

and attractions; empowering the Commissioner of Labor and Industry to administer and enforce the provisions relating to amusement rides and attractions, to prescribe rules and regulations, to inspect all amusement rides and attractions located on amusement parks, fairs, and carnivals, and to order the cessation of operation of any amusement ride or attraction not in compliance with provisions relating to amusement rides and attractions; providing for civil penalties; establishing the Amusement Ride Advisory Board; and relating generally to amusement rides.

BY adding to

Article 89 - Division of Labor and Industry
Section 65 through 81, inclusive, to be under the
new subtitle "Amusement Park Safety"
Annotated Code of Maryland
(1969 Replacement Volume and 1975 Supplement)

SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF MARYLAND, That new Sections 65 through 81, inclusive, to be under the new subtitle "Amusement Park Safety" be and they are hereby added to Article 89 - Division of Labor and Industry, of the Annotated Code of Maryland (1969 Replacement Volume and 1975 Supplement) to read as follows:

Article 89 - Division of Labor and Industry

AMUSEMENT PARK SAFETY

65.

(A) IN THIS SUBTITLE THE FOLLOWING WORDS HAVE THE MEANINGS INDICATED:

(B) (1) "AMUSEMENT ATTRACTION" MEANS ANY BUILDING OR STRUCTURE AROUND, OVER OR THROUGH WHICH PEOPLE MAY MOVE OR WALK, WITHOUT THE AID OF ANY MOVING DEVICE INTEGRAL TO THE BUILDING OR STRUCTURE, THAT PROVIDES AMUSEMENT, PLEASURE, THRILLS, OR EXCITEMENT.

(2) "AMUSEMENT ATTRACTION" DOES NOT INCLUDE ANY ENTERPRISE PRINCIPALLY DEVOTED TO THE EXHIBITION OF PRODUCTS OF AGRICULTURE, INDUSTRY, EDUCATION, SCIENCE, RELIGION, OR THE ARTS.

(C) "AMUSEMENT PARK" MEANS A TRACT OR AREA USED PRINCIPALLY AS A LOCATION FOR PERMANENT AMUSEMENT STRUCTURES OR RIDES.

(D) "AMUSEMENT RIDE" MEANS ANY DEVICE THAT CARRIES OR CONVEYS PASSENGERS ALONG, AROUND, OR OVER A FIXED OR RESTRICTED ROUTE OR COURSE OR WITHIN A DEFINED AREA, FOR THE PURPOSE OF GIVING ITS PASSENGERS AMUSEMENT, PLEASURE,