## 11-803.

 $\underline{\mathbf{or}}$ 

- (a) If a winning ticket is not redeemed within 1 year, the licensee into whose betting pool the bet was placed shall pay the amount needed to redeem the ticket to [:
- (1) the Maryland Standardbred Race Fund under § 11-630 of this title for bets made into the betting pools of a harness licensee;
- (2) the Commission, for bets made into the betting pools of a mile thoroughbred licensee, to be credited as follows:
  - (i) \$500,000 to the special fund under § 11-521 of this title; and
  - (ii) the remainder to the special fund under Subtitle 4 of this title;
- (3)] the Commission [for all other bets,] to be credited to the special fund under Subtitle 4 of this title.
  - (b) Every year for the preceding calendar year, each licensee shall:
- (1) report to the Commission the amount payable to the [Maryland Standardbred Race Fund or the] Commission under this section; and
- (2) pay that amount to the [Maryland Standardbred Race Fund or the] Commission [,whichever is applicable].
  - (c) (1) The license of a licensee shall be revoked if the licensee:
    - (i) fails to report when money under this section is due; or
- (ii) knowingly or willfully submits a report that understates the amount due.
- (2) A license whose license is revoked under this subsection may not hold a license for at least one year.

## <u>11-804.</u>

**f**(e) A contract with an out-of-state track under this section is subject to the approval of the group that represents a majority of the owners and trainers who race horses at that track and the group that represents a majority of the applicable breeders in this State.

## 11-804.1.

- (a) Subject to the Interstate Horseracing Act of 1978, 15 U.S.C. §§ 3001 through 3007, a licensee may simulcast races held in this State to another jurisdiction where betting on racing is lawful.
- (b) All payments to the licensee under this section shall be allocated to the licensee, purses, and the applicable bred fund fin the way agreed to by:
  - (1) the licensee;