Status: Point in time view as at 31/12/2014.

Changes to legislation: The Local Government Pension Scheme Regulations 2013, Introductory Text is up to date with all changes known to be in force on or before 30 June 2024. There are changes that may be brought into force at a future date. Changes that have been made appear in the content and are referenced with annotations. (See end of Document for details)

STATUTORY INSTRUMENTS

2013 No. 2356

PUBLIC SERVICE PENSIONS, ENGLAND AND WALES

The Local Government Pension Scheme Regulations 2013

Made	12th September 2013
Laid before Parliament	19th September 2013
Coming into force in accordance with regulation 1	

These Regulations are made in exercise of the powers conferred by sections 7 and 12 of, and Schedule 3 to the Superannuation Act 1972^{M1} .

In accordance with section 7(5) of that Act, the Secretary of State consulted such associations of local authorities as appeared to the Secretary of State to be concerned; the local authorities with whom consultation appeared to the Secretary of State to be desirable; and such representatives of other persons likely to be affected by the Regulations as appeared to the Secretary of State to be appropriate.

The Secretary of State makes the following Regulations:

Modifications etc. (not altering text)

C1 Regulations applied (with modifications) (1.4.2014) by The Local Government Pension Scheme (Transitional Provisions, Savings and Amendment) Regulations 2014 (S.I. 2014/525), regs. 1(3), 12(2) (3)

Marginal Citations

M1 1972 c. 11; section 12 was amended by the Pensions (Miscellaneous Provisions) Act 1990 (c. 7).

Status: Point in time view as at 31/1

Point in time view as at 31/12/2014.

Changes to legislation:

The Local Government Pension Scheme Regulations 2013, Introductory Text is up to date with all changes known to be in force on or before 30 June 2024. There are changes that may be brought into force at a future date. Changes that have been made appear in the content and are referenced with annotations.