

# HOUSE BILL 814

P2

6lr3432

---

By: **Delegate Tomlinson**

Introduced and read first time: February 4, 2026

Assigned to: Government, Labor, and Elections

---

## A BILL ENTITLED

1 AN ACT concerning

2 **State Procurement – Submission of Subcontractor Agreements**

3 FOR the purpose of requiring a recommended awardee of a State procurement contract to  
4 submit a certain copy of a subcontractor agreement or contract to the procurement  
5 officer before the unit awards the procurement contract; and generally relating to  
6 subcontractor agreements and State procurement contracts.

7 BY adding to

8 Article – State Finance and Procurement

9 Section 13–230

10 Annotated Code of Maryland

11 (2021 Replacement Volume and 2025 Supplement)

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

14 **Article – State Finance and Procurement**

15 **13–230.**

16 **(A) THIS SECTION APPLIES TO ANY PROCUREMENT CONTRACT IN WHICH**  
17 **THE RECOMMENDED AWARDEE EXECUTES AN AGREEMENT OR CONTRACT WITH A**  
18 **SUBCONTRACTOR, REGARDLESS OF WHETHER THE PROCUREMENT CONTRACT**  
19 **REQUIRES THE PRIMARY CONTRACTOR TO EMPLOY A SUBCONTRACTOR.**

20 **(B) BEFORE A UNIT AWARDS A PROCUREMENT CONTRACT, THE**  
21 **RECOMMENDED AWARDEE SHALL SUBMIT TO THE PROCUREMENT OFFICER A COPY**  
22 **OF ANY AGREEMENT OR CONTRACT THE RECOMMENDED AWARDEE HAS EXECUTED**  
23 **WITH A SUBCONTRACTOR.**

---

EXPLANATION: CAPITALS INDICATE MATTER ADDED TO EXISTING LAW.

[Brackets] indicate matter deleted from existing law.



1           **(C) A RECOMMENDED AWARDEE MAY REDACT AN AGREEMENT OR A**  
2 **CONTRACT SUBMITTED UNDER SUBSECTION (B) OF THIS SECTION TO REMOVE**  
3 **CONFIDENTIAL INFORMATION, PROPRIETARY COMMERCIAL INFORMATION, OR**  
4 **TRADE SECRETS CONTAINED IN THE AGREEMENT.**

5           **(D) THE BOARD SHALL ADOPT REGULATIONS TO CARRY OUT THIS SECTION.**

6           SECTION 2. AND BE IT FURTHER ENACTED, That this Act shall take effect  
7   October 1, 2026.