



## 2020 STATE LEGISLATIVE PRIORITIES

### **We support:**

#### Economic Development/Tourism

- Revising the Division of Tourism's funding formula with a baseline of the last fiscal year's appropriation and fully funding that formula.  
Performance-based incentives competitive with other states and not subject to the appropriations process.
- Protect small businesses and Missouri jobs from the impact of burdensome and costly regulations.
- Creation of new and/or modify existing performance-based incentives to include tourism projects with significant job creation and capital investment impacts.
- We support funding to programs and initiatives of the Missouri Department of Economic Development's Best in the Midwest.

#### Workforce Development

- Increased or full funding of workforce development programs, such as Missouri One Start and Fast Track, to allow for program expansion.
- Legislation that provides funding for state and local agencies to develop, improve and sustain new and existing, housing and transportation conjunction with public and private organizations to develop workforce housing.

#### Transportation/Infrastructure

- Sustainable funding for a comprehensive transportation system in Missouri as it impacts tourism and will allow for economic development expansion projects.

#### Energy and Environment

- State and local water quality protection of our Ozarks streams and lakes, which are vital to our high quality of place.
- Representation from the Branson Tri-Lakes region on various water and environmental commissions and committees, such as the Clean Water Commission.
- Development of a comprehensive statewide energy plan for all forms of generation.

#### Education

- The appropriation of the necessary amount of state funding in order to continue the full funding of the foundation formula.
- Increased appropriations for K-12 transportation to meet the current statutory funding level.

#### Local Government

- Legislative efforts that do not take local control away from municipalities.