

- (1) ~~three members on July 1, 1998;~~
- (2) ~~three members on July 1, 1997; and~~
- (3) ~~one member on July 1, 1996.~~

~~SECTION 3. AND BE IT FURTHER ENACTED, That the Maryland Gambling Commission, as soon as possible after its formation and organization, shall develop a workable, efficient, and clearly understandable plan and procedures to ensure that all organizations, associations, companies, firms, and business entities that are required to be licensed by the Commission under the provisions of this Act shall be licensed by January 1, 1996.~~

~~SECTION 4. AND BE IT FURTHER ENACTED, That if any provision of this Act conflicts with or duplicates the powers and duties of the Secretary of State under Title 6 (Charitable Organizations) of the Business Regulation Article, or any other provision of Title 6, the Secretary of State and the Gambling Control Commission shall, by January 1, 1996, develop legislation, in consultation with the Department of Legislative Reference, to resolve the conflicts or duplication of powers, authority, or any other provisions of law affecting the Secretary of State and the Commission.~~

~~SECTION 5. AND BE IT FURTHER ENACTED, That any organization or group that is authorized and licensed to conduct gambling activities in accordance with the provisions of Article 27 of the Annotated Code of Maryland or any other law on or before the effective date of this Act and that continues to possess the valid license as provided in the Code or other law is not required to obtain a license as provided in § 6A-301 of the Business Regulation Article as provided in this Act until 1 year after the effective date of this Act but shall otherwise be subject to all other provisions of this Act.~~

~~SECTION 6. AND BE IT FURTHER ENACTED, That this Act shall take effect July 1, 1995.~~

(a) There is a Joint Executive-Legislative Task Force to Study Commercial Gaming Activities in Maryland.

(b) The Task Force shall include in its study a review of the legislative proposals for commercial gaming, consistent with the social and fiscal policies of the State.

(c) The Task Force shall assess the following issues in its study:

(1) The views of the public regarding commercial gaming activities in geographic regions of the State;

(2) The impact of commercial gaming activities on other industries in this State, including but not limited to horseracing, hotels, restaurants, agriculture, and tourism;

(3) The effect of commercial gaming activities on compulsive gambling disorders;

(4) The impact of commercial gaming activities on law enforcement;