

SENATE BILL 716

Unofficial Copy
E4

2000 Regular Session
0lr2523
CF 0lr2525

By: **Senator McFadden (Baltimore City Administration)**

Introduced and read first time: February 4, 2000

Assigned to: Budget and Taxation

A BILL ENTITLED

1 AN ACT concerning

2 **Department of State Police - Law Enforcement Equipment Fund**

3 FOR the purpose of establishing a Law Enforcement Equipment Fund to assist local
4 law enforcement agencies in acquiring law enforcement equipment needed to
5 address violent crime; defining certain terms; requiring the Secretary of the
6 State Police to establish application procedures and administer the grants;
7 requiring local law enforcement agencies to provide certain statistics and other
8 information to the Secretary; requiring the Secretary to consider certain criteria
9 in determining the amount of the grants; requiring the local law enforcement
10 agencies to submit proof of appropriate expenditure; and generally relating to
11 the Law Enforcement Equipment Fund.

12 BY adding to

13 Article 88B - Department of State Police

14 Section 30B

15 Annotated Code of Maryland

16 (1998 Replacement Volume and 1999 Supplement)

17 SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF
18 MARYLAND, That the Laws of Maryland read as follows:

19 **Article 88B - Department of State Police**

20 30B.

21 (A) (1) IN THIS SECTION THE FOLLOWING WORDS HAVE THE MEANINGS
22 INDICATED.

23 (2) "FUND" MEANS THE LAW ENFORCEMENT EQUIPMENT FUND
24 ESTABLISHED UNDER THIS SECTION.

25 (3) "LOCAL LAW ENFORCEMENT AGENCY" MEANS THE AGENCY OF ANY
26 COUNTY OR MUNICIPAL CORPORATION, INCLUDING BALTIMORE CITY, WITHIN THIS
27 STATE THAT PERFORMS POLICE PROTECTION FUNCTIONS.

1 (4) "LAW ENFORCEMENT EQUIPMENT" MEANS ANY EQUIPMENT USED
2 FOR LAW ENFORCEMENT PURPOSES INCLUDING VEHICLES, CRIME TRACKING
3 TECHNOLOGY, PHOTO IMAGING EQUIPMENT, SURVEILLANCE DEVICES, WEAPONS,
4 AMMUNITION, AND COMMUNICATION DEVICES.

5 (B) A LAW ENFORCEMENT EQUIPMENT FUND IS ESTABLISHED TO ASSIST
6 LOCAL LAW ENFORCEMENT AGENCIES IN ACQUIRING LAW ENFORCEMENT
7 EQUIPMENT NEEDED TO ADDRESS VIOLENT CRIME.

8 (C) (1) THE SECRETARY SHALL ADMINISTER THE FUND IN ACCORDANCE
9 WITH THIS SECTION AND OTHER APPLICABLE LAW.

10 (2) THE FUND SHALL CONSIST OF MONEY APPROPRIATED IN THE STATE
11 BUDGET.

12 (3) PAYMENTS OUT OF THE FUND SHALL BE MADE TO A LOCAL LAW
13 ENFORCEMENT AGENCY BY THE STATE TREASURER AS AUTHORIZED BY THE
14 SECRETARY.

15 (D) (1) THE SECRETARY SHALL ESTABLISH APPLICATION PROCEDURES FOR
16 LOCAL LAW ENFORCEMENT AGENCIES TO APPLY FOR AID FROM THE FUND, WITH
17 FUNDING PRIORITY GIVEN TO THOSE JURISDICTIONS WITH THE HIGHEST
18 INCIDENCE OF VIOLENT CRIME.

19 (2) A LOCAL LAW ENFORCEMENT AGENCY APPLYING FOR AID FROM THE
20 FUND SHALL PROVIDE THE FOLLOWING INFORMATION TO THE SECRETARY:

21 (I) THE NUMBER OF VIOLENT CRIME INCIDENTS COMMITTED
22 WITHIN THE JURISDICTION OF THE LOCAL LAW ENFORCEMENT AGENCY FOR THE
23 LAST 2 YEARS; AND

24 (II) ANY OTHER INFORMATION THAT THE SECRETARY DEEMS
25 NECESSARY IN MAKING AWARDS FOR LAW ENFORCEMENT EQUIPMENT.

26 (E) THE SECRETARY, TO THE EXTENT PROVIDED IN THE STATE BUDGET,
27 SHALL PROVIDE GRANTS FOR THE PURCHASE OR REPLACEMENT OF LAW
28 ENFORCEMENT EQUIPMENT TO LOCAL LAW ENFORCEMENT AGENCIES BASED UPON
29 THE COMPARATIVE NEEDS OF EACH LOCAL LAW ENFORCEMENT AGENCY AS
30 DETERMINED FROM THE INFORMATION PROVIDED UNDER SUBSECTION (D)(2) OF
31 THIS SECTION.

32 (F) THE AID DISTRIBUTED UNDER THIS SECTION SHALL BE USED TO
33 SUPPLEMENT, NOT SUPPLANT, OTHER LOCAL LAW ENFORCEMENT FUNDING.

34 (G) AFTER A LOCAL LAW ENFORCEMENT AGENCY RECEIVES NOTICE OF A
35 GRANT AWARD FROM THE SECRETARY, THE LOCAL LAW ENFORCEMENT AGENCY
36 MUST SUBMIT PROOF OF EXPENDITURES ON LAW ENFORCEMENT EQUIPMENT TO
37 THE SECRETARY.

1 (H) THE SECRETARY SHALL REPORT ANNUALLY BY SEPTEMBER 1 TO THE
2 GOVERNOR AND, IN ACCORDANCE WITH § 2-1246 OF THE STATE GOVERNMENT
3 ARTICLE, TO THE GENERAL ASSEMBLY, AS TO THE DISTRIBUTION OF AID PROVIDED
4 UNDER THIS SECTION.

5 SECTION 2. AND BE IT FURTHER ENACTED, That this Act shall take effect
6 October 1, 2000.