## **SENATE . . . . . . . . . . . . . . . No. 2328**

## The Commonwealth of Massachusetts

PRESENTED BY:

Jason M. Lewis

To the Honorable Senate and House of Representatives of the Commonwealth of Massachusetts in General Court assembled:

The undersigned legislators and/or citizens respectfully petition for the adoption of the accompanying bill:

An Act relative to reimbursement for annual training for armed forces members.

PETITION OF:

NAME:DISTRICT/ADDRESS:Jason M. LewisFifth Middlesex

**SENATE . . . . . . . . . . . . . . . No. 2328** 

By Mr. Lewis, a petition (accompanied by bill, Senate, No. 2328) of Jason M. Lewis for legislation to reimburse for annual training for armed forces members. Veterans and Federal Affairs.

## [SIMILAR MATTER FILED IN PREVIOUS SESSION SEE SENATE, NO. 2409 OF 2021-2022.]

## The Commonwealth of Massachusetts

In the One Hundred and Ninety-Third General Court (2023-2024)

An Act relative to reimbursement for annual training for armed forces members.

Be it enacted by the Senate and House of Representatives in General Court assembled, and by the authority of the same, as follows:

- Section 59 of chapter 33 of the General Laws is hereby amended by striking subsection

  (a) and inserting in place thereof the following:-
- 3 (a) An employee of the commonwealth in the service of the armed forces of the
- 4 commonwealth or a reserve component of the armed forces of the United States shall be entitled
- 5 to receive pay without loss of ordinary remuneration as a public employee, and shall be fully
- 6 paid by the public employer, during service in the uniformed services, annual training or drills
- 7 and parades under section 61, not exceeding 34 days in any state fiscal year and not exceeding 17
- 8 days in any federal fiscal year, and shall not lose any seniority or any accrued vacation leave,
- 9 sick leave, personal leave, compensation time or earned overtime. For the purposes of this
- section, "uniformed services" shall have the same meaning as defined in section 13.