

CHAPTER 86

NATURAL RESOURCES

86.33 Approval of project by governor.

86.33 APPROVAL OF PROJECT BY GOVERNOR.

Subdivision 1. **Manner of approval.** All such projects shall be first approved by the governor upon the recommendation of the commissioner of natural resources and after consultation with the legislative advisory commission in the same manner as he consults with such commission in making expenditures from the general contingent fund as provided by section 3.30.

Subd. 2. **Project coordination.** The commissioner of natural resources shall consult with the full productivity and opportunity coordinator and develop a plan that establishes: a priority for unemployed youths who are economically, socially, physically, or educationally disadvantaged; the ways in which participants will be assisted in gaining ongoing employment or training upon completing the projects; the ways in which exclusive bargaining representatives are to be consulted in regard to the positions and job duties of persons employed in projects; and how the projects are coordinated with other publicly authorized or subsidized programs.

The commissioner shall submit the plan to the full productivity and opportunity coordinator in each even-numbered year, according to standards established by the coordinator for use in developing a biennial statewide employment and training plan.

Subd. 3. **Reporting; corps member status; fees.** The commissioner of natural resources shall cooperate with the full productivity and opportunity coordinator in developing and implementing any evaluation and reporting systems for employment and training programs. All camp staff except camp directors in the young adult program are corps members. Corps members are not eligible for unemployment compensation or other benefits except workers' compensation, and they are not employees of the state of Minnesota within the meaning of section 43A.02, subdivision 21. The commissioner may charge a fee for any service performed by the corps.

History: *1Sp1985 c 14 art 9 s 3*