In subsection (b) of this section, the phrase "[s]ubject to the requirements of this title" is added to reflect that the Secretary's authority is limited by the specific requirements of this title. Thus, for example, the Secretary's regulations may not deny leave to an employee who is entitled to that leave under the express provisions of this title.

Also in subsection (b) of this section, the former phrase "[n]otwithstanding any other ... law" is deleted as misleading given that later enactments of the General Assembly could well supersede these provisions.

The State Personnel Article Review Committee notes, for consideration by the General Assembly, that the Secretary's authority under this section and under § 7–102 of this subtitle does not extend to all types of leave available to State employees. For example, work-related accident leave provided for in Subtitle 6 of this title is not covered by either subsection (b) of this section or § 7–102(a)(2) of this subtitle.

Defined terms: "Classified service" § 1–101 "Contractual employee" § 1–101 "Secretary" § 1–101

7-102. REPORTS.

(A) REPORTS TO SECRETARY.

THE REGULATIONS ADOPTED BY THE SECRETARY UNDER § 7-101 OF THIS SUBTITLE SHALL REQUIRE EACH UNIT SUBJECT TO THOSE REGULATIONS TO SUBMIT TO THE SECRETARY PERIODIC REPORTS THAT INCLUDE:

- (1) THE TOTAL NUMBER OF EMPLOYEES IN THE UNIT; AND
- (2) THE AGGREGATE AMOUNTS OF ANNUAL, PERSONAL, AND SICK LEAVE TAKEN BY THE EMPLOYEES IN THE UNIT.
 - (B) DUTIES OF SECRETARY.

THE SECRETARY SHALL:

- (1) COMPILE ALL LEAVE REPORTS RECEIVED FROM ALL UNITS; AND
- (2) MAINTAIN A CENTRAL DATA BASE ON THOSE REPORTS.

REVISOR'S NOTE: This section is new language derived without substantive change from former Art. 64A, § 37A(b), except as it required an annual report to the General Assembly.

As to annual reports on leave by the Secretary, see § 2-203 of this article.

As to the limited scope of the types of leave covered by this section, see Revisor's Note to § 7-101 of this subtitle.

Defined term: "Secretary" § 1–101