8-202. UNITS AND OFFICERS IN DEPARTMENTS.

(A) IN GENERAL.

- (1) UNLESS PLACED BY LAW OR EXPRESSLY EXEMPTED FROM PLACEMENT BY LAW, THE OFFICERS AND UNITS IN THE EXECUTIVE BRANCH OF THE STATE GOVERNMENT THAT ARE NOT PRINCIPAL DEPARTMENTS MAY BE PLACED BY THE GOVERNOR IN ANY PRINCIPAL DEPARTMENT.
- (2) AN INTERSTATE, REGIONAL, OR OTHER INTERGOVERNMENTAL UNIT IN WHICH THE STATE PARTICIPATES SHALL BE PLACED IN THE APPROPRIATE PRINCIPAL DEPARTMENT.

(B) EFFECTS RESTRICTED.

NOTWITHSTANDING THE PLACEMENT OF A UNIT IN A PRINCIPAL DEPARTMENT:

- (1) THE POWERS AND DUTIES THAT ARE ASSIGNED BY LAW TO A THE UNIT ARE NOT CHANGED;
- (2) A STATE OFFICER OR STATE EMPLOYEE WHO IS NOT IN THE CLASSIFIED SERVICE UNDER THE MERIT SYSTEM LAW AND IS TRANSFERRED WITH THE UNIT REMAINS EXEMPT FROM THE LAW AND THE REGULATIONS ADOPTED UNDER IT UNLESS THE OFFICER OR THE EMPLOYEE IS PLACED IN THE CLASSIFIED SERVICE IN ACCORDANCE WITH THAT LAW; AND
- (3) THE HEAD OF A UNIT WHO IS IN THE CLASSIFIED SERVICE OR HOLDS THE POSITION OTHER THAN AT THE PLEASURE OF THE GOVERNOR DOES NOT CEASE TO BE IN THE CLASSIFIED SERVICE OR TO HOLD THE POSITION OTHER THAN AT THE PLEASURE OF THE GOVERNOR.
 - REVISOR'S NOTE: This section is new language derived without substantive change from former Art. 41, §§ 3E, 11, and 11A, the first and third sentences of § 3, and the first sentence of § 3D.

In subsection (a)(1) of this section, the former language "now existing or created during ... any ... session of the General Assembly" and the former language "at ... or ... after the establishment of the appropriate principal department" are deleted as surplusage.

In subsection (a)(2) of this section, the reference to a "principal department" is substituted for the former reference to "the jurisdiction of the ... secretary", to conform to the rest of this section.

The introductory language of subsection (b) of this section, "[n]otwithstanding the placement of a unit in a principal department", is substituted for former language such as "shall continue ... except as may be