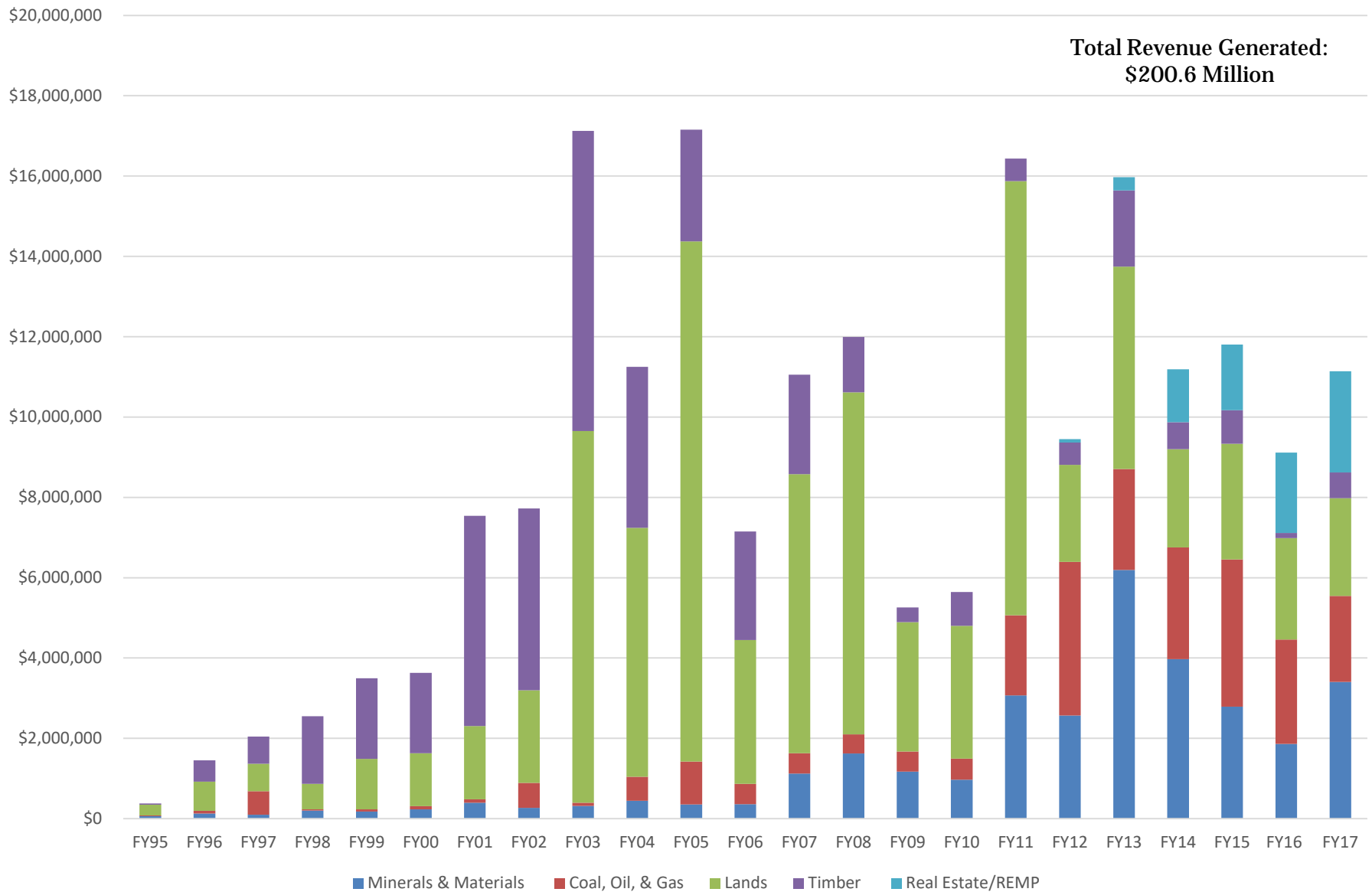
## Distributable Funds – Based on 4-year averages for stability

Payout	\$21,137,000
Prior Years Carried Forward	\$3,042,000
Land Office Average Spendable Income	\$4,974,000
Interest Average	\$285,000
<b>Total</b>	<b>\$29,438,000</b>

