

**Article - Financial Institutions**

13-801.

(d) "Community Development Administration" means that division of the Department of Housing and Community Development established under [Article 83B, §§ 2-201 through 2-208 of the Annotated Code of Maryland] TITLE 4, SUBTITLE 2 OF THE HOUSING AND COMMUNITY DEVELOPMENT ARTICLE.

13-1029.

(a) Any unit of the State government that conducts or supports activities affecting the Heritage Area shall:

(2) Conduct or support the activities of the unit in a manner that:

(ii) As determined under [Article 83B, §§ 5-617 and 5-618 of the Code] §§ 5-425 AND 5-426 OF THE HOUSING AND COMMUNITY DEVELOPMENT ARTICLE, does not have an adverse effect on the historic resources of the Heritage Area.

(b) A unit of the State government may not issue any license or permit to any person to conduct any activity within the Heritage Area unless the unit determines that the proposed activity:

(2) As determined under [Article 83B, §§ 5-617 and 5-618 of the Code] §§ 5-425 AND 5-426 OF THE HOUSING AND COMMUNITY DEVELOPMENT ARTICLE, does not have an adverse effect on the historic resources of the Heritage Area.

13-1110.

(c) The Authority may not designate a heritage area as a recognized heritage area unless the Authority finds that:

(2) The heritage area contains at least one or more:

(i) Historic districts either listed in, or determined to be eligible for listing in, the Maryland Register of Historic Properties in accordance with [Article 83B, § 5-615 of the Code] § 5-423 OF THE HOUSING AND COMMUNITY DEVELOPMENT ARTICLE; or

13-1112.

(b) Units of State government that conduct or support activities affecting a certified heritage area shall:

(3) When conducting a review of activities under [Article 83B, §§ 5-617 and 5-618 of the Code] §§ 5-425 AND 5-426 OF THE HOUSING AND COMMUNITY DEVELOPMENT ARTICLE, assure that the activities will not have an adverse effect on the historic and cultural resources of the certified heritage area, unless there is no prudent and feasible alternative.