considered owners or operators of certain contaminated property under certain circumstances; authorizing the Department of the Environment to impose a lesser application fee on certain applications to the Voluntary Cleanup Program; establishing a process for certain incomplete applications to the Program; authorizing a certain determination by the Department to be transferred to a subsequent purchaser under certain circumstances; requiring that a certain determination that is conditioned on certain uses of the property or on maintenance of certain conditions be recorded by the participant in the appropriate land records; establishing the Environmental Restoration and Development Task Force; specifying the membership and duties of the Task Force; providing for the designation of the Task Force chairman; requiring the Department of the Environment and the Department of Business and Economic Development to provide certain staffing; prohibiting a Task Force member from receiving certain compensation and authorizing the receipt of certain reimbursement; requiring the Task Force to report to certain persons by a certain date; altering a certain definition; providing for the termination of certain provisions of this Act; and generally relating to environmental restoration and development.

BY repealing and reenacting, without amendments,

Article - Environment

Section 7-201(a) and (x)(1)

Annotated Code of Maryland

(1996 Replacement Volume and 2002 Supplement)

## BY adding to

Article - Environment

Section 7-201(x)(7) and 7-506(f) and (g)

Annotated Code of Maryland

(1996 Replacement Volume and 2002 Supplement)

BY repealing and reenacting, with amendments,

Article - Environment

Section 7-201(k) and 7-506(a)(2), (b), and (d)

Annotated Code of Maryland

(1996 Replacement Volume and 2002 Supplement)

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

## Article - Environment

7-201.

(a) In this subtitle the following words have the meanings indicated.