

Legislative Fiscal Office 83rd Oregon Legislative Assembly 2025 Regular Session

Prepared by:Roxanne AdamsReviewed by:Michelle Deister, John Borden, Amanda BeitelDate:April 8, 2025

Bill Title: Relating to alcohol.

Government Unit(s) Affected: Oregon Liquor and Cannabis Commission, Counties, Judicial Department, Cities

Summary of Fiscal Impact

Costs related to the measure are anticipated to be minimal - see explanatory analysis.

Measure Description

The measure creates a new retail liquor sales permit for specified individuals that serve alcohol to consumers. It directs the Oregon Liquor and Cannabis Commission (OLCC) to establish rules for the process of issuing and renewing a retail liquor sales permit. The measure allows OLCC to take action prior to the operative date as necessary to complete the requirements of the measure. The measure specifies that licensees and agents are subject to no more than one minor decoy operation per calendar year.

Fiscal Analysis

The measure establishes a permitting process for server positions in approximately 100 retail distillery outlets. The permitting for these servers is not anticipated to be markedly different than what is currently in place for existing permits, so the measure will not substantially change current OLCC operations. OLCC is also in the process of implementing a new licensing and permitting system that is expected to be complete by December 2025. The new system will accommodate the addition of the new permit type without significant changes. The total fiscal impact to OLCC is anticipated to be minimal.

The measure has a minimal impact to the Oregon Judicial Department and no fiscal impact to local governments.

While this individual measure has a minimal fiscal impact, an agency may incur a greater than minimal net fiscal impact, depending on the cumulative impact of all measures enacted into law that affect the agency.

Relevant Dates

The measure takes effect on the 91st day after sine die.

The measure becomes operative on January 1, 2027.