

# HOUSE BILL 195

C7

6lr1641

(PRE-FILED)

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By: **Delegate Queen**

Requested: November 1, 2025

Introduced and read first time: January 14, 2026

Assigned to: Ways and Means

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Committee Report: Favorable with amendments

House action: Adopted

Read second time: March 4, 2026

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## CHAPTER \_\_\_\_\_

1 AN ACT concerning

2 **State Lottery and Gaming Control Commission – Authority to Conduct Studies**  
3 **on the Use of Emerging Technology ~~– Collaboration~~ and the Workgroup on**  
4 **Gambling Prevention Technology**

5 FOR the purpose of ~~requiring~~ authorizing the State Lottery and Gaming Control  
6 Commission, in collaboration with Bowie State University, Morgan State University,  
7 and the Maryland Center of Excellence on Problem Gambling, to conduct certain  
8 studies of the State lottery and gaming program that identify certain trends and  
9 emerging technology to create a safe and transparent gambling environment;  
10 ~~requiring the Commission to analyze certain technology that may be used by the~~  
11 ~~Commission to carry out its duties in implementing certain provisions of law~~  
12 ~~concerning sports wagering; requiring the Commission to collaborate and partner~~  
13 ~~with or contract with certain institutions of higher education in the State,~~  
14 ~~foundations, or private entities under certain circumstances; requiring the~~  
15 ~~Commission to designate the Director of the State Lottery and Gaming Control~~  
16 ~~Agency or the Director's designee to collaborate with and participate in certain~~  
17 ~~studies;~~ establishing the Workgroup on Gambling Prevention Technology in the  
18 Commission to study best practices in using gambling prevention technology,  
19 including geofencing technology, to ascertain the extent of problem gambling on  
20 college campuses in the State; and generally relating to the State Lottery and  
21 Gaming Commission's authority to conduct studies on the use of emerging  
22 technology and the Workgroup on Gambling Prevention Technology.

23 BY repealing and reenacting, with amendments,

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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 Article – State Government  
 2 Section 9–109  
 3 Annotated Code of Maryland  
 4 (2021 Replacement Volume and 2025 Supplement)

5 ~~BY repealing and reenacting, without amendments,~~  
 6 ~~Article – State Government~~  
 7 ~~Section 9–1E–03(a)(2)~~  
 8 ~~Annotated Code of Maryland~~  
 9 ~~(2021 Replacement Volume and 2025 Supplement)~~

10 ~~BY adding to~~  
 11 ~~Article – State Government~~  
 12 ~~Section 9–1E–03(a)(3) and (4)~~  
 13 ~~Annotated Code of Maryland~~  
 14 ~~(2021 Replacement Volume and 2025 Supplement)~~

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

17 **Article – State Government**

18 9–109.

19 (a) In addition to the specific powers granted and duties imposed by this subtitle,  
 20 the Commission has the powers and duties set forth in this section.

21 (b) (1) ~~{The} SUBJECT TO SUBSECTION (C) OF THIS SECTION, THE~~  
 22 Commission shall conduct studies of the State lottery and gaming program to:

23 (i) identify any defect in this subtitle, Subtitle 1A of this title, or the  
 24 regulations of the Agency that may allow abuses in the operation and administration of the  
 25 State lottery and gaming program or any evasion of this subtitle, Subtitle 1A of this title,  
 26 or the regulations;

27 (ii) guard against the use of this subtitle, Subtitle 1A of this title,  
 28 and the regulations of the Agency as a means of conducting organized crime;

29 (iii) ensure that the regulations of the Agency are proper and that  
 30 this subtitle, Subtitle 1A of this title, and the regulations are administered to serve the  
 31 purpose of this subtitle; ~~{and}~~

32 (iv) analyze the gaming industry within and outside the State to  
 33 determine whether Maryland's gaming program is competitive and maximizing revenues  
 34 for the State; ~~AND~~

1 ~~(v) IDENTIFY THE LATEST TRENDS AND EMERGING~~  
2 ~~TECHNOLOGY TO CREATE A SAFER, MORE TRANSPARENT GAMBLING ENVIRONMENT,~~  
3 ~~INCLUDING:~~

4 ~~1. CYBERSECURITY TECHNOLOGY TO PROTECT GAMING~~  
5 ~~ACTIVITIES FROM SECURITY BREACHES THROUGH USE OF DATA ENCRYPTION,~~  
6 ~~MULTIFACTOR AUTHENTICATION, SECURE PAYMENT GATEWAYS, AND BLOCKCHAIN~~  
7 ~~TECHNOLOGY;~~

8 ~~2. THE USE OF ARTIFICIAL INTELLIGENCE TO PROTECT~~  
9 ~~CUSTOMERS, MONITOR BEHAVIORAL PATTERNS OF CUSTOMERS TO ANALYZE~~  
10 ~~BEHAVIOR, AND PROMOTE RESPONSIBLE GAMING; AND~~

11 ~~3. DIGITAL IDENTITY VERIFICATION TO VERIFY THE~~  
12 ~~CUSTOMER'S AGE AND IDENTITY TO PREVENT ILLEGAL GAMING ACTIVITY AND TO~~  
13 ~~SUPPORT FACIAL RECOGNITION AND BIOMETRICS TO REDUCE THE RISK OF~~  
14 ~~IDENTITY FRAUD.~~

15 (2) The Commission shall conduct studies of:

16 (i) the operation and administration of similar laws in other states  
17 or countries;

18 (ii) federal laws that may affect the operation of the State lottery or  
19 gaming activities;

20 (iii) literature on lotteries and gaming activities, including problem  
21 gambling programs; and

22 (iv) the reaction of citizens of the State to existing and potential  
23 features of the State lottery and gaming program.

