K4 7lr2651

By: Senators Jennings, Astle, Guzzone, and Peters

Introduced and read first time: February 1, 2017

Assigned to: Finance

## A BILL ENTITLED

1	AN ACT concerning				
2	Collective Bargaining – Firefighters – Martin State Airport				
3 4 5 6	FOR the purpose of making certain provisions of law that relate to collective bargaining for State employees apply to certain firefighters for the Martin State Airport who are employed by the Military Department; and generally relating to collective bargaining rights for firefighters for the Martin State Airport.				
7 8 9 10 11	BY repealing and reenacting, with amendments, Article – State Personnel and Pensions Section 3–102(a) Annotated Code of Maryland (2015 Replacement Volume and 2016 Supplement)				
12 13	SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF MARYLAND That the Laws of Maryland read as follows:				
14	Article - State Personnel and Pensions				
15	3–102.				
16 17	(a) Except as provided in this title or as otherwise provided by law, this title applies to:				
18	(1)	) all ei	mployees of:		
19 20	government;	(i)	the principal departments within the Executive Branch of State		
21		(ii)	the Maryland Insurance Administration;		
22		(iii)	the State Department of Assessments and Taxation;		



## SENATE BILL 515

1		(iv)	the State Lottery and Gaming Control Agency;		
2 3	St. Mary's College	(v) of Mai	the University System of Maryland, Morgan State University, cyland, and Baltimore City Community College;		
4		(vi)	the Comptroller;		
5 6	officers;	(vii)	the Maryland Transportation Authority who are not police		
7		(viii)	the State Retirement Agency; and		
8		(ix)	the State Department of Education; [and]		
9 10	(2) all full-time Maryland Transportation Authority police officers at the rank of first sergeant and below; AND				
11 12	(3) FIREFIGHTERS FOR THE MARTIN STATE AIRPORT AT THE RANK OF CAPTAIN OR BELOW WHO ARE EMPLOYED BY THE MILITARY DEPARTMENT.				
13 14	SECTION 2 1, 2017.	a. AND	BE IT FURTHER ENACTED, That this Act shall take effect July		