



MAINE STATE LEGISLATURE
LAW AND LEGISLATIVE REFERENCE LIBRARY
Legislative History Collection
129th Legislature (2018-2020)

History and Final Disposition

LD 1410 / HP1023

An Act To Create Paid Family and Medical Leave Benefits. Presented by Speaker GIDEON of Freeport. Referred to the Joint Standing Committee on Labor and Housing. Public Hearing 04/19/19. Final Disposition: Died Upon Conclusion of the 129th Legislature 11/16/20.

Original Bill

[LD 1410 \(129th Legis. 2019\)](#)

Analyst's Summary of Bill

[LD 1410 \(1st Regular Session\)](#)

[LD 1410 \(Carried over\)](#)

Committee Materials

Joint Standing Committee on Labor and Housing

- (Master file available on request—please include citation: cf129-LD-1410.pdf)

[Public Hearing \(committee page >> audio file\) \(LD 1410\) \(LBHS\) \(4/19/2019\)](#)

[Work Session \(committee page >> audio file\) \(LD 1410\) \(LBHS\) \(5/30/2019\)](#)

[Work Session \(committee page >> audio file\) \(LD 1410\) \(LBHS\) \(3/11/2020\)](#)

- (Click audio link on committee page. Audio files may cover several bills/papers)

New Drafts and Amendments

[Amendment CA \(H-795\) \(LD 1410 2020\) \(Majority\)](#)

Floor Proceedings and Debate

[HOUSE, March 26, 2019 \(H278-291\)](#)

- p. H-280

[SENATE, March 26, 2019 \(S311-326\)](#)

- p. S-325

[SENATE, June 19, 2019 \(S1192-1273\)](#)

- p. S-1271

[HOUSE, June 20, 2019 \(H1053-1112\)](#)

- p. H-1109

News Articles

Testimony is divided as Maine lawmakers consider paid family and medical leave for most workers (Scott Thistle) (Portland Press Herald, 4/20/2019, p. A1, A8) • (Available on request—please include citation: 129/LD14xx/nc129-LD-1410/PPH 190420A.pdf)

Some caution about paid family and medical leave proposal (Editorial) (Bangor Daily News, 5/17/2019, p. A6) • (Available on request—please include citation: 129/LD14xx/nc129-LD-1410/BDN 190517D.pdf)

To obtain items available on request, or to report errors or omissions in this history, please contact:

[Maine State Law and Legislative Reference Library](#)