FIRST REGULAR SESSION HOUSE COMMITTEE SUBSTITUTE FOR HOUSE BILL NO. 1361

98TH GENERAL ASSEMBLY

2683H.02C

D. ADAM CRUMBLISS, Chief Clerk

AN ACT

To repeal section 70.427, RSMo, and to enact in lieu thereof one new section relating to collective bargaining units within the bi-state development agency.

Be it enacted by the General Assembly of the state of Missouri, as follows:

Section A. Section 70.427, RSMo, is repealed and one new section enacted in lieu 2 thereof, to be known as section 70.427, to read as follows:

70.427. 1. Nothing in sections 70.378 and 70.441 shall be construed to limit any2 collective bargaining agreement between the bi-state development agency and its employees.

3 2. Notwithstanding any provision of law to the contrary, a collective bargaining
4 unit may independently represent different classes of workers within the bi-state
5 development agency.

6 **3.** Notwithstanding any provision of law to the contrary, multiple collective 7 bargaining units may exist within the bi-state development agency.

8 4. The bi-state development agency is authorized and directed to establish a 9 comprehensive framework of rules and regulations to settle any labor disputes involving 10 representation which arise in the operation of any public transportation services operated 11 by or for the bi-state agency.

5. In establishing these rules and regulations and in determining any question of representation, including, without limitation, whether a labor organization represents a majority of employees, whether a bargaining unit is appropriate for collective bargaining, or whether an election shall be held to determine the question of representation, and otherwise in establishing rules and regulations governing representation petitions and the conduct of hearings and elections, the bi-state agency shall be guided by relevant federal HCS HB 1361

- $18 \quad \textbf{law and administrative practice developed under section 9 of the National Labor Relations}$
- 19 Act, as amended, 29 U.S.C Section 159.