- (3) The cash proceeds of the sale of the bonds shall be paid to the Treasurer and first shall be applied to the payment of the expenses of issuing, selling, and delivering the bonds, unless funds for this purpose are otherwise provided, and then shall be credited on the books of the Comptroller and expended, on approval by the Board of Public Works, for the following public purposes, including any applicable architects' and engineers' fees: as a grant to the Board of County Commissioners of Allegany County (referred to hereafter in this Act as "the grantee") for the planning, design, construction, and capital equipping of the Allegany County fairgrounds of three connected pavilion buildings that would contain the Allegany County Agricultural Expo offices, exhibition areas, rest rooms, and showers and a separate expo building that would contain a year—round activity area with a catering kitchen and rest rooms that could be used for meetings, conventions, banquets, trade shows, and similar events.
- [(6) (a) Prior to the issuance of the bonds, the grantee shall grant and convey to the Maryland Historical Trust a perpetual preservation easement to the extent of its interest:
- (i) On the land or such portion of the land acceptable to the Trust;
- (ii) On the exterior and interior, where appropriate, of the historic structures.
- (b) The easement must be in form and substance acceptable to the Trust and the extent of the interest to be encumbered must be acceptable to the Trust.

SECTION 2. AND BE IT FURTHER ENACTED, That this Act shall take effect June 1, 2006.

Approved April 11, 2006.

## CHAPTER 88

(House Bill 292)

AN ACT concerning

## Maryland Military Department - Maryland Defense Force Employment Protection

FOR the purpose of providing employment protection to members of the Maryland Defense Force; and generally relating to the Maryland Defense Force.

BY repealing and reenacting, with amendments,

Article - Public Safety
Section 13-705
Annotated Code of Maryland
(2003 Volume and 2005 Supplement)