

subdivision in which the project is to be located and which has been approved by the Department of the Environment pursuant to Title 9 of the Environment Article.

DRAFTER'S NOTE:

Error: Stylistic errors in § 3-905 of the Natural Resources Article.

Occurred: Ch. 871, Acts of 1980.

4-701.

(k) (6) The Department shall initiate any proceeding to suspend a tidal fish license under this section not later than 6 months after the time for filing an appeal of the 3rd conviction under [subsection (l)(3)(ii)1 of this section] PARAGRAPH (3)(II)1 OF THIS SUBSECTION has passed or the time for filing an appeal of the 5th conviction under [subsection (l)(3)(ii)2 of this section] PARAGRAPH (3)(II)2 OF THIS SUBSECTION has passed.

DRAFTER'S NOTE:

Error: Erroneous internal references in § 4-701(k)(6) of the Natural Resources Article.

Occurred: Ch. 184, Acts of 1994.

5-906.

(d) As provided in § [5-905(b)] 5-905(A) of this subtitle, beginning on December 1, 1973, local projects shall not be considered or approved for a grant until the annual program of the subdivision has been submitted.

(e) The applicant shall certify on each application that:

(1) The project conforms to the annual program of the local governing body as provided for in § [5-905(b)] 5-905(A) of this subtitle;

DRAFTER'S NOTE:

Error: Obsolete cross-references in § 5-906(d) and (e)(1) of the Natural Resources Article.

Occurred: As a result of Ch. 584, Acts of 1995.

(6) The Department's rules and regulations have been complied with;

(7) Land acquired or developed under a State grant from Program Open Space may not be converted, without written approval of the Secretary, the Secretary of the Department of Budget and Fiscal Planning, and the Director of the Maryland Office of Planning from outdoor public recreation or open space use to any other use. Any conversion in land use may be approved only after the local governing body replaces the land with land of at least equivalent area and of equal recreation or open space value; and

DRAFTER'S NOTE: