

**SENATE**  
**STATE OF MINNESOTA**  
**NINETY-FIRST SESSION**

**S.F. No. 2079**

(SENATE AUTHORS: NEWTON)

DATE	D-PG	OFFICIAL STATUS
03/07/2019	690	Introduction and first reading Referred to Veterans and Military Affairs Finance and Policy

- 1.1 A bill for an act
- 1.2 relating to veterans; applying an expanded definition of veterans for purposes of
- 1.3 eligibility for the veteran's identifier on state-issued identification cards; amending
- 1.4 Minnesota Statutes 2018, section 171.07, subdivision 15.
- 1.5 BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF MINNESOTA:
- 1.6 Section 1. Minnesota Statutes 2018, section 171.07, subdivision 15, is amended to read:
- 1.7 Subd. 15. **Veteran designation.** (a) At the request of an eligible applicant and on payment
- 1.8 of the required fee, the department shall issue, renew, or reissue to the applicant a driver's
- 1.9 license or Minnesota identification card bearing a graphic or written designation of:
- 1.10 (1) Veteran; or
- 1.11 (2) Veteran 100% T&P.
- 1.12 (b) At the time of the initial application for the designation provided under this
- 1.13 subdivision, the applicant must:
- 1.14 ~~(1) be a veteran, as defined in section 197.447;~~
- 1.15 ~~(2) (1) have a certified copy of the veteran's discharge papers DD-214 or other official~~
- 1.16 ~~document from the official military personnel file of the veteran that describes the honorable~~
- 1.17 ~~service of the veteran; and~~
- 1.18 ~~(3) (2) if the applicant is seeking the disability designation under paragraph (a), clause~~
- 1.19 ~~(2), provide satisfactory evidence of a 100 percent total and permanent service-connected~~
- 1.20 ~~disability as determined by the United States Department of Veterans Affairs.~~

2.1 (c) The commissioner of public safety is required to issue drivers' licenses and Minnesota  
2.2 identification cards with the veteran designation only after entering a new contract or in  
2.3 coordination with producing a new card design with modifications made as required by  
2.4 law.