

HOUSE BILL 1227

C7, J1

7lr3466

By: **Delegates Mosby, Jones, Kaiser, McIntosh, Davis, Pena–Melnyk, Ali, Barron, Branch, Glenn, C. Howard, Korman, R. Lewis, McMillan, Morales, Oaks, Platt, Queen, Rosenberg, Sample–Hughes, Sanchez, Tarlau, and M. Washington**

Introduced and read first time: February 10, 2017

Assigned to: Ways and Means

Committee Report: Favorable

House action: Adopted

Read second time: March 14, 2017

CHAPTER _____

1 AN ACT concerning

2 **The Problem Gambling Funding and Treatment Act of 2017**

3 FOR the purpose of increasing a certain annual fee paid by video lottery operation licensees
4 for certain video lottery terminals to the Problem Gambling Fund; increasing the
5 maximum amount of a certain annual fee that may be paid by a video lottery
6 operation licensee for certain table games to the Fund; specifying that the primary
7 purpose of the Fund is to provide money for certain problem gambling treatment and
8 prevention programs; requiring the Department of Health and Mental Hygiene to
9 use certain funds to establish a certain outreach program for certain individuals;
10 providing that certain programs developed and implemented by the Department be
11 free or reduced cost programs; requiring a certain organization to make a certain
12 report to the General Assembly by a certain date; and generally relating to fees
13 assessed on video lottery terminals and table games and the Problem Gambling
14 Fund.

15 BY repealing and reenacting, with amendments,
16 Article – State Government
17 Section 9–1A–33
18 Annotated Code of Maryland
19 (2014 Replacement Volume and 2016 Supplement)

EXPLANATION: CAPITALS INDICATE MATTER ADDED TO EXISTING LAW.

[Brackets] indicate matter deleted from existing law.

Underlining indicates amendments to bill.

~~Strike out~~ indicates matter stricken from the bill by amendment or deleted from the law by amendment.



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

3 **Article – State Government**

4 9–1A–33.

5 (a) (1) The Commission shall:

6 (i) establish an annual fee of [~~\$425~~] **\$500**, to be paid by each video
7 lottery operation licensee, for each video lottery terminal operated by the licensee during
8 the year, based on the maximum number of terminal positions in use during the year; and

9 (ii) distribute the fees collected under item (i) of this paragraph to
10 the Problem Gambling Fund established in subsection (b) of this section.

11 (2) The Commission may establish an annual fee of up to [~~\$500~~] **\$700** for
12 each table game to be paid by each video lottery operation licensee and distributed to the
13 Problem Gambling Fund under subsection (b) of this section in order to ensure sufficient
14 funds are available to provide requested services.

15 (b) (1) **(I)** There is a Problem Gambling Fund in the Department of Health
16 and Mental Hygiene.

17 **(II) THE PURPOSE OF THE FUND IS PRIMARILY TO PROVIDE**
18 **FUNDING FOR PROBLEM GAMBLING TREATMENT AND PREVENTION PROGRAMS,**
19 **INCLUDING:**

- 20 1. **INPATIENT AND RESIDENTIAL SERVICES;**
- 21 2. **OUTPATIENT SERVICES;**
- 22 3. **INTENSIVE OUTPATIENT SERVICES;**
- 23 4. **CONTINUING CARE SERVICES;**
- 24 5. **EDUCATIONAL SERVICES;**
- 25 6. **SERVICES FOR VICTIMS OF DOMESTIC VIOLENCE; AND**
- 26 7. **OTHER PREVENTIVE OR REHABILITATIVE SERVICES**
27 **OR TREATMENT.**

28 (2) The Problem Gambling Fund is a special, nonlapsing fund that is not
29 subject to § 7–302 of the State Finance and Procurement Article.

1 (3) Money in the Problem Gambling Fund shall be invested and reinvested
2 by the Treasurer, and interest and earnings shall accrue to the Fund.

3 (4) Except as provided in paragraph (5) of this subsection, expenditures
4 from the Problem Gambling Fund shall be made only by the Department of Health and
5 Mental Hygiene to:

6 (i) establish a 24-hour hotline for compulsive and problem gamblers
7 and to provide counseling and other support services for compulsive and problem gamblers;
8 [and]

9 (ii) **ESTABLISH AN OUTREACH PROGRAM FOR COMPULSIVE AND**
10 **PROBLEM GAMBLERS, INCLUDING INDIVIDUALS WHO REQUESTED PLACEMENT ON**
11 **THE VOLUNTARY EXCLUSION LIST ESTABLISHED BY THE COMMISSION UNDER §**
12 **9-1A-24 OF THIS SUBTITLE, FOR THE PURPOSE OF PARTICIPATING IN PROBLEM**
13 **GAMBLING TREATMENT AND PREVENTION PROGRAMS; AND**

14 (iii) develop and implement **FREE OR REDUCED COST** problem
15 gambling treatment and prevention programs, including the programs established under
16 Title 19, Subtitle 8 of the Health – General Article.

17 (5) After satisfying the requirements of paragraph (4) of this subsection,
18 any unspent funds in the Problem Gambling Fund may be expended by the Department of
19 Health and Mental Hygiene on drug and other addiction treatment services.

20 (6) Expenditures from the Problem Gambling Fund shall be made in
21 accordance with an appropriation approved by the General Assembly in the annual State
22 budget or by the budget amendment procedure provided for in § 7-209 of the State Finance
23 and Procurement Article.

24 SECTION 2. AND BE IT FURTHER ENACTED, That the Maryland Center of
25 Excellence on Problem Gambling, on or before December 31, 2017, shall report to the
26 General Assembly, in accordance with § 2-1246 of the State Government Article, on the
27 geographic breakdown by county of the Maryland Center of Excellence on Problem
28 Gambling's public awareness and outreach efforts during fiscal year 2017.

29 SECTION 3. AND BE IT FURTHER ENACTED, That this Act shall take effect July
30 1, 2017.