Unofficial Copy A2 2000 Regular Session 0lr0926

By: Delegate Love Anne Arundel County Delegation Introduced and read first time: January 26, 2000 Assigned to: Economic Matters	
Committee Report: Favorable with amendments House action: Adopted Read second time: March 14, 2000	
	CHAPTER

1 AN ACT concerning

2 Anne Arundel County - Board of License Commissioners - Administrators

- 3 FOR the purpose of authorizing the Board of License Commissioners for Anne
- 4 Arundel County to hire up to a certain number of full-time administrators at a
- 5 certain salary pay grade; and generally relating to the Board of License
- 6 Commissioners for Anne Arundel County.
- 7 BY repealing and reenacting, without amendments,
- 8 Article 2B Alcoholic Beverages
- 9 Section 15-112(c)(1)
- 10 Annotated Code of Maryland
- 11 (1998 Replacement Volume and 1999 Supplement)
- 12 BY repealing and reenacting, with amendments,
- 13 Article 2B Alcoholic Beverages
- 14 Section 15-112(c)(5)
- 15 Annotated Code of Maryland
- 16 (1998 Replacement Volume and 1999 Supplement)
- 17 SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF
- 18 MARYLAND, That the Laws of Maryland read as follows:

15

16 October 1, 2000.

HOUSE BILL 241

1 **Article 2B - Alcoholic Beverages** 2 15-112. 3 (c) (1) This subsection applies only in Anne Arundel County. Except for 4 paragraph (2) of this subsection, it does not apply in the City of Annapolis. 5 [There is] THE BOARD OF LICENSE COMMISSIONERS: (5) 6 [A full-time administrator to the Board] MAY EMPLOY UP TO (i) 7 TWO FULL-TIME ADMINISTRATORS whose annual [salary] SALARIES shall be fixed 8 by the Board as in a general Anne Arundel County classified salary schedule, within 9 pay grade 16; 10 (ii) [A] SHALL EMPLOY A full-time secretary [to the Board] whose 11 annual salary shall be fixed by the Board as in a general county classified salary 12 schedule, within pay grade 13; and 13 (iii) [An] SHALL EMPLOY AN attorney [to the Board,] at an annual 14 salary of \$8,000.

SECTION 2. AND BE IT FURTHER ENACTED, That this Act shall take effect