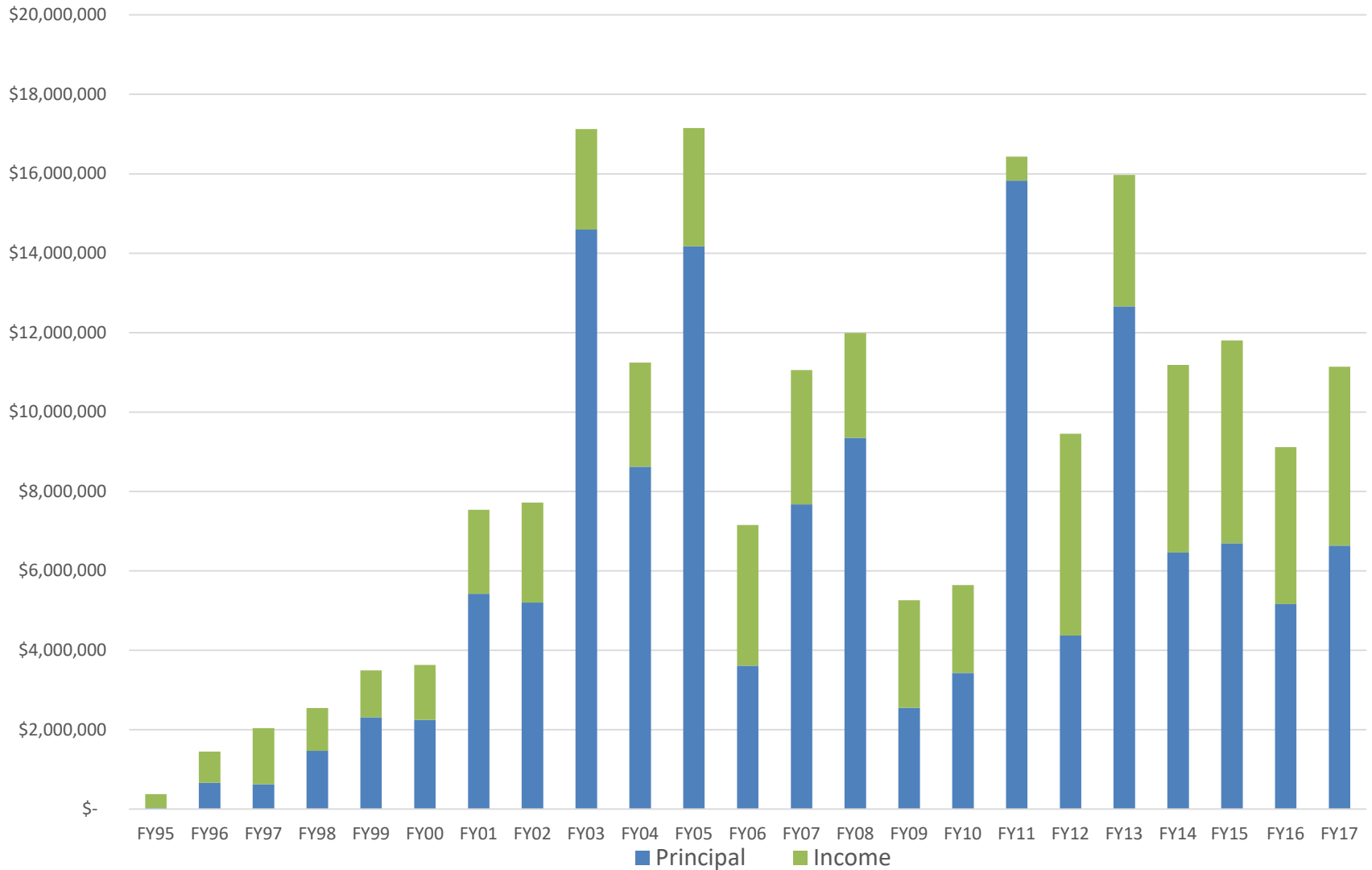
## Prior Years' Total Distributable Funds

