

Maryland Municipal League The Association of Maryland's Cities and Towns

TESTIMONY

February 25, 2025

Committee: Senate- Education, Energy, and the Environment Committee

Bill: SB 871 - Department of the Environment - Community Water and Sewerage Systems - Cybersecurity Planning and Assessments

Position: Unfavorable

Reason for Position:

The Maryland Municipal League (MML) respectfully requests an unfavorable report for Senate Bill 871 which seeks to enhance cybersecurity systems on county and municipal water and sewage systems. The Maryland Municipal League consists of 161 municipalities, towns, villages, and cities, all with varied needs for their water and sewage structures. Senate Bill 871 requires regular assessments and reporting to ensure that these water and sewage systems are compliant with the standards needed. With these assessments starting at thousands of dollars, annual assessments or even assessments every 2 years would become a substantial financial burden on many municipalities.

With regard to Senate Bill 871, implementing a Zero Trust cybersecurity model would mean restructuring any municipal network. This new model could take many years to complete and drain already limited local government resources. In totality, this bill would impose fiscal strain with the need for additional human capital and commitment to technological upgrades, the likes of which many municipalities simply cannot afford.

It is because of these reasons that the Maryland Municipal League requests an unfavorable report on Senate Bill 871. For more information, please contact Iris Ibegbulem, Senior Associate, Advocacy and Public Affairs at irisi@mdmunicipal.org or 443-295-9457. Thank you in advance for your consideration.

The Maryland Municipal League uses its collective voice to advocate, empower and protect the interests of our 160 local governments members and elevates local leadership, delivers impactful solutions for our communities, and builds an inclusive culture for the 2 million Marylanders we serve.