SUBSTITUTE FOR HOUSE BILL NO. 5340

A bill to amend 2014 PA 508, entitled "Private employer's veterans' preference policy act," by amending section 1 (MCL 35.1201).

THE PEOPLE OF THE STATE OF MICHIGAN ENACT:

- 1 Sec. 1. (1) This act shall be known and may be cited as the
- 2 "private employer's veterans' preference policy act".
- 3 (2) As used in this act:
- 4 (a) "Private employer" means a sole proprietor, corporation,
- 5 partnership, limited liability company, or other private entity
- 6 with 1 or more employees.
- 7 (b) "Veteran" means an individual who meets 1 or more of the
- 8 following:
- 9 (i) Has served on active duty with the armed forces of the
- 10 United States for a period of more than 180 days and was discharged

- 1 or released from active duty with other than a dishonorable
- 2 discharge.
- 3 (ii) Was discharged or released from active duty with the
- 4 armed forces of the United States because of a service-connected
- 5 disability.
- 6 (iii) Was discharged or released from duty with other than a
- 7 dishonorable discharge from service as a member of a reserve or
- 8 national guard component of the armed forces of the United States
- 9 under an order to active duty, excluding active duty for
- 10 training. AN INDIVIDUAL WHO MEETS BOTH OF THE FOLLOWING:
- 11 (i) IS A VETERAN AS DEFINED IN SECTION 1 OF 1965 PA 190, MCL
- 12 35.61.
- 13 (ii) SERVED AT LEAST 180 DAYS OF ACTIVE DUTY IN THE ARMED
- 14 FORCES OF THE UNITED STATES OR HAS A SERVICE-CONNECTED DISABILITY
- 15 AS A RESULT OF SERVICE IN THE ARMED FORCES OF THE UNITED STATES.
- 16 (c) "Veterans' preference employment policy" means a private
- 17 employer's voluntary preference for hiring, promoting, or retaining
- 18 a veteran over another equally qualified applicant or employee.
- 19 Enacting section 1. This amendatory act takes effect 90 days
- 20 after the date it is enacted into law.
- 21 Enacting section 2. This amendatory act does not take effect
- 22 unless House Bill No. 5332 of the 98th Legislature is enacted into
- 23 law.