

126th MAINE LEGISLATURE

FIRST REGULAR SESSION-2013

Legislative Document

No. 343

H.P. 248

House of Representatives, February 12, 2013

Resolve, Regarding the Transfer of Responsibility for Veterans' Cemetery Maintenance

Reference to the Committee on Veterans and Legal Affairs suggested and ordered printed.

Millient M. MacFarland
MILLICENT M. MacFARLAND
Clerk

Presented by Representative COTTA of China.
Cosponsored by Senator BURNS of Washington and
Representatives: DOAK of Columbia Falls, FREDETTE of Newport, KINNEY of Limington,
WALLACE of Dexter, WEAVER of York, WILLETTE of Mapleton.

Sec. 1. Transfer of Maine Veterans' Memorial Cemetery System maintenance study. Resolved: That the Commissioner of Agriculture, Conservation and Forestry and the Director of the Bureau of Maine Veterans' Services within the Department of Defense, Veterans and Emergency Management shall examine the feasibility of transferring the responsibility of maintaining the cemeteries within the Maine Veterans' Memorial Cemetery System from the bureau to the Department of Agriculture, Conservation and Forestry, Division of Parks and Public Lands. The examination must include an assessment of efficiencies that could be achieved if the responsibility for maintenance of the veterans' cemeteries within the Maine Veterans' Memorial Cemetery System were transferred. No later than February 1, 2014, the commissioner and the director shall present a report, including any recommended legislation, to the Joint Standing Committee on Veterans and Legal Affairs and the Joint Standing Committee on Agriculture, Conservation and Forestry.

14 SUMMARY

This resolve directs the Commissioner of Agriculture, Conservation and Forestry and the Director of the Bureau of Maine Veterans' Services within the Department of Defense, Veterans and Emergency Management to study the feasibility of transferring the responsibility of maintaining veterans' cemeteries to the Department of Agriculture, Conservation and Forestry, Division of Parks and Public Lands.