

**FIRST ENGROSSMENT  
with Conference Committee Amendments  
ENGROSSED HOUSE BILL NO. 1021**

Introduced by

Appropriations Committee

1 A BILL for an Act to provide an appropriation for defraying the expenses of workforce safety and  
2 insurance; and to provide for a report.

3 **BE IT ENACTED BY THE LEGISLATIVE ASSEMBLY OF NORTH DAKOTA:**

4 **SECTION 1. APPROPRIATION.** The funds provided in this section, or so much of the funds  
5 as may be necessary, are appropriated from special funds derived from the workforce safety  
6 and insurance fund in the state treasury, not otherwise appropriated, to workforce safety and  
7 insurance, for the biennium beginning July 1, 2021, and ending June 30, 2023.

	<u>Base Level</u>	<u>Adjustments or Enhancements</u>	<u>Appropriation</u>
10 Workforce safety and insurance	<u>\$60,887,842</u>	<u>\$12,299,086</u>	<u>\$73,186,928</u>
11 operations			
12 Total special funds	\$60,887,842	\$12,299,086	\$73,186,928
13 Full-time equivalent positions	260.14	0.00	260.14

14 **SECTION 2. ONE-TIME FUNDING - EFFECT ON BASE BUDGET - REPORT TO**  
15 **SIXTY-EIGHTH LEGISLATIVE ASSEMBLY.** The following amounts reflect the one-time funding  
16 items approved by the sixty-sixth legislative assembly for the 2019-21 biennium and the  
17 one-time funding items included in the appropriation in section 1 of this Act:

	<u>One-Time Funding Description</u>	<u>2019-21</u>	<u>2021-23</u>
19	Claims and policy system replacement project	\$7,010,000	\$7,500,000
20	MyWSI extranet enhancement project	850,000	3,050,000
21	Building upgrades	<u>0</u>	<u>514,000</u>
22	Total special funds	\$7,860,000	\$11,064,000

23 The 2021-23 biennium one-time funding amounts are not a part of the entity's base budget  
24 for the 2023-25 biennium. Workforce safety and insurance shall report to the appropriations

Sixty-seventh  
Legislative Assembly

- 1 committees of the sixty-eighth legislative assembly on the use of this one-time funding for the
- 2 biennium beginning July 1, 2021, and ending June 30, 2023.