

association or corporation" is deleted in light of Art. 1, § 15 and Title 1 of this article, which provide that the defined term "person" includes a corporation and other specified entities.

In subsection (b) of this section, the term "gambling" is added for consistency with § 12-102(a) of this subtitle.

In subsection (b)(2) of this section, the former reference to any "similar" game is deleted as unnecessary in light of the comprehensive reference to any "other game".

Defined terms: "County" § 1-101

"Person" § 1-101

"Token" § 12-101

12-108. GAMING EVENT — ACCEPTANCE OF CREDIT.

(A) PROHIBITED.

AN ORGANIZATION THAT OPERATES A GAMING EVENT AUTHORIZED UNDER THIS SUBTITLE, SUBTITLE 2 OF THIS TITLE, OR TITLE 13 OF THIS ARTICLE MAY NOT ACCEPT CREDIT FROM A PERSON TO ALLOW THAT PERSON TO PLAY A GAMING DEVICE AT THE GAMING EVENT.

(B) USE OF TOKEN ALLOWED.

SUBSECTION (A) OF THIS SECTION DOES NOT PROHIBIT AN ORGANIZATION FROM ACCEPTING A TOKEN INSTEAD OF MONEY FROM A PERSON WHO HAS PAID THE ORGANIZATION MONEY FOR THE USE OF THE TOKEN.

(C) PENALTY.

AN ORGANIZATION THAT VIOLATES THIS SECTION IS GUILTY OF A MISDEMEANOR AND ON CONVICTION IS SUBJECT TO A FINE NOT EXCEEDING \$1,000 OR LOSS OF PRIVILEGES TO CONDUCT A GAMING EVENT NOT EXCEEDING 60 DAYS OR BOTH.

REVISOR'S NOTE: This section is new language derived without substantive change from former Art. 27, § 261E(b), (c), and (d).

In subsection (a) of this section, the reference to "this subtitle, Subtitle 2 of this title, or Title 13 of this article" is substituted for the former erroneous reference to "this subtitle" to reflect the reorganization of material derived from the former "Gaming" subheading of Article 27.

In subsection (b) of this section, the references to "money" are substituted for the former references to "cash" for consistency within this title.

Defined terms: "Credit" § 12-101

"Gaming device" § 12-101

"Gaming event" § 12-101