

hereby added to Article 64A - Merit System, of the Annotated Code of Maryland (1972 Replacement Volume and 1973 Supplement) to read as follows:

Article 64A - Merit System

24B.

(A) THE DIRECTOR OF THE DEPARTMENT OF SOCIAL SERVICES OF BALTIMORE CITY AND ALL EMPLOYEES THEREOF ARE TRANSFERRED AS OF JULY 1, ~~[[1976]]~~ 1975, WITHOUT FURTHER EXAMINATION OR QUALIFICATION, TO THE STATE MERIT SYSTEM.

(B) THE DIRECTOR AND EMPLOYEES SHALL:

(1) BE FULLY SUBJECT TO THE PROVISIONS OF THIS ARTICLE AND OF ARTICLE 73B OF THE CODE, ENTITLED "PENSIONS";

(2) BE CLASSIFIED IN THE JOB CLASSIFICATION IN THE STATE MERIT SYSTEM WHICH ~~[[MOST CLOSELY CORRESPONDS TO THEIR RESPECTIVE JOB CLASSIFICATIONS AS EMPLOYEES OF THE DEPARTMENT OF SOCIAL SERVICES OF BALTIMORE CITY; ]]~~ IS COMMENSURATE WITH OR HIGHER THAN THE PRESENT JOB CLASSIFICATION HELD BY THE EMPLOYEE AND BE COMMENSURATE WITH OR GREATER THAN CURRENT JOB FUNCTIONS AND ADMINISTRATIVE OR SUPERVISORY RESPONSIBILITIES;

(3) BE GIVEN CREDIT FOR THEIR YEARS OF SERVICE RENDERED FOR THE DEPARTMENT OF SOCIAL SERVICES OF BALTIMORE CITY FOR THE PURPOSES OF ESTABLISHING (I) COMPENSATION RATES (INCLUDING LONGEVITY STEPS), (II) THE BASIC RATES FOR ANNUAL LEAVE, (III) THE STATUTORY PERIOD REQUIRED FOR THE VESTING OF RETIREMENT INTERESTS, AND (IV) SICK LEAVE CREDIT EARNINGS PROVIDED UNDER THIS ARTICLE;

(4) RECEIVE NEITHER ANY DIMINUTION IN COMPENSATION SOLELY AS A RESULT OF THIS TRANSFER NOR ANY DIMINUTION IN THE AMOUNTS OF ACCUMULATED ANNUAL OR SICK LEAVE CREDITED TO EACH EMPLOYEE AT THE TIME OF TRANSFER; BUT NO ACCUMULATED ANNUAL LEAVE OR SICK LEAVE MAY BE CREDITED TO THE EMPLOYEES IN EXCESS OF THE AMOUNT OF ACCUMULATION PERMITTED UNDER THIS ARTICLE[~~;~~];

(5) ENJOY THE SAME RIGHT TO A VESTED RETIREMENT INTEREST AS THEY ENJOYED UNDER THE EMPLOYEES' RETIREMENT SYSTEM OF THE CITY OF BALTIMORE ON THE DATE IMMEDIATELY PRECEDING THE TRANSFER]].

(5) RESIDENTS OF BALTIMORE CITY SHALL RETAIN THEIR RIGHTS OF PRIORITY TO POSITIONS IN THE BALTIMORE CITY DEPARTMENT OF SOCIAL SERVICES.