

HOUSE BILL 541

P6

3lr1914
CF SB 274

By: **Delegate Forbes (Chair, Joint Committee on Pensions)**

Introduced and read first time: February 1, 2023

Assigned to: Appropriations

A BILL ENTITLED

1 AN ACT concerning

2 **State Retirement and Pension System – Nonvested Former Members – Return of**
3 **Accumulated Contributions**

4 FOR the purpose of requiring the Board of Trustees for the State Retirement and Pension
5 System to pay a nonvested former member’s accumulated contributions to the
6 nonvested former member’s designated beneficiary or estate if the nonvested former
7 member dies before withdrawing the member’s contributions; and generally relating
8 to payments of accumulated contributions.

9 BY repealing and reenacting, with amendments,
10 Article – State Personnel and Pensions
11 Section 29–207
12 Annotated Code of Maryland
13 (2015 Replacement Volume and 2022 Supplement)

14 SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF MARYLAND,
15 That the Laws of Maryland read as follows:

16 **Article – State Personnel and Pensions**

17 29–207.

18 **(A)** If a former member who is eligible for a vested allowance dies before payment
19 of the vested allowance starts, the Board of Trustees, after receiving proof of death, shall
20 pay the former member’s accumulated contributions to:

21 (1) the designated beneficiary; or

22 (2) if there is no designated beneficiary, the former member’s estate.

EXPLANATION: CAPITALS INDICATE MATTER ADDED TO EXISTING LAW.

[Brackets] indicate matter deleted from existing law.



1 **(B) IF A FORMER MEMBER WHO IS NOT ELIGIBLE FOR A VESTED**
2 **ALLOWANCE DIES BEFORE WITHDRAWING THE FORMER MEMBER'S ACCUMULATED**
3 **CONTRIBUTIONS, THE BOARD OF TRUSTEES, AFTER RECEIVING PROOF OF DEATH,**
4 **SHALL PAY THE FORMER MEMBER'S ACCUMULATED CONTRIBUTIONS TO:**

5 **(1) THE DESIGNATED BENEFICIARY; OR**

6 **(2) IF THERE IS NO DESIGNATED BENEFICIARY, THE FORMER**
7 **MEMBER'S ESTATE.**

8 SECTION 2. AND BE IT FURTHER ENACTED, That this Act shall take effect July
9 1, 2023.