

dates; requiring each State agency to conduct a certain energy consumption analysis by a certain date; requiring each State agency to upgrade a certain plan by a certain date to achieve certain energy performance standards; requiring each State agency to file certain plans with the Maryland Energy Administration; requiring the Maryland Energy Administration, in coordination with the Department, to review and analyze certain plans and submit the plans and proposals to implement the plans to the Governor; and generally relating to the conservation of energy in State buildings.

BY repealing and reenacting, with amendments,

Article – State Finance and Procurement

Section 4-806

Annotated Code of Maryland

(1988 Replacement Volume and 1991 Supplement)

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

Article – State Finance and Procurement

4-806.

(a) So that it can audit and evaluate competing design proposals, the Department, in cooperation with the Maryland Energy Administration, shall set standards for energy performance indices.

(b) As experience develops on the energy performance achieved in State buildings, the energy performance indices will serve as a measure of building performance with respect to energy consumption.

(C) THE DEPARTMENT, IN COOPERATION WITH THE MARYLAND ENERGY ADMINISTRATION, SHALL SET ENERGY PERFORMANCE STANDARDS THAT REQUIRE THE AVERAGE ENERGY CONSUMPTION PER SQUARE FOOT IN STATE BUILDINGS BE REDUCED FROM THE LEVEL IN 1992 AS FOLLOWS:

(1) 15% BY 1996; AND

(2) 25% BY 2001.

(D) (1) (I) BY DECEMBER 31, 1992, EACH STATE AGENCY SHALL CONDUCT AN ANALYSIS ON EACH OF THE BUILDINGS UNDER ITS JURISDICTION OF ITS GAS AND ELECTRIC CONSUMPTION AND THE COST OF THIS CONSUMPTION UNDER THE DIRECTION OF THE MARYLAND ENERGY ADMINISTRATION AND IN COORDINATION WITH THE DEPARTMENT OF GENERAL SERVICES.

(II) THE ANALYSIS REQUIRED IN SUBPARAGRAPH (I) OF THIS PARAGRAPH SHALL INCLUDE AN EXAMINATION OF METHODS TO ACHIEVE ENERGY AND COSTS SAVINGS, INCLUDING: