

HOUSE BILL 851

P1, O3

6lr2241
CF SB 731

By: **Delegate Forbes**

Introduced and read first time: February 4, 2026

Assigned to: Ways and Means

Committee Report: Favorable

House action: Adopted

Read second time: February 24, 2026

CHAPTER _____

1 AN ACT concerning

2 **Human Services – Maryland Statewide Independent Living Council – Legal**
3 **Status**

4 FOR the purpose of clarifying that the Maryland Statewide Independent Living Council is
5 a tax-exempt body politic and corporate; and generally relating to the legal status of
6 the Maryland Statewide Independent Living Council.

7 BY repealing and reenacting, with amendments,
8 Article – Human Services
9 Section 7–1002
10 Annotated Code of Maryland
11 (2019 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 – Human Services**

15 7–1002.

16 (a) (1) There is a Maryland Statewide Independent Living Council that **IS A**
17 **TAX-EXEMPT BODY POLITIC AND CORPORATE AND** is an instrumentality of the State.

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 (2) The Council is the entity that was created in 1993 by an executive order
2 issued by the Governor, which established the Council in accordance with the federal
3 Rehabilitation Act.

4 (b) The Council shall:

5 (1) work in conjunction with Centers for Independent Living in submitting,
6 monitoring, implementing, and evaluating the State Plan; and

7 (2) carry out other duties as required under this subtitle and the federal
8 Rehabilitation Act to support the implementation of the State Plan.

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

Approved:

Governor.

Speaker of the House of Delegates.

President of the Senate.