

(ii) may not conduct or receive the proceeds from more than five raffles in which the major prize has a value of \$5,000 or less.

13-1404.

(a) (1) In this section, "paper gaming" means a game of chance in which:

(i) prizes are awarded; and

(ii) the devices used to play the game are constructed out of paper or cardboard.

(2) "Paper gaming" includes tip jar and punchboard gaming.

(3) "Paper gaming" does not include bingo.

(b) (1) Subject to paragraphs (2) and (3) of this subsection, a person that is a for profit business or [qualified] AN organization LISTED UNDER § 13-1403(B) OF THIS SUBTITLE may engage in paper gaming if the person obtains a paper gaming license that is issued by the County Commissioners.

(2) If the person is a for profit business, the person:

(i) shall also hold a Class A, B, C, or D retail alcoholic beverages license; and

(ii) may engage in paper gaming only on the premises of the for profit business.

(3) [Qualified organizations that do not have an alcoholic beverages license and fire and rescue departments may engage in paper gaming only on the premises of the qualified organization or fire and rescue department.] SUBJECT TO PARAGRAPH (4) OF THIS SUBSECTION, AN ORGANIZATION MAY ENGAGE IN PAPER GAMING IF THE ORGANIZATION:

(I) IS LISTED UNDER § 13-1403(B) OF THIS SUBTITLE AND DOES NOT HAVE AN ALCOHOLIC BEVERAGES LICENSE; OR

(II) IS A COUNTY VOLUNTEER FIRE DEPARTMENT OR RESCUE SQUAD AND HAS AN ALCOHOLIC BEVERAGES LICENSE.

(4) AN ORGANIZATION UNDER PARAGRAPH (3) OF THIS SUBSECTION MAY ENGAGE IN PAPER GAMING ONLY ON ITS PREMISES.

(c) A person may sell paper gaming devices to a paper gaming licensee if the person obtains a wholesale vendor's license issued by the County Commissioners.

(d) The County Commissioners shall set annual fees for a paper gaming license and a wholesale vendor's license.

(e) Not later than the fifteenth of each month, wholesale vendor licensees shall provide to the County Commissioners a list for the previous month of all customers to whom they sold paper gaming products and the total number of products sold to each customer.