

HOUSE BILL 125

C7
HB 1426/06 – W&M

71r0812

By: **Delegates Cardin and Kaiser**

Introduced and read first time: January 24, 2007

Assigned to: Ways and Means

A BILL ENTITLED

1 AN ACT concerning

2 **Task Force to Study Charitable and Commercial Gaming Activities in**
3 **Maryland**

4 FOR the purpose of establishing a Task Force to Study Charitable and Commercial
5 Gaming Activities in Maryland; to study and assess certain gaming activities in
6 the State; providing for the membership and staffing of the Task Force;
7 prohibiting members of the Task Force from receiving certain compensation but
8 authorizing the reimbursement of certain expenses; requiring a report by a
9 certain date; providing for the termination of this Act; providing for a delayed
10 effective date; and generally relating to the Task Force to Study Charitable and
11 Commercial Gaming Activities in Maryland.

12 SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF
13 MARYLAND, That:

14 (a) There is a Task Force to Study Charitable and Commercial Gaming
15 Activities in Maryland.

16 (b) The Task Force shall study and assess the following issues:

17 (1) the current statutory and regulatory provisions governing
18 charitable and commercial gaming activities at the State and local levels;

19 (2) the prevalence of illegal charitable and commercial gaming
20 activities in local jurisdictions;

EXPLANATION: CAPITALS INDICATE MATTER ADDED TO EXISTING LAW.

[Brackets] indicate matter deleted from existing law.



1 (3) the financial impact of charitable and commercial gaming activities
2 on qualified organizations conducting the activities, and other organizations that may
3 benefit financially from such activities;

4 (4) the impact of charitable and commercial gaming activities on law
5 enforcement agencies;

6 (5) the impact of charitable and commercial gaming activities on other
7 types of legalized gaming activities in the State, including the State Lottery and horse
8 racing;

9 (6) the feasibility of each county and Baltimore City having local
10 gaming commissions to regulate charitable and commercial gaming activities;

11 (7) how the State may exercise additional or improved oversight of
12 charitable and commercial gaming activities; and

13 (8) any other issues concerning charitable and commercial gaming
14 activities in the State.

15 (c) The Task Force shall consist of the following members:

16 (1) a chair, appointed by the Governor;

17 (2) three members of the Senate Judicial Proceedings Committee,
18 appointed by the President of the Senate;

19 (3) three members of the House Committee on Ways and Means,
20 appointed by the Speaker of the House;

21 (4) the Comptroller of the Treasury, or the Comptroller's designee;

22 (5) the Attorney General, or the Attorney General's designee;

23 (6) the Director of the State Lottery Agency, or the Director's designee;

24 (7) a representative of the Maryland Association of Counties;

25 (8) a representative of the Maryland Municipal League;

26 (9) a representative of the Maryland Sheriff's Association; and

1 (10) two representatives of qualified organizations that conduct
2 charitable or commercial gaming activities, appointed by the Governor.

3 (d) The Comptroller of the Treasury and the Attorney General shall provide
4 staff support to the Task Force.

5 (e) A member of the Task Force:

6 (1) may not receive compensation as a member of the Task Force; but

7 (2) is entitled to reimbursement for expenses under the Standard
8 State Travel Regulations, as provided in the State budget.

9 (f) The Task Force shall submit a report of its findings and any
10 recommendations to the Governor and, in accordance with § 2-1246 of the State
11 Government Article, to the General Assembly on or before May 31, 2008.

12 SECTION 2. AND BE IT FURTHER ENACTED, That this Act shall take effect
13 June 1, 2007. It shall remain effective for a period of 1 year and 1 month and, at the
14 end of June 30, 2008, with no further action required by the General Assembly, this
15 Act shall be abrogated and of no further force and effect.