Unofficial Copy 1996 Regular Session G1 6lr0792 (PRE-FILED) By: Chairman, Commerce and Government Matters Committee (Departmental -**Elections, State Board of)** Requested: November 8, 1995 Introduced and read first time: January 10, 1996 Assigned to: Commerce and Government Matters Committee Report: Favorable House action: Adopted Read second time: February 6, 1996 CHAPTER ____ 1 AN ACT concerning 2 **Elections - Write-in Candidates** 3 FOR the purpose of altering the deadline by which a write-in candidate shall file the certificate of candidacy for election; and generally relating to write-in campaigns. 4 5 BY repealing and reenacting, with amendments, Article 33 - Election Code 6 7 Section 4D-1 8 Annotated Code of Maryland 9 (1993 Replacement Volume and 1995 Supplement) SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF 10 11 MARYLAND, That the Laws of Maryland read as follows: 12 Article 33 - Election Code

13 4D-1.

- 14 (a) Any person or combination of two or more persons who expends \$51or more 15 to organize, promote, or assist in any manner the success of any personor persons seeking 16 to obtain write-in votes for any public office to be filled at a general election is a political
- 17 committee for the purposes of this article.
- 18 (b) A write-in candidate is required to file a certificate of candidacy for election.
- 19 The certificate shall be filed with the same agency as if the write-in candidate were filing
- 20 for office under § 4A-2 of this article. The certificate may be filed without payment of a
- 21 filing fee.

- 1 (c) The certificate of candidacy for election of a write-in candidate shall be filed 2 no later than 7 days after a total expenditure of \$51 is made by him orin his behalf by a
- 3 committee authorized by him to promote his candidacy, but shall not be filed later than
- 4 5:00 p.m. on the [day] WEDNESDAY preceding the day of the election for which the
- 5 certificate is filed.
- 6 SECTION 2. AND BE IT FURTHER ENACTED, That this Act shall take effect 7 October 1, 1996.