On January 21, 1983, Executive Order No. 01.01.1983.01 pertaining to the Department of Labor, Employment and Training was submitted to the General Assembly as required by Article II, Section 24 of the Maryland Constitution. The Apprenticeship and Training Council was reassigned to the new Department and that reassignment was reflected in an amendment to Section 8-512 of Article 21. Unfortunately, the amendment to that section in the Executive Order contains an inadvertent error at lines 37 and 38 on page 3. The amendment incorrectly assigns the determination of prevailing wage rates to the new Secretary of Labor, Employment and Training.

In prior discussions of this reorganization, I indicated that I would introduce a companion bill so that the usual legislative procedures would be applicable to this important measure. In light of the need to correct the Executive Order as submitted, I am withdrawing the Executive Order and submitting a bill which does not contain the erroneous amendment. I ask your favorable consideration of the bill which will accomplish the same aims as are embodied in the Executive Order.

Sincerely, Harry Hughes Governor

EXECUTIVE ORDER OF JANUARY 24, 1983 01.01.1983.03

- WHEREAS, In the interest of efficiency of government, a statement of policy dated February 1, 1965, and subsequent interpretations were issued concerning the solicitation of State employees during working hours and the implementation of procedures for voluntary payroll deductions; and certain changes and clarifications have become necessary; and
- WHEREAS, The Comptroller of the Treasury has established the payroll procedures required to implement this Order; and
- WHEREAS, It is necessary to identify permitted deductions from payroll and certain exceptions;
- NOW, THEREFORE, I, HARRY HUGHES, GOVERNOR OF THE STATE OF MARYLAND BY VIRTUE OF THE AUTHORITY VESTED IN ME BY THE CONSTITUTION AND LAWS OF MARYLAND, DO HEREBY PROMULGATE THE FOLLOWING EXECUTIVE ORDER.
 - SECTION I GENERAL LIMITATIONS ON VOLUNTARY DEDUCTIONS