

The Maryland Department of the Environment Secretary Serena McIlwain

Senate Bill 871

Department of the Environment - Community Water and Sewerage Systems - Cybersecurity Planning and Assessments

| Position: | Support |
|-------------------|--|
| Committee: | Environment and Transportation |
| Date: | March 26, 2025 |
| From: | Alex Butler, Deputy Director of Government Relations |

The Maryland Department of the Environment (MDE) SUPPORTS SB 871 AS AMENDED.

Bill Summary

Senate Bill 871 requires community water and sewerage systems develop and implement comprehensive cybersecurity plans. The covered systems must also conduct regular assessments to identify and mitigate potential cyber threats.

Position Rationale

Cyberattacks against Maryland's water and sewerage infrastructure can at a minimum disrupt the delivery of core public services and at a maximum threaten public health and safety. Senate Bill 871 is critical for enhancing our security and resilience. By requiring these systems to adopt and maintain robust cybersecurity measures, the bill aims to protect water and sewerage services from potential disruptions caused by cyber incidents. Implementing the bill's provisions will necessitate collaboration among various stakeholders, including state agencies, local governments, and private entities, to ensure effective cybersecurity practices are adopted and maintained across all community water and sewerage systems.

Maryland developed a Cybersecurity Action Plan for Water and Wastewater Systems in 2024 which was reviewed at the federal level by the National Security Council. Senate Bill 871 generally aligns with the recommended actions described by that plan.

MDE has worked with the sponsor to clarify certain notice and assessment requirements. MDE has also consulted with the Maryland Department of Information Technology and the Maryland Department of Emergency Management and supports the bill as amended by the Senate.

For the reasons detailed above, MDE requests a FAVORABLE report for SB 871.