

THE GENERAL ASSEMBLY OF PENNSYLVANIA

HOUSE BILL

No. 615 Session of 2019

INTRODUCED BY GILLESPIE, KORTZ, KULIK, METZGAR, BERNSTINE, OWLETT, MURT, ZIMMERMAN, MULLERY, WARNER, SAYLOR, NEILSON, WHEELAND, GOODMAN, GILLEN, SAINATO, JOZWIAK AND GAYDOS, FEBRUARY 28, 2019

AS AMENDED ON SECOND CONSIDERATION, HOUSE OF REPRESENTATIVES, MAY 8, 2019

AN ACT

1 Amending Title 71 (State Government) of the Pennsylvania
2 Consolidated Statutes, in retirement for State employees and
3 officers, further defining "enforcement officer." OFFICER"; <--
4 AND PROVIDING FOR INSTALLMENT PAYMENTS.

5 The General Assembly of the Commonwealth of Pennsylvania
6 hereby enacts as follows:

7 Section 1. The definition of "enforcement officer" in
8 section 5102 of Title 71 of the Pennsylvania Consolidated
9 Statutes is amended by adding a paragraph to read:

10 § 5102. Definitions.

11 The following words and phrases as used in this part, unless
12 a different meaning is plainly required by the context, shall
13 have the following meanings:

14 * * *

15 "Enforcement officer."

16 * * *

17 (5) Game Commission officers and any other commissioned

1 law enforcement personnel under the employment of the
2 Pennsylvania Game Commission who have and exercise the same
3 law enforcement powers as Game Commission officers. This
4 paragraph does not include deputy Game Commission officers.

5 * * *

6 SECTION 2. NOTWITHSTANDING 71 PA.C.S. §§ 5507 AND 5508, FOR <--
7 PURPOSES OF 71 PA.C.S. § 5508(C)(4), ANY CHANGE IN THE ACCRUED
8 LIABILITY THAT RESULTS FROM THE ADDITION OF PARAGRAPH (5) TO THE
9 DEFINITION OF "ENFORCEMENT OFFICER" IN 71 PA.C.S. § 5102 SHALL
10 BE FUNDED IN EQUAL DOLLAR INSTALLMENTS AS A PERCENTAGE OF
11 COMPENSATION OF ALL AFFECTED ACTIVE MEMBERS AND ACTIVE
12 PARTICIPANTS EMPLOYED BY THE PENNSYLVANIA GAME COMMISSION OVER A
13 PERIOD OF 10 YEARS FROM THE FIRST DAY OF JULY FOLLOWING THE
14 VALUATION DATE COINCIDENT WITH OR NEXT FOLLOWING THE EFFECTIVE
15 DATE OF THIS SECTION.

16 Section 2 3. This act shall take effect in 60 days. <--