By: Delegates Madaleno, Barkley, Dumais, Glassman, Gutierrez, James,

Lee, Murray, Petzold, and Simmons

Introduced and read first time: February 10, 2005

Assigned to: Ways and Means

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	A BILL ENTITLED
1	AN ACT concerning
2	Commercial Gaming - Expansion - Voter Approval Required
3 4 5 6 7 8	General Assembly from authorizing on or after a certain date additional forms or expansion of commercial gaming without voter approval; exempting certain forms of gaming from this prohibition; defining a certain term; and submitting this amendment to the qualified voters of the State of Maryland for their
9 10 11	8 r
	SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF MARYLAND, (Three-fifths of all the members elected to each of the two Houses concurring), That it be proposed that the Maryland Constitution read as follows:
15	ARTICLE XIX - COMMERCIAL GAMING EXPANSION
16	5 1.
17	(A) IN THIS ARTICLE, "COMMERCIAL GAMING" INCLUDES:
18	3 (1) CASINO-STYLE GAMING;
19	CARD GAMES;
20) DICE GAMES;
21	(4) ROULETTE;

SLOT MACHINE GAMING; AND

24 ELECTRONIC CONTRIVANCES, MACHINES, OR DEVICES THAT, ON INSERTION OF A

GAMING INVOLVING VIDEO LOTTERY TERMINALS OR ANY OTHER

- 1 COIN, TOKEN, OR SIMILAR OBJECT OR ON PAYMENT OF CONSIDERATION, MAY BE
- 2 PLAYED OR OPERATED, THE PLAY OR OPERATION OF WHICH, WHETHER BY SKILL OR
- 3 CHANCE, ENTITLES THE PLAYER OR OPERATOR TO RECEIVE TOKENS OR ANYTHING
- 4 OF VALUE, INCLUDING CASH, PREMIUMS, AND MERCHANDISE.
- 5 (B) THIS SECTION DOES NOT APPLY TO:
- 6 (1) LOTTERIES CONDUCTED UNDER TITLE 9, SUBTITLE 1 OF THE STATE 7 GOVERNMENT ARTICLE OF THE ANNOTATED CODE OF MARYLAND;
- 8 (2) WAGERING ON HORSE RACING CONDUCTED UNDER TITLE 11 OF THE
- 9 BUSINESS REGULATION ARTICLE OF THE ANNOTATED CODE OF MARYLAND; OR
- 10 (3) GAMING CONDUCTED BY AN ORGANIZATION OR QUALIFIED
- 11 ORGANIZATION INCLUDED UNDER TITLE 12 OR TITLE 13 OF THE CRIMINAL LAW
- 12 ARTICLE OF THE ANNOTATED CODE OF MARYLAND.
- 13 (C) EXCEPT AS PROVIDED IN SUBSECTION (D) OF THIS SECTION, ON OR AFTER
- 14 JANUARY 1, 2007, THE GENERAL ASSEMBLY MAY NOT AUTHORIZE ANY ADDITIONAL
- 15 FORMS OR EXPANSION OF COMMERCIAL GAMING.
- 16 (D) ON OR AFTER JANUARY 1, 2007, THE GENERAL ASSEMBLY MAY AUTHORIZE
- 17 ADDITIONAL FORMS OR EXPANSION OF COMMERCIAL GAMING IF APPROVAL IS
- 18 GRANTED IN A GENERAL ELECTION:
- 19 (1) BY A MAJORITY OF THE QUALIFIED VOTERS STATEWIDE; AND
- 20 (2) BY A MAJORITY OF THE QUALIFIED VOTERS IN THE COUNTY OR
- 21 BALTIMORE CITY WHERE THE GAMING WILL TAKE PLACE.
- 22 SECTION 2. AND BE IT FURTHER ENACTED, That the General Assembly
- 23 determines that the amendment to the Maryland Constitution proposed by this Act
- 24 affects multiple jurisdictions and that the provisions of Article XIV, § 1 of the
- 25 Maryland Constitution concerning local approval of constitutional amendments do
- 26 not apply.
- 27 SECTION 3. AND BE IT FURTHER ENACTED, That the aforegoing section
- 28 proposed as an amendment to the Maryland Constitution shall be submitted to the
- 29 legal and qualified voters of this State at the next general election to be held in
- 30 November, 2006 for their adoption or rejection in pursuance of directions contained in
- 31 Article XIV of the Maryland Constitution. At that general election, the vote on this
- 32 proposed amendment to the Constitution shall be by ballot, and upon each ballot
- 33 there shall be printed the words "For the Constitutional Amendment" and "Against
- 34 the Constitutional Amendment," as now provided by law. Immediately after the
- 35 election, all returns shall be made to the Governor of the vote for and against the
- 36 proposed amendment, as directed by Article XIV of the Maryland Constitution, and
- 37 further proceedings had in accordance with Article XIV.