

Content

Title :	Organization Act of Veterans Affairs Council 
Date :	2021.05.12
Legislative :	1.Promulgated on July 3, 2013 and enforced on November 1, 2013 2.Amended on May 12, 2021
Content :	Article 1 The Executive Yuan shall establish the Veterans Affairs Council (hereinafter referred to as "VAC") to administer the overall veterans affairs. Article 2 VAC shall be in charge of the following matters: 1.Planning the veterans assistance policies. 2.Veterans' services, assistance and emergency relief. 3.Veterans' homecare, nursing care, and benefits. 4.Veterans' educational assistance, employment assistance, and vocational training. 5.Veterans' medical care, healthcare, and long-term care. 6.Veterans' pension payment. 7.Supervision, coordination and implementation of matters related to veterans' services, homecare, vocational training, medical care, joint venture enterprises, labor service, and farms of all VAC' s affiliated units. 8.Handling other affairs related to veterans assistance. Article 3 VAC shall have one minister, a special political appointee, in charge Of overall council' s affairs, and three deputy ministers. Two of the three deputy ministers are senior level 14 political appointees, and the other one is senior level 14 executive deputy minister. VAC shall have 9-13 councilors, selected and appointed by the Premier of the Executive Yuan. Article 4 VAC shall have one Secretary General ranked as Senior Grade 12. Article 4-1 If necessary, VAC shall be permitted by the Executive Yuan and dispatch staff members to work in the R.O.C. Overseas Missions in pursuance of the Organization Act of Diplomatic Missions of the Republic of China (Taiwan). Article 5 The ranks, grades and number of positions of VAC staff shall be governed by the personnel establishment table. Article 6 This Act shall come into force on the date of the Executive Yuan's order. The revised provisions of this Act shall be implemented from the date of its promulgation.

Data Source : Veterans Affairs Council,R.O.C Laws and Regulations Retrieving System