FY18	\$28,908,000
FY17	\$28,234,000
FY16	\$28,126,500
FY15	\$28,497,000
FY14	\$26,598,000

# Trust Land Office Annual Revenue

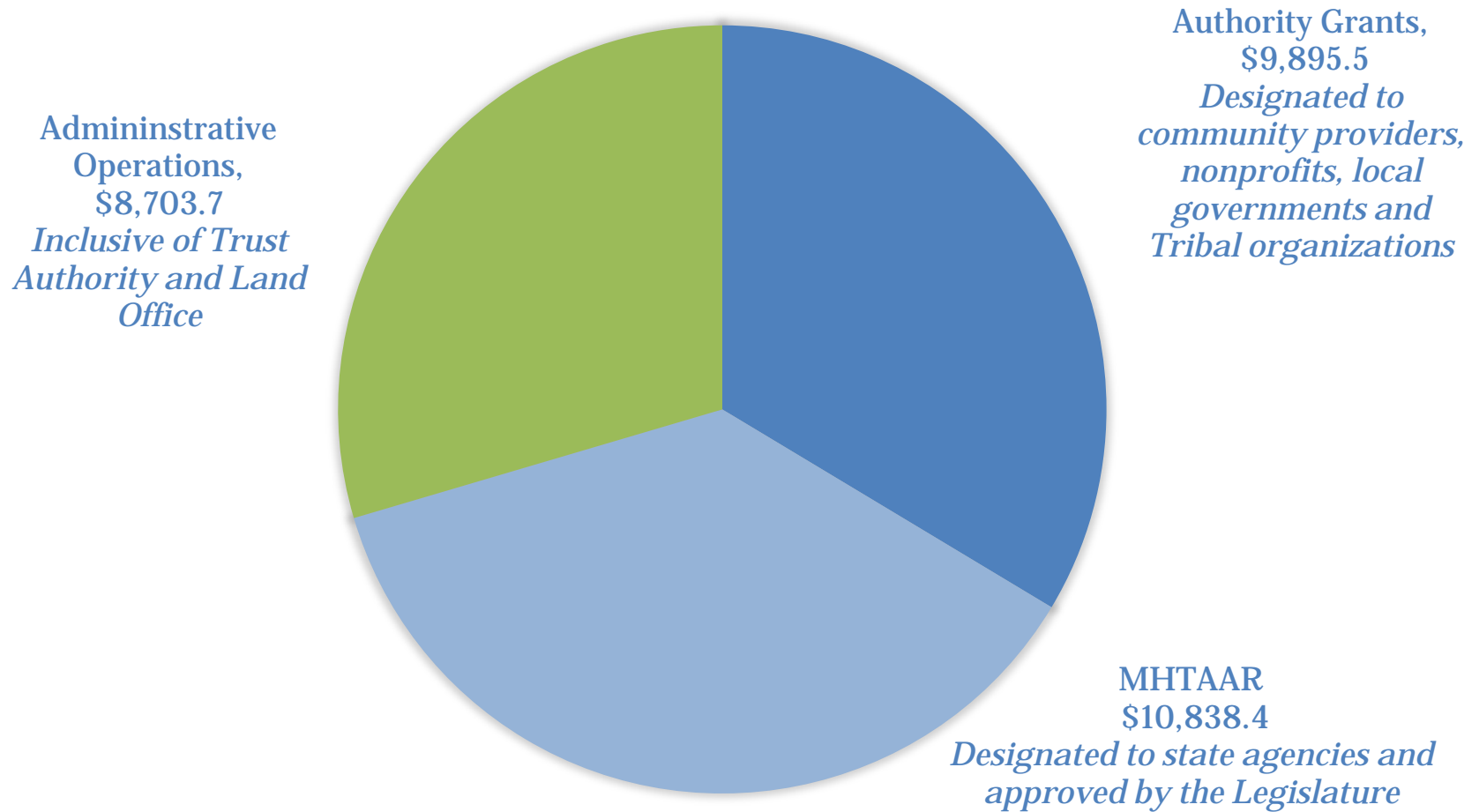


# Trust Land Office Principal and Income Revenue



# FY19 Budget

in millions



# Current Priorities

- Medicaid Reform
- Criminal Justice Reform & Reinvestment

## Established Focus Areas

- Disability Justice
- Substance Abuse Prevention & Treatment
- Beneficiary Employment & Engagement
- Housing and Long-term Services & Supports

# Operating Budget

- Governor's budget is very similar to trustee-approved budget, with one exception
- Governor's budget includes \$18 million increase in GF/MH for comprehensive continuum of care for substance use disorder services



# Capital Budget

- Homeless Assistance Project and Special Needs Grant
  - Trustees recognize the housing and homelessness crisis in the state
  - Trustees respectfully requested an increase of \$5.3 million in state funds to address this issue

# Administrative Budgets

## Trust Authority

- Trustees approved: \$4,135.3
- Governor's proposed budget: \$3,867.4

## Trust Land Office

- Trustees approved: \$4,568.4
- Governor's proposed budget: \$4,213.2

Total difference: \$623.1

*Impacts our ability to generate revenue and provide grants and oversight of existing programs for beneficiaries.*

# Legislative Priorities

- Protect Criminal Justice Reform
- Pass SB 76, Title 4 Revisions
- Pass Trust Investment Legislation

Thank You

