VIRGINIA ACTS OF ASSEMBLY -- 2024 SESSION

CHAPTER 417

An Act to amend and reenact § 51.1-212 of the Code of Virginia, relating to Virginia Law Officers' Retirement System; firefighters.

[H 1401]

Approved April 4, 2024

Be it enacted by the General Assembly of Virginia:

1. That § 51.1-212 of the Code of Virginia is amended and reenacted as follows: § 51.1-212. Definitions.

As used in this chapter, unless the context requires a different meaning:

"Employee" means any (i) member of the Capitol Police Force as described in § 30-34.2:1, (ii) campus police officer appointed under the provisions of Article 3 (§ 23.1-809 et seq.) of Chapter 8 of Title 23.1, (iii) conservation police officer in the Department of Wildlife Resources appointed under the provisions of Chapter 2 (§ 29.1-200 et seq.) of Title 29.1, (iv) special agent of the Virginia Alcoholic Beverage Control Authority appointed under the provisions of Chapter 1 (§ 4.1-100 et seq.) of Title 4.1, (v) law-enforcement officer employed by the Virginia Marine Resources Commission as described in § 9.1-101, (vi) correctional officer as the term is defined in § 53.1-1, and including correctional officers employed at a juvenile correction facility as the term is defined in § 66-25.3, (vii) any parole officer appointed pursuant to § 53.1-143, and (viii) any commercial vehicle enforcement officer employed by the Department of Military Affairs.

"Member" means any person included in the membership of the Retirement System as provided in this chapter.

"Normal retirement date" means a member's sixtieth birthday.

"Retirement System" means the Virginia Law Officers' Retirement System.

2. That the provisions of this act providing membership in the Virginia Law Officers' Retirement System to full-time firefighters employed by the Department of Military Affairs shall apply only to service as a full-time firefighter employed by the Department of Military Affairs on or after July 1, 2025.

3. That the provisions of this act shall become effective on July 1, 2025.