

About the Texas Uniform Grant Management Standards and Texas Grant Management Standards

The Texas Uniform Grant Management Standards (UGMS)/Texas Grant Management Standards (TxGMS) establish administrative requirements, cost principles, and audit requirements for certain grant awards made by Texas state agencies.

When UGMS or TxGMS apply to a TWC-issued grant award, the General Terms and Conditions of that grant award require compliance with their standards.

The Office of the Texas Comptroller of Public Accounts (Comptroller) published UGMS/TxGMS pursuant to the Texas Uniform Grant and Contract Management Act, Texas Government Code, Chapter 783. The first version of UGMS was issued June 1982. It received periodic updates thereafter. In October 2020, the standards received a significant update, and the name was changed from UGMS to TxGMS (TxGMS Version 1.0).

The TxGMS supersedes UGMS for covered grant awards that begin on or after January 1, 2022, except that if a state awarding agency adds funds to a covered grant award that existed before March 1, 2021, TxGMS will apply to that grant from that point forward, unless the state awarding agency specifically indicates that TxGMS will not apply. TxGMS may also be applied to grants by agreement between the parties.

In January 2022, the Comptroller released TxGMS Version 1.1, making the following changes:

- Amend the Audits section by adding a new Major Program Determination subsection and amend Audit Findings for Financial Audit by adding two bullets to establish a dollar threshold for questioned costs
- Amend Appendix 2: Glossary by adding a definition for Major Program
- Amend Appendix 6: Uniform Assurances to add a Public Camping Ban added by the 87th Texas Legislature
- Add Appendix 9: Sample Request for Applications (RFA) Checklist
- Make non-substantive modifications (e.g., format adjustments, inclusion of hyperlinks, correction of typographical errors)

Access UGMS and TxGMS from the grant management information on the [Comptroller's website](#).