## **UNOFFICIAL COPY OF HOUSE BILL 576**

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HB 817/05 - W&M

By: Delegates Simmons, Bobo, Feldman, McMillan, and Zirkin

Introduced and read first time: February 1, 2006

ssigned to: Ways and Means	
	A BILL ENTITLED
1	AN ACT concerning
2	Election Law - Campaign Contributions by Persons Engaged in Gaming Activity in the State
4 5 6 7 8 9 10 11 12 13	contributions of certain persons to certain other persons for certain purposes; and generally relating to campaign contributions by persons engaged in or
14 15 16 17	Section 13-237 Annotated Code of Maryland
19 20	SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF MARYLAND, That the Laws of Maryland read as follows:
21	Article - Election Law
22	13-237.
23 24	(A) (1) IN THIS SECTION THE FOLLOWING WORDS HAVE THE MEANINGS INDICATED

- "GAMING ACTIVITY" MEANS A VIDEO LOTTERY TERMINAL OR A (2) 26 CASINO AUTHORIZED BY THE STATE.
- "KEY EMPLOYEE" MEANS AN INDIVIDUAL WHO, ACTING AS AN (3) 28 AGENT OR EMPLOYEE OF A PERSON OR LICENSEE, SUPERVISES MORE THAN TWO

- 1 AGENTS OR EMPLOYEES OF THE PERSON OR LICENSEE AUTHORIZED TO ENGAGE IN 2 GAMING ACTIVITY IN THE STATE.
- 3 (4) "VIDEO LOTTERY TERMINAL" MEANS ANY ELECTRONIC
- 4 CONTRIVANCE, MACHINE, OR OTHER DEVICE THAT, ON INSERTION OF A COIN,
- 5 TOKEN, OR SIMILAR OBJECT, OR ON PAYMENT OF ANY CONSIDERATION, IS
- 6 AVAILABLE TO PLAY OR OPERATE, THE PLAY OR OPERATION OF WHICH, ONLY BY
- 7 APPLICATION OF THE ELEMENT OF CHANCE, MAY DELIVER OR ENTITLE THE PLAYER
- 8 WHO OPERATES THE DEVICE TO RECEIVE CASH, PREMIUMS, MERCHANDISE,
- 9 TOKENS, OR ANYTHING OF VALUE, WHETHER THE PAYOUT IS MADE
- 10 AUTOMATICALLY FROM THE DEVICE OR IN ANY OTHER MANNER.
- 11 (B) THIS SECTION APPLIES TO THE FOLLOWING PERSONS:
- 12 (1) AN APPLICANT FOR A LICENSE TO ENGAGE IN GAMING ACTIVITY IN
- 13 THE STATE;
- 14 (2) A PERSON AUTHORIZED TO ENGAGE IN GAMING ACTIVITY IN THE
- 15 STATE:
- 16 (3) A HOLDING COMPANY, INTERMEDIARY COMPANY, OR A SUBSIDIARY
- 17 COMPANY OF:
- 18 (I) AN APPLICANT FOR A LICENSE TO ENGAGE IN GAMING
- 19 ACTIVITY IN THE STATE; OR
- 20 (II) A PERSON AUTHORIZED TO ENGAGE IN GAMING ACTIVITY IN
- 21 THE STATE;
- 22 (4) A KEY EMPLOYEE OF, OR A PERSON OR AGENT ON BEHALF OF:
- 23 (I) AN APPLICANT FOR A LICENSE TO ENGAGE IN GAMING
- 24 ACTIVITY IN THE STATE: OR
- 25 (II) A PERSON AUTHORIZED TO ENGAGE IN GAMING ACTIVITY IN
- 26 THE STATE; AND
- 27 (5) A PERSON ENTITLED BY CONTRACT TO RECEIVE ANY PROCEEDS
- 28 FROM THE GAMING OPERATIONS OF AN APPLICANT OR A PERSON AUTHORIZED TO
- 29 ENGAGE IN GAMING ACTIVITY IN THE STATE.
- 30 (C) THIS SECTION DOES NOT APPLY TO GAMING ACTIVITY THAT AN ELIGIBLE
- 31 ORGANIZATION IS AUTHORIZED TO CONDUCT UNDER THE CRIMINAL LAW ARTICLE.
- 32 (D) (1) THIS SUBSECTION APPLIES TO A PERSON DESCRIBED IN
- 33 SUBSECTION (B) OF THIS SECTION THAT, DIRECTLY OR INDIRECTLY, MAKES A
- 34 CONTRIBUTION TO:
- 35 (I) THE CAMPAIGN FINANCE ENTITY OF A CANDIDATE FOR
- 36 NOMINATION OR ELECTION TO ANY PUBLIC OFFICE IN THE STATE;

- 12 (II) IF A PERSON THAT MAKES A CONTRIBUTION TO A CAMPAIGN
- 13 FINANCE ENTITY DESCRIBED IN PARAGRAPH (1) OF THIS SUBSECTION HOLDS A
- 14 LICENSE OR PERMIT TO CONDUCT GAMING ACTIVITIES IN THE STATE AT THE TIME
- 15 THE PERSON MAKES THE CONTRIBUTION, THE PERSON'S GAMING ACTIVITY LICENSE
- 16 OR PERMIT SHALL BE SUSPENDED FOR 3 YEARS BEGINNING ON THE DATE THE
- 17 CONTRIBUTION WAS MADE.
- 18 (III) FOR THE PURPOSES OF THIS SUBSECTION, CONTRIBUTIONS
- 19 MADE BY A PERSON DESCRIBED IN SUBSECTION (B)(3) OR (4) OF THIS SECTION SHALL
- 20 BE CONSIDERED TO HAVE BEEN MADE BY A PERSON DESCRIBED IN SUBSECTION
- 21 (B)(1) OR (2) OF THIS SECTION.
- 22 SECTION 2. AND BE IT FURTHER ENACTED, That this Act shall take
- 23 effect October 1, 2006.