

Department of Legislative Services
Maryland General Assembly
2008 Session

FISCAL AND POLICY NOTE

House Bill 94
Ways and Means

(Delegate Cardin, *et al.*)

Task Force to Study Charitable and Commercial Gaming Activities in Maryland

This bill establishes a Task Force to Study Charitable and Commercial Gaming Activities in Maryland.

The bill takes effect June 1, 2008 and terminates June 30, 2009.

Fiscal Summary

State Effect: Any expense reimbursements for task force members and staffing costs are assumed to be minimal and could be handled with existing resources.

Local Effect: None.

Small Business Effect: None.

Analysis

Bill Summary: The task force is charged with studying the following issues:

- the current statutory and regulatory provisions governing charitable and commercial gaming in the State and at local levels;
- the prevalence of unregulated charitable and commercial gaming activities in local jurisdictions;
- the financial impact of charitable and commercial gaming activities on various organizations;

- the impact of charitable and commercial gaming activities on law enforcement agencies;
- the impact of charitable and commercial gaming activities on other types of legalized gambling in the State;
- the feasibility of each county and Baltimore City having local gaming commissions to regulate charitable and commercial gaming activities;
- how the State may exercise additional or improved oversight of charitable and commercial gaming; and
- any other issues concerning charitable and commercial gaming activities in the State.

The Comptroller of the Treasury and the Attorney General will provide staff support to the task force. Members of the task force may not be compensated but can be reimbursed for their expenses.

The task force must submit a report of its findings and any recommendations to the Governor and the General Assembly by May 31, 2009.

Current Law: Each county is responsible for regulating gaming activities conducted by civic and charitable organizations. There is no statewide reporting of gaming activities by civic and charitable organizations, except for the slot machines operated on the Eastern Shore. Gaming licensees may use the proceeds of gaming activities for the benefit of their own organizations, but do not need to share them with other organizations. However, slot machine operators must use half of the proceeds from slot machines to benefit a charity.

State gaming law requirements currently apply to 15 counties.

Additional Information

Prior Introductions: This bill is a reintroduction of HB 19 of the 2007 special session that had a hearing in the House Ways and Means Committee. The bill was previously introduced as HB 125 of 2007, as amended, which passed the House and was referred to the Senate Budget and Taxation Committee, where it received no further action. This bill is also identical to HB 1426 of 2006 as amended, which was passed by the House. The bill received a favorable report with amendments from the Senate Judicial Proceedings Committee, but no vote was taken on third reading in the Senate.

Cross File: None.

Information Source(s): Comptroller's Office, Office of the Attorney General,
Department of Legislative Services

Fiscal Note History: First Reader - March 5, 2008
ncs/rhh

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