

Occurred: As a result of Ch. 737, Acts of 1980.

**Article 83A – Department of Business and Economic Development**

3-803.

(d) The 20 members appointed by the Secretary shall reflect the gender and racial makeup of the population of the State, and of those members:

(1) Four members shall serve as ex officio members and shall be representatives of units of State government, including:

(iv) A representative of the Maryland Higher Education Commission;

**DRAFTER'S NOTE:**

Error: Extraneous conjunction in Article 83A, § 3-803(d)(1)(iv).

Occurred: Ch. 482, Acts of 1994. Correction by the Michie Company in the 1995 Replacement Volume of the Annotated Code of Maryland is validated by this Act.

4-205.

(b) The Board shall use the facilities, equipment, and supplies of the Office of Tourism DEVELOPMENT to conduct its business.

**DRAFTER'S NOTE:**

Error: Misnomer in Article 83A, § 4-205(b).

Occurred: Ch. 625, Acts of 1993.

5-103.

(c) Where applicable, transfers under this section must comply with the provisions of [ §§ 9-130(g) and 9-132(h) ] §§ 5-930(G) AND 5-932(H) of this article.

**DRAFTER'S NOTE:**

Error: Incorrect cross-references in Article 83A, § 5-103(c).

Occurred: Ch. 120, Acts of 1995.

5-202.

(c) The General Assembly intends that the Maryland Economic Development Corporation operate in areas of the State experiencing significant economic dislocation or distress and that it exercise its corporate powers to assist State and local economic development agencies TO contribute in the expansion, modernization, and retention of existing Maryland enterprises as well as the attraction of new business to the State. In furtherance of the purposes of this subtitle, it is also intended that the Corporation structure its projects in a manner which accelerates the transfer of facilities and sites into productive use in the private sector and cooperate with private industry councils, representatives of labor, and local governments in maximizing new economic opportunities for the citizens of this State.