

**HB0195/493324/1**

BY: Ways and Means Committee

AMENDMENTS TO HOUSE BILL 195

(First Reading File Bill)

AMENDMENT NO. 1

On page 1, in line 3, strike “– **Collaboration**” and substitute “**and the Workgroup on Gambling Prevention Technology**”; in line 4, strike “requiring” and substitute “authorizing”; in the same line, after “Commission” insert “, in collaboration with Bowie State University, Morgan State University, and the Maryland Center of Excellence on Problem Gambling,”; in the same line, after “conduct” insert “certain”; in line 5, strike “of the State lottery and gaming program”; strike beginning with “requiring” in line 7 down through “studies;” in line 14 and substitute “establishing the Workgroup on Gambling Prevention Technology in the Commission to study best practices in using gambling prevention technology, including geofencing technology, to ascertain the extent of problem gambling on college campuses in the State;”; and in line 15, after “technology” insert “and the Workgroup on Gambling Prevention Technology”.

On pages 1 and 2, strike in their entirety the lines beginning with line 21 on page 1 through line 3 on page 2, inclusive.

AMENDMENT NO. 2

On page 2, in line 10, strike the brackets; in the same line, strike beginning with “**SUBJECT**” through “**THE**”; and in line 20, strike the brackets.

On pages 2 and 3, strike beginning with the semicolon in line 23 on page 2 down through “**FRAUD**” in line 4 on page 3.

On page 3, strike in their entirety lines 14 through 26, inclusive; in line 27, strike the brackets; and in the same line, strike “**(D)**”.

On page 4, after line 9, insert:

“(D) THE COMMISSION MAY CONDUCT STUDIES, IN COLLABORATION WITH BOWIE STATE UNIVERSITY, MORGAN STATE UNIVERSITY, AND THE MARYLAND CENTER OF EXCELLENCE ON PROBLEM GAMBLING, TO IDENTIFY THE LATEST TRENDS AND EMERGING TECHNOLOGY TO CREATE A SAFER, MORE TRANSPARENT GAMBLING ENVIRONMENT, INCLUDING:

(1) CYBERSECURITY TECHNOLOGY TO PROTECT GAMING ACTIVITIES FROM SECURITY BREACHES THROUGH USE OF DATA ENCRYPTION, MULTIFACTOR AUTHENTICATION, SECURE PAYMENT GATEWAYS, AND BLOCKCHAIN TECHNOLOGY;

(2) THE USE OF ARTIFICIAL INTELLIGENCE TO PROTECT CUSTOMERS, MONITOR BEHAVIORAL PATTERNS OF CUSTOMERS TO ANALYZE BEHAVIOR, AND PROMOTE RESPONSIBLE GAMING;

(3) DIGITAL IDENTITY VERIFICATION TO VERIFY THE CUSTOMER’S AGE AND IDENTITY TO PREVENT ILLEGAL GAMING ACTIVITY AND TO SUPPORT FACIAL RECOGNITION AND BIOMETRICS TO REDUCE THE RISK OF IDENTITY FRAUD; AND

(4) GEOFENCING TECHNOLOGY TO DETERMINE THE IMPACT OF MOBILE SPORTS WAGERING ON COLLEGE CAMPUSES IN THE STATE.”;

and strike in their entirety lines 10 through 26, inclusive, and substitute:

“SECTION 2. AND BE IT FURTHER ENACTED, That:

(a) In this section, “Commission” means the State Lottery and Gaming Control Commission.

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(b) There is a Workgroup on Gambling Prevention Technology in the Commission.

(c) The Workgroup established under subsection (b) of this section shall be conducted in partnership with:

(1) (i) Bowie State University:

(ii) Morgan State University; and

(iii) the Maryland Center of Excellence on Problem Gambling; and

(2) any other foundations or private entities as determined by the Commission.

(d) The Workgroup shall study best practices in using gambling prevention technology, including geofencing technology, to ascertain the extent of problem gambling on college campuses in the State.

(e) The Commission shall determine the time frame and necessary steps to establish the Workgroup.

(f) On or before July 1, 2027, the Commission shall submit a report on the Workgroup's findings and recommendations to the Governor and, in accordance with § 2-1257 of the State Government Article, the General Assembly.”;

and in line 27, strike “2.” and substitute “3.”.