

**SENATE
STATE OF MINNESOTA
NINETY-SECOND SESSION**

S.F. No. 2641

(SENATE AUTHORS: RARICK and Senjem)

DATE
01/31/2022

D-PG

OFFICIAL STATUS
Introduction and first reading
Referred to Jobs and Economic Growth Finance and Policy

1.1 A bill for an act
1.2 relating to capital investment; appropriating money for the Duluth Armory Arts
1.3 and Music Center.

1.4 BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF MINNESOTA:

1.5 Section 1. **DULUTH; HISTORIC ARMORY.**

1.6 (a) \$7,500,000 in fiscal year 2023 is appropriated from the general fund to the
1.7 commissioner of employment and economic development for a grant to the Armory Arts
1.8 and Music Center to design, construct, furnish, and equip the renovation of the historic
1.9 Duluth Armory.

1.10 (b) This appropriation includes money for improvements for the Music Resource Center
1.11 and the North Country Creative Center; exterior building improvements including
1.12 replacement of the roof, window restoration, and masonry tuckpointing and repair; structural
1.13 enhancements to meet current applicable building codes; improvements for compliance
1.14 with Americans with Disabilities Act (ADA) requirements; building systems including
1.15 mechanical, electrical, and plumbing; and street, site, and utility upgrades.

1.16 (c) Design and construction to maximize consideration of energy efficiency and long-life
1.17 cycle materials, while meeting the requirements of the federal National Parks Service (NPS),
1.18 Secretary of Interior Standards for Rehabilitation.

1.19 (d) This appropriation is not available until the commissioner of management and budget
1.20 determines that at least \$11,900,000 has been committed to complete the project from
1.21 nonstate sources. Money invested in the project by an investor receiving an assignment of
1.22 state historic tax credits pursuant to Minnesota Statutes, section 290.0681, are considered

- 2.1 "nonstate sources" for purposes of this paragraph. Due to the integrated nature of the overall
- 2.2 development, public bidding is not required for this project.