

Senate Bill No. 1310

An act relating to trust funds; re-creating the Emergency Response Trust Fund within the Department of Military Affairs; reenacting and amending s. 250.175(2), F.S., relating to the Emergency Response Trust Fund; providing for sources of funds and purposes; providing for future review and termination or re-creation of the trust fund; providing for annual carryforward of funds; providing an effective date.

Be It Enacted by the Legislature of the State of Florida:

Section 1. The Emergency Response Trust Fund, FLAIR number 62-2-087, is created within the Department of Military Affairs.

Section 2. Notwithstanding the repeal contained in section 14 of chapter 2003-68, Laws of Florida, subsection (2) of section 250.175, Florida Statutes, is reenacted and amended to read:

250.175 Trust funds; authorization; name; purpose.—

(2)(a) The Emergency Response Trust Fund is created within the Department of Military Affairs. Reimbursements from the Federal Emergency Management Agency for the costs of activating the Florida National Guard and transfers of state funds approved by budget amendments processed under chapter 216 shall be deposited into the trust fund. The trust fund shall be used to pay all operational costs incurred by the Florida National Guard when called to active duty.

(b) In accordance with s. 19(f)(2), Art. III of the State Constitution, the Emergency Response Trust Fund shall, unless terminated sooner, be terminated on July 1, ~~2011~~ 2006. Before its scheduled termination, the trust fund shall be reviewed as provided in s. 215.3206(1) and (2).

(c) Notwithstanding s. 216.301 and pursuant to s. 216.351, any balance in the trust fund at the end of any fiscal year shall remain in the trust fund and is available for carrying out the purposes of the trust fund. The trust fund is exempt from the service charges imposed by s. 215.20.

Section 3. This act shall take effect July 1, 2007.

Approved by the Governor April 18, 2007.

Filed in Office Secretary of State April 18, 2007.