when either New Year's Day or New Year's Eve falls on a Sunday; and relating generally to the sale of alcoholic beverages in Washington County by the holders of cn-sale licenses when New Year's Day or New Year's Eve falls on a Sunday.

BY repealing and reenacting, with amendments,

Article 2B - Alcoholic Beverages Section 89(c) and 90(b)(2) Annotated Code of Maryland (1976 Replacement Volume and 1977 Supplement)

BY adding to

Article 2B - Alcoholic Beverages Section 90 (b) (7) Annotated Code of Maryland (1976 Replacement Volume and 1977 Supplement)

SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF MARYLAND, That section(s) of the Annotated Code of Maryland be repealed, amended, or enacted to read as follows:

Article 2E - Alcoholic Beverages

89.

- (c) (1) Nothing in this article shall be construed to require any holder of an on-sale license in Washington County to close his establishment until 2 a.m. on January 1st of any year, and any holder of [said] THE license shall be permitted to make sale of any alcoholic beverages authorized by his license until 2 a.m. on January 1st of any year.
- (2) WHEN DECEMBER 31 FALLS ON A SUNDAY, ANY HOLDER CF AN ON-SALE LICENSE MAY MAKE SALES ONLY FOR CONSUMPTION ON THE PREMISES OF ANY ALCOHOLIC BEVERAGE AUTHORIZED BY HIS LICENSE FROM 9 P.M. ON DECEMBER 31 UNTIL 2 A.M. THE POLICHING DAY.

90.

(t) (2) This subsection shall be applicable and have effect in Carcline, Cecil, Dorchester, Garrett, except as provided in (5) of this subsection, Harford, Kent, Queen Anne's, Somerset, Taltot, Washington EXCEPT AS PROVIDED IN (7) OF THIS SUBSECTION, and Worcester (except as otherwise provided) counties, provided that it may not apply to or affect special Class C licenses issued under the provisions of this article, nor shall it apply to special Class C licenses issued in Washington County for temporary use. Nothing in this section shall require the holder of any Class A (off-sale) beer license in Washington County to close his place of business on Sunday provided the licensee