Administration, the Central Credit Union of Maryland, and others in improving the general welfare of the people through credit unions.

7-104.

- (a) The Corporation exercises its powers and performs its duties subject to the authority of the [Bank] Commissioner OF FINANCIAL REGULATION.
- (b) Except as otherwise provided in this title, the Corporation has all of the powers, privileges, and immunities granted to Maryland corporations under the Maryland General Corporation Law.
 - (c) The Corporation has perpetual existence.
 - (d) The Corporation may:
 - (1) Lend money to any credit union;
- (2) Guarantee, endorse, or act as surety on the obligations of or otherwise assist financially any credit union; and
- (3) Establish and regulate the terms and conditions of and charges for any loans or financial assistance to credit unions.
- (e) (1) The Corporation may buy, lease, or otherwise acquire and sell, mortgage, lease, or otherwise dispose of real or personal property on the terms that its Board of Directors considers advisable.
- (2) The Corporation may acquire any real or personal property in satisfaction of debts or enforcement of obligations and may dispose of that property.
 - (f) The Corporation may:
- (1) Assist in the merger, stabilization, consolidation, or liquidation of credit unions; and
- (2) Take possession of and operate the business and assets of any credit union if ordered to do so by the [Bank] Commissioner under § 6-307 of this article.
- (g) The Corporation may become a member of the National Association of Share Insurance Corporations or any comparable organization.
 - (h) The Corporation may invest any of its funds in:
- (1) Cash or deposits in checking or savings accounts with or certificates of deposit of:
- (i) Any bank that is a member of the Federal Deposit Insurance Corporation; and
- (ii) Any savings and loan association that is a member of the Federal Savings and Loan Insurance Corporation, the State of Maryland Deposit Insurance Fund Corporation, or a similar insurance program;