

(d) In addition to any powers set forth elsewhere, the Trust, on behalf of the State, may:

- (1) accept and receive a gift or loan of property for use in a State room; and
- (2) accept and receive a gift of money for maintenance and restoration of a State room.

(e) Unless the Trust approves, the internal design and furnishings of a State room may not be changed.

(f) Before the renovation, furnishing, and decoration of a State room, the Trust shall consult with and obtain the input of the Board of Trustees and the Council of the Maryland Historical Society.

9-1021.

(a) As to all valuable paintings or other objects of decorative art located in a public area of any State building in the Annapolis area, except in a State room of the [Governor's Mansion] GOVERNMENT HOUSE, the Commission shall:

- (1) keep a continuing inventory of the objects; and
- (2) be responsible for and supervise the acquisition, custody, display, location, preservation, proper care, security, and restoration of the objects.

(b) (1) Each person or agency that desires to acquire a painting or object of decorative art for display in or on the premises of any State building in the Annapolis area, except in a room of the [Governor's Mansion] GOVERNMENT HOUSE, must receive both prior approval and final acceptance from the Commission.

(2) Before giving prior approval or final acceptance in accordance with this subsection, the Commission shall consider:

- (i) the competence of the artist;
- (ii) the proposed location of the object; and
- (iii) the quality, historical significance, and appropriateness of the work.

9-1022.

As to all paintings or other objects of decorative art in the State rooms of the [Governor's Mansion] GOVERNMENT HOUSE, the Commission shall:

- (1) advise the [Governor's Mansion] GOVERNMENT HOUSE Trust about acquisition and display of the objects;
- (2) insure the objects; and
- (3) be responsible for the preservation of the objects.

SECTION 2. AND BE IT FURTHER ENACTED, That this Act shall take effect October 1, 1995.