

March 19, 2007

H 897. UPDATE LEGISLATOR PER DIEM TO FEDERAL RATE. Filed 3/19/07. *TO UPDATE LEGISLATORS' PER DIEM TO THE CURRENT FEDERAL RATES.* Amends GS 120-3.1 to update references to the federal per diem rates and to set the subsistence allowance for General Assembly members at \$134 per day (was, maximum federal per diem for employees traveling to Raleigh), effective upon the convening of the 2009 Regular Session of the General Assembly.
Intro. by Sutton. GS 120

July 26, 2007

H 897. CITIZENS' LEGISLATIVE COMPENSATION COMMISSION (NEW). Filed 3/19/07. House committee substitute deletes all provisions of the 1st edition and replaces it with *AN ACT TO ESTABLISH THE NORTH CAROLINA CITIZENS' COMMISSION ON LEGISLATIVE COMPENSATION.* Enacts new Article 32 of GS Chapter 120, creating the NC Citizens' Commission on Legislative Compensation, which must recommend a compensation schedule for legislative members and officers every two years. The commission members will include (1) one citizen from each congressional district, chosen by lot and appointed by the Governor and (2) eight individuals with experience in personnel management, appointed by the General Assembly. The following are not eligible for membership on the commission: (1) NC officers and employees, (2) registered NC lobbyists, and (3) immediate family members of either group. The members serve four-year staggered terms.

The commission must study the relationship of compensation to the duties of legislative members and officers, including a comparison of compensation paid to other elected officials in NC and other states. After holding four public hearings, the commission must recommend a compensation schedule by March 1 of every even-numbered year. The schedule must cover salary, travel and expense allowances, and per diem.

The recommended schedule goes into effect upon the convening of the next regular session following the session at which the General Assembly approves the schedule by law. If it is not approved, it does not go into effect.