SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF MARYLAND, That the Laws of Maryland read as follows:

## Article - Family Law

## 10-106.1.

- (a) (1) In this section the following words have the meanings indicated.
  - (2) "Fund" means the Child Support Reinvestment Fund.
- (3) "Federal performance incentive [dollars] PAYMENTS" means federal funds [retained by] PAID TO the Department of Human Resources [for the collection of child support payments that are:] AS PROVIDED UNDER TITLE IV-D OF THE FEDERAL SOCIAL SECURITY ACT.
- (i) over and above the standard federal reimbursement rate for program expenditures as provided under Title IV-D of the federal Social Security Act; and
- (ii) retained by the Department after appropriate local government distributions are made as provided under § 10-116(b) of this article.]
- (b) There is established a Child Support Reinvestment Fund within the Administration.
- (c) (1) The Fund is a special, nonlapsing fund that shall consist of [up to 70%] ALL of the federal performance incentive [dollars] PAYMENTS received by the Department of Human Resources in a fiscal year.
- (2) [The Fund may not receive more than \$5 million in federal performance incentive dollars in any fiscal year.
  - (3) The Fund balance may not exceed \$5 million at any time.
- (4)] The Fund is not subject to § 7-302 of the State Finance and Procurement Article.
- (d) (1) The State Treasurer shall hold and the State Comptroller shall account for the Fund.
  - (2) The proceeds of the Fund shall be invested and reinvested.
  - (3) Any investment earnings shall be paid into the Fund.
- (e) Money in the Fund, INCLUDING ANY MONEY THAT IS DISTRIBUTED FROM THE FUND TO A COUNTY UNDER § 10–116(B) OF THIS SUBTITLE, and any federal funds leveraged with money from the Fund shall only be expended by the Administration OR BY A COUNTY for [the following purposes:] ACTIVITIES WHICH THAT MAY CONTRIBUTE TO THE EFFICIENCY AND EFFECTIVENESS OF THE STATEWIDE CHILD SUPPORT ENFORCEMENT PROGRAM ESTABLISHED UNDER THIS SUBTITLE, INCLUDING: