



Testimony on HB905/SB720
The Safe Staffing Act of 2025
Position: **FAVORABLE**

To Madame Chair and Members of the Committee,

I work as a patient care technician at a hospital in Maryland and am a member of 1199SEIU United Healthcare Workers East, which represents more than 10,000 members in Maryland and Washington, DC. Today, I'm asking you to issue a favorable report on HB905/SB720: Safe Staffing Act of 2025.

I've been at the hospital I work at for fourteen years now. In my role as a PCT, I change and feed patients, take them for walks and to the bathroom, and administer EKGs. I also assist nurses.

Short staffing is a serious problem at my workplace. Sometimes I'm the only tech on the floor with 16 patients, but the ratio that we're supposed to maintain is one to eight. When we work short staffed, we're expected to maintain the same high level of care as when we have a more favorable ratio.

When you're short staffed, everyone needs help at the same time, and you only have two hands. You have to keep rushing, and you can't take your time with a patient. I don't feel like I'm putting my best foot forward when I'm trying to help somebody while rushing to help the next person, and it doesn't leave me time to listen to patients. Some patients want to talk to their PCT because there isn't anyone else around for them to talk to. I'd like to be able to listen to them, but there isn't enough time.

I love my job because I like taking care of people, and that's why I'm holding out hope and telling myself that it's going to get better. But when I'm short staffed, it puts me in a different mood, leaving me stressed and tired. When we try to tell management what we need, they say that they're working on hiring more staff. I see new staff sometimes, but many don't stay for very long. I support this legislation because having safe staffing committees at hospitals will allow workers to have a seat at the table and communicate to management what we need to end the staffing crisis. Please vote YES on the Safe Staffing Act of 2025.

In Unity, VC