- (2) Any deputy sheriff, with the exception of the chief deputy, appointed according to this section shall be placed on a probationary status for at least 18 months of continuous employment and may be dismissed by the Sheriff for any reason during the probationary period.
- (3) All full-time civilian employees are subject to the county personnel regulations with regard to qualifications for hiring, promotion, compensation and disciplinary action. All deputy sheriffs, except the chief deputy, are subject to the county personnel regulations with regard to qualifications for hiring, promotion and compensation with regard to matters not covered by the Law-Enforcement Officers' Bill of Rights.
- (4) (i) The Sheriff of Frederick County may appoint special deputy sheriffs who are:
- Members of the police force of a Frederick County municipality;
- 2. Selected by the chief of police of the municipality; and
- 3. Verified by the chief of police of the municipality as having achieved at least the minimum level of training for police duties in a municipality as designated by the Maryland Police Training Commission.
- (ii) The appointment of special deputy sheriffs under this paragraph is subject to the following conditions:
- 1. The Sheriff may assign the duties of special deputies;
- 2. The Sheriff may terminate the appointment of the special deputy sheriff at will or on completion of the assignment for which the special deputy was appointed;
- 3. The special deputy sheriff is not an employee of Frederick County for the purpose of employment security or employee benefits; and
- 4. County liability insurance coverage within its terms shall be provided to a special deputy sheriff under this subsection only when the special deputy is acting within the special deputy's official duties.
- SECTION 2. AND BE IT FURTHER ENACTED, That, pursuant to Article III, Section 35 of the Constitution of Maryland, this Act may not be construed to extend or apply to the salary or compensation of the Sheriff of Frederick County in office on the