

In accordance with Article II, Section 17 of the Maryland Constitution, I have today vetoed Senate Bill 586 - Workers' Compensation - Temporary Total Disability Benefits - Jurisdiction of the Commission.

This bill provides that the Workers' Compensation Commission shall retain jurisdiction of a determination pending an appeal to consider a request for temporary total disability benefits provided that the employee's benefits were granted in the order on appeal and were terminated by the insurer or self-insurer pending adjudication or resolution of the appeal.

House Bill 612, which was passed by the General Assembly and signed by me on May 11, 2000, accomplishes the same purpose. Therefore, it is not necessary for me to sign Senate Bill 586.

Sincerely,  
Parris N. Glendening  
Governor

### Senate Bill No. 586

AN ACT concerning

#### Workers' Compensation - Temporary Total Disability Benefits - Jurisdiction of the Commission

FOR the purpose of expanding the circumstances under which the Workers' Compensation Commission retains jurisdiction pending an appeal to include a request for temporary total disability benefits; ~~and~~ authorizing the Commission, under certain circumstances, to pass a certain supplemental order that an employer provide temporary total benefits pending an appeal; providing that this Act may not be construed to prevent the Commission from ordering a certain offset or credit; providing that the insurer or self-insurer is entitled to a certain offset or credit under certain circumstances; and generally relating to the jurisdiction of the Commission.

BY repealing and reenacting, with amendments,

Article - Labor and Employment

Section 9-742

Annotated Code of Maryland

(1999 Replacement Volume)

SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF MARYLAND, That the Laws of Maryland read as follows:

#### Article - Labor and Employment

9-742.

(a) The Commission retains jurisdiction pending an appeal to consider:

(1) a request for additional medical treatment and attention; AND