24 ~~(c) (1) IF THE COMMISSION DOES NOT HAVE THE RESOURCES OR~~  
25 ~~EXPERTISE TO CONDUCT A STUDY UNDER SUBSECTION (B) OF THIS SECTION, THE~~  
26 ~~COMMISSION SHALL:~~

27 ~~(i) COLLABORATE AND PARTNER WITH AN INSTITUTION OF~~  
28 ~~HIGHER EDUCATION IN THE STATE, A FOUNDATION, OR A PRIVATE ENTITY TO STUDY~~  
29 ~~AND ANALYZE BEST PRACTICES IN THE FIELDS DESCRIBED UNDER SUBSECTION (B)~~  
30 ~~OF THIS SECTION; OR~~

31 ~~(ii) CONTRACT WITH AN INSTITUTION OF HIGHER EDUCATION~~  
32 ~~IN THE STATE, A FOUNDATION, OR A PRIVATE ENTITY TO CONDUCT THE STUDY.~~

~~(2) THE COMMISSION SHALL REQUIRE THE DIRECTOR OR THE DIRECTOR'S DESIGNEE TO COMMUNICATE AND FULLY PARTICIPATE IN A STUDY CONDUCTED BY AN INSTITUTION OF HIGHER EDUCATION, A FOUNDATION, OR A PRIVATE ENTITY IN ACCORDANCE WITH PARAGRAPH (1) OF THIS SUBSECTION.~~

~~[(c)] (D)~~ (1) The Commission shall submit to the Governor and, subject to § 2-1257 of this article, to the General Assembly the reports required under this subsection.

(2) The Commission shall submit monthly a report that states the total State lottery and gaming revenues and the total prize disbursements and other expenses for the preceding month.

(3) The Commission shall submit annually a report that states the total State lottery and gaming revenues and the total prize disbursements and other expenses for the preceding year.

(4) The Commission shall submit a report whenever a matter requires an immediate change in a State law to:

(i) prevent an abuse or evasion of this subtitle, Subtitle 1A of this title, or a regulation of the Agency; or

(ii) rectify an undesirable condition in the operation or administration of the State lottery and gaming program.

**(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**

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

3 ~~9-1E-03.~~

4            ~~(a) (2) The Commission shall consider the use of technology, remote~~  
 5 ~~surveillance, and other similar measures to carry out its duties under this subsection and~~  
 6 ~~§ 9-1E-04 of this subtitle.~~

7            ~~(3) IF THE COMMISSION DOES NOT HAVE THE RESOURCES OR~~  
 8 ~~EXPERTISE TO CARRY OUT THE PROVISIONS UNDER PARAGRAPH (2) OF THIS~~  
 9 ~~SUBSECTION, THE COMMISSION SHALL:~~

10            ~~(i) COLLABORATE WITH AN INSTITUTION OF HIGHER~~  
 11 ~~EDUCATION IN THE STATE, A FOUNDATION, OR A PRIVATE ENTITY TO ANALYZE THE~~  
 12 ~~BEST PRACTICES IN USING TECHNOLOGY; OR~~

13            ~~(ii) CONTRACT WITH AN INSTITUTION OF HIGHER EDUCATION~~  
 14 ~~IN THE STATE, A FOUNDATION, OR A PRIVATE ENTITY TO PERFORM THE ANALYSIS.~~

15            ~~(4) THE COMMISSION SHALL REQUIRE THE DIRECTOR OF THE STATE~~  
 16 ~~LOTTERY AND GAMING CONTROL AGENCY OR THE DIRECTOR'S DESIGNEE TO~~  
 17 ~~COMMUNICATE AND FULLY PARTICIPATE IN A STUDY CONDUCTED BY AN~~  
 18 ~~INSTITUTION OF HIGHER EDUCATION, A FOUNDATION, OR A PRIVATE ENTITY IN~~  
 19 ~~ACCORDANCE WITH PARAGRAPH (3) OF THIS SUBSECTION.~~

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

21            (a) In this section, "Commission" means the State Lottery and Gaming Control  
 22 Commission.

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

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

26            (1) (i) Bowie State University;

27            (ii) Morgan State University; and

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

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

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

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

6           (f) On or before July 1, 2027, the Commission shall submit a report on the  
7 Workgroup’s findings and recommendations to the Governor and, in accordance with §  
8 2–1257 of the State Government Article, the General Assembly.

9           SECTION ~~2~~ 3. AND BE IT FURTHER ENACTED, That this Act shall take effect  
10 October 1, 2026.

Approved:

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Governor.

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Speaker of the House of Delegates.

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President of the Senate.