

SECTION 4. AND BE IT FURTHER ENACTED, That this Act shall take effect October 1, 2006.

Approved April 25, 2006.

CHAPTER 181

(House Bill 561)

AN ACT concerning

Frederick County - Building Excise Tax - Road Projects

FOR the purpose of repealing a certain requirement for State matching funds before the Frederick County Commissioners may expend certain funds for a capital project on a State highway; requiring that before the Frederick County Commissioners may expend certain funds for a capital project on a State highway, a certain amount of funds must be obtained from other sources; and generally relating to revenues from the building excise tax in Frederick County.

BY repealing and reenacting, with amendments,

The Public Local Laws of Frederick County

Section 2-7-131(D)

Article 11 - Public Local Laws of Maryland

(2004 Edition and June 2005 Supplement, as amended)

SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF MARYLAND, That the Laws of Maryland read as follows:

Article 11 - Frederick County

2-7-131.

(D) (1) The county director of finance shall deposit the revenues from the building excise tax in an account called the "Development Road Improvement Fund."

(2) Subject to paragraphs (3) and (4) of this subsection, the revenues from the building excise tax in the development road improvement fund shall be used only to pay for capital projects or indebtedness incurred for capital projects for additional or expanded public road facilities, including bridges, intersection improvements, and new road construction and road improvement.

(3) Before the county commissioners may expend funds from the development road improvement fund, the county commissioners must match at least the same amount of funds for capital projects for additional or expanded public road facilities.

(4) Before the county commissioners may expend funds from the development road improvement fund for a road project on a state highway, as defined in § 8-101 of the Transportation Article, [the state must match] at least the same