

CHAPTER 157

(Senate Bill 251)

AN ACT concerning

Slot Machines - Nonprofit Organizations

FOR the purpose of permitting certain nonprofit organizations to own or operate a slot machine under certain circumstances in certain counties on the Eastern Shore; requiring a slot machine to meet certain conditions and certain records to be maintained for a slot machine to be eligible for use under this Act; requiring an eligible organization to make a certain report under affidavit to the State Comptroller; providing for the licensing of certain nonprofit organizations by application in the county in which the organization plans to locate the slot machine; requiring certain affidavits from certain persons; prohibiting the misrepresentation of certain information on the application; providing for a penalty for any misrepresentation on the application; requiring a license sticker to be placed on the slot machine; defining a certain term; and generally relating to certain nonprofit organizations owning or operating slot machines.

BY repealing and reenacting, with amendments,

Article 27 - Crimes and Punishments  
Section 264B  
Annotated Code of Maryland  
(1982 Replacement Volume and 1986 Supplement)

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

Article 27 - Crimes and Punishments

264B.

Any machine, apparatus or device is a slot machine within the provisions of this section if it is one that is adapted for use in such a way that, as a result of the insertion or deposit therein, or placing with another person of any piece of money, coin, token or other object, such machine, apparatus or device is caused to operate or may be operated, and by reason of any element of chance or of other outcome of such operation unpredictable by him, the user may receive or become entitled to receive any piece of money, coin, token or other object