the property and premises to an appropriate governmental agency or a private agency or corporation, subject to covenants and conditions for proper maintenance and control of the property and premises and for its reversion and return to the Board of Public Works if these covenants and conditions are not performed.

Article 83A - Department of Business and Economic Development 4-701.

- (c) An arts and entertainment district shall be a contiguous geographic area of a county that is:
- (2) Wholly within a designated neighborhood as defined under [Article 83B, § 4–202 of the Code] § 6–301 OF THE HOUSING AND COMMUNITY DEVELOPMENT ARTICLE.

5-1101.

- (i) "Revitalization area" means:
- · (3) An area designated as an eligible neighborhood for economic revitalization assistance under [Article 83B, § 4–203 of the Code] § 6–305 OF THE HOUSING AND COMMUNITY DEVELOPMENT ARTICLE.
 - (k) "State priority funding area" includes the following areas:
- (2) A designated neighborhood, as defined in [Article 83B, § 4–202 of the Code] § 6–301 OF THE HOUSING AND COMMUNITY DEVELOPMENT ARTICLE;

Article - Criminal Law

8-523.

- (a) (2) "Housing agency" means an agency established to administer a housing assistance program under Article 44A or [Article 83B of the Code] THE HOUSING AND COMMUNITY DEVELOPMENT ARTICLE.
- (3) "Housing assistance" means financial assistance, as defined in [Article 83B, § 1–101(e) of the Code] § 1–101 OF THE HOUSING AND COMMUNITY DEVELOPMENT ARTICLE, offered for the purpose of obtaining housing based on need under a program administered by a housing agency and financed wholly or partially by federal, State, or local funds.

Article - Environment

14-108.

- (a) The Department shall deny the permit if the Department determines that:
- (2) The proposed drilling or well operation poses a substantial threat to public safety or a risk of significant adverse environmental impact to, but not limited to, the following:
- (v) Historic properties under [Article 83B, § 5–618 of the Code] § 5–426 OF THE HOUSING AND COMMUNITY DEVELOPMENT ARTICLE;