- (b) The Board of Directors of the Maryland School for the Blind shall give each county [treasurer and the Comptroller of Baltimore City] BOARD on April 1 and October 1 of each year a statement that contains:
 - (1) The number of blind children who are attending from the county; and
- (2) The name of each blind child from the county and charged to the county.
- [(c)] The county council, board of county commissioners, or Mayor and City Council of Baltimore City shall pay to the Maryland School for the Blind on or before May 1 and November 1 of each year \$100 for each child who is sent to the school from the county certified as of April 1 and October 1 to the treasurer of the county and the Comptroller of Baltimore City by the Board of Directors of the Maryland School for the Blind.
 - (2) These payments are considered payments for tuition.
- (d) (1) Each year, the county council, board of county commissioners, or Mayor and City Council of Baltimore City shall levy on the assessable property of the county an amount equal to \$200 for each blind child who is sent to the Maryland School for the Blind from the county.
- (2) The amount of annual tax levied by a county shall be enough to provide for the number of blind children who are sent from the county based on the certification of the previous year by the Board of Directors of the Maryland School for the Blind to the county.
- (3) Any balance from the levy at the end of the year shall revert to the treasury of the county, and any deficiency shall be:
 - (i) Included in the next levy; and
 - (ii) Paid immediately to the Maryland School for the Blind.
 - (4) Taxes levied and collected in any county under this section:
- (i) Shall be used to defray the expenses of the blind children who are sent to the Maryland School for the Blind; and
- (ii) May not be transferred to any other fund by county authorities.]
 8 317.
 - (a) (1) In this section the following words have the meanings indicated:
 - (2) "4 year average annual full time equivalent enrollment" means: