

Defined terms: "Board" § 10-201
"Fund" § 10-201

10-215. SEGREGATION FROM OTHER STATE MONEY.

THE STATE TREASURER SHALL KEEP THE FUND AS A SPECIAL INDEMNITY FUND.

REVISOR'S NOTE: This section is new language derived without substantive change from the second sentence of former Art. 101, § 66(2)(d).

The fifth sentence of former Art. 101, § 66(2)(d), which required the bond of the State Treasurer to secure the Fund, now appears at SG § 5-102(b)(4)(ii).

Defined term: "Fund" § 10-201

10-216. ADMINISTRATION.

(A) IN GENERAL.

THE BOARD SHALL SUPERVISE THE ADMINISTRATION OF THE FUND.

(B) BUDGET.

(1) THE FUND ANNUALLY SHALL SUBMIT TO THE GOVERNOR A PROPOSED BUDGET FOR THE FUND, FOR INCLUSION IN THE BUDGET BILL TO BE SUBMITTED TO THE GENERAL ASSEMBLY.

(2) THE PROPOSED BUDGET SHALL INCLUDE AN APPROPRIATION FROM THE FUND FOR ITS BUDGET.

REVISOR'S NOTE: This section is new language derived without substantive change from former Art. 101, § 66(7)(b) and (c) and (8)(c).

In subsection (a) of this section, the former duty to supervise the "operation" of the Fund is deleted as included in the duty to supervise the "administration" of the Fund.

In subsection (b)(1) and (2) of this section, the references to a "proposed budget" and the "budget bill" are substituted for the former references to "its budget", the "State budget", and "appropriation ... shall be made", in light of the prerogatives of the Governor and General Assembly in preparation and enactment of the State budget.

Subsection (b)(2) of this section is revised to require the proposed budget to "include" an appropriation from the Fund, to reflect that provisions in this subtitle refer to expenses for which the State budget is to provide but that seemingly are not "for ... [the] budget" of the Fund. See, e.g., § 10-210(b)(2) of this subtitle.

The Labor and Employment Article Review Committee notes, for consideration by the General Assembly, that former Art. 101, § 66(7)(b) required submission of the proposed budget "to the Governor". In practice, a