

# SENATE BILL 1058

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CF HB 1452

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By: **Senator Astle**

Introduced and read first time: February 19, 2014

Assigned to: Rules

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## A BILL ENTITLED

1 AN ACT concerning

2 **Anne Arundel County – Electronic Instant Bingo Machines – Regulation**

3 FOR the purpose of authorizing a war veterans' organization or fraternal organization  
4 in Anne Arundel County to operate not more than a certain number of  
5 electronic instant bingo machines if the organization obtains a license for each  
6 machine on or before a certain date; requiring the State Lottery and Gaming  
7 Control Commission to adopt certain regulations; and generally relating to  
8 electronic instant bingo machines in Anne Arundel County.

9 BY repealing and reenacting, with amendments,  
10 Article – Criminal Law  
11 Section 12–301.1  
12 Annotated Code of Maryland  
13 (2012 Replacement Volume and 2013 Supplement)

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

16 **Article – Criminal Law**

17 12–301.1.

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

20 (b) (1) Except as provided in paragraphs (2) and (3) of this subsection  
21 **AND SUBSECTION (F) OF THIS SECTION** and consistent with the provisions of this  
22 title and Title 13 of this article, the Commission shall certify and regulate the  
23 operation, ownership, and manufacture of an electronic gaming device authorized  
24 under this title.

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EXPLANATION: CAPITALS INDICATE MATTER ADDED TO EXISTING LAW.

[Brackets] indicate matter deleted from existing law.



1 (2) This section does not apply to:

2 (i) the ownership or operation of slot machines that are subject  
3 to regulation by the Comptroller under § 12-304 of this title; and

4 (ii) paper tip jar gaming where authorized.

5 (3) (i) This paragraph applies only in Baltimore City and  
6 Baltimore County.

7 (ii) If a local law enforcement agency refuses to enforce a  
8 provision regarding the legal operation of amusement games, the Commission shall  
9 refer the matter to the appropriate office of the State's Attorney.

10 (c) The Commission shall adopt regulations that:

11 (1) define lawful and unlawful electronic and mechanical equipment  
12 used in connection with gaming devices that are consistent with this title;

13 (2) approve and license electronic gaming devices authorized under  
14 State law;

15 (3) approve and license owners, operators, and manufacturers of  
16 electronic gaming devices authorized under State law;

17 (4) establish procedures for the license application and renewal  
18 processes required under this section; and

19 (5) establish license fees that are sufficient to cover the direct and  
20 indirect costs of licensure required under this section.

21 (d) (1) The Commission may determine:

22 (i) that a county's licensing and regulatory process for  
23 electronic gaming devices is equivalent to the State licensing and regulatory process  
24 required under this section; and

25 (ii) that a county license for owning, operating, or  
26 manufacturing an electronic gaming device in that county is equivalent to a State  
27 license.

28 (2) If the Commission does not make a determination under  
29 paragraph (1) of this subsection, the regulations and licensing requirements of the  
30 Commission shall supersede:

1 (i) the application of any county fees or regulations and  
2 licensing requirements for electronic gaming devices under this subsection; or

3 (ii) a requirement for a county license for owning, operating, or  
4 manufacturing an electronic gaming device under this subsection.

5 (e) [An] **EXCEPT AS PROVIDED IN SUBSECTION (F) OF THIS SECTION, AN**  
6 **electronic gaming device that is not licensed or otherwise operated in compliance with**  
7 **the provisions of this section as of January 1, 2013, is an illegal gaming device that**  
8 **may not legally operate in the State.**

9 **(F) (1) IN ANNE ARUNDEL COUNTY, AN ORGANIZATION THAT IS A**  
10 **WAR VETERANS' ORGANIZATION OR FRATERNAL ORGANIZATION MAY OPERATE**  
11 **NOT MORE THAN FIVE ELECTRONIC INSTANT BINGO MACHINES IF THE**  
12 **ORGANIZATION OBTAINS A LICENSE FOR EACH MACHINE THAT THE**  
13 **ORGANIZATION OPERATES ON OR BEFORE JUNE 1, 2015.**

14 **(2) THE COMMISSION SHALL ADOPT REGULATIONS FOR THE**  
15 **OPERATION AND LICENSING OF ELECTRONIC INSTANT BINGO MACHINES UNDER**  
16 **THIS SUBSECTION.**

17 SECTION 2. AND BE IT FURTHER ENACTED, That this Act shall take effect  
18 June 1, 2014.