2002 LAWS OF MARYLAND

- (IV) VOLUNTEER FIRE ORGANIZATION;
- (V) VETERANS' ORGANIZATION;
- (VI) VETERANS' HOSPITAL;
- (VII) AMATEUR ATHLETIC ORGANIZATION; OR
- (VIII) CHARITABLE ORGANIZATION.
- (2) AN ORGANIZATION THAT CONDUCTS A GAMING EVENT OR CASINO EVENT UNDER THIS SECTION SHALL SPEND A MAJORITY OF THE NET PROCEEDS FROM THE GAMING EVENT OR CASINO EVENT FOR THE FOLLOWING IN THE COUNTY:
 - (I) PURPOSES THAT BENEFIT RELIGIOUS PURPOSES;
 - (II) FRATERNAL PURPOSES;
 - (III) CIVIC PURPOSES;
 - (IV) VOLUNTEER FIRE OPERATIONS;
 - (V) PURPOSES THAT BENEFIT VETERANS;
 - (VI) PURPOSES THAT BENEFIT A VETERANS' HOSPITAL;
 - (VII) PURPOSES RELATED TO AMATEUR ATHLETICS; OR
 - (VIII) CHARITABLE PURPOSES.
 - (C) PERMIT TERMS.
- (1) A PERMIT TO CONDUCT A GAMING EVENT OR CASINO EVENT SHALL PROVIDE THAT ONLY THE MEMBERS OF THE PERMIT HOLDER MAY MANAGE THE GAMING EVENT OR CASINO EVENT.
 - (2) A PERMIT IS NOT TRANSFERABLE.
 - (D) CONDITIONS AND LIMITATIONS.
- (1) AN ORGANIZATION THAT OBTAINS A PERMIT MAY AWARD A PRIZE OF MONEY OR MERCHANDISE USING:
 - (I) A PADDLE WHEEL;
 - (II) A WHEEL OF FORTUNE;
 - (III) A CHANCE BOOK:
 - (IV) BINGO; OR
 - (V) ANY OTHER GAMING DEVICE EXCEPT:
 - 1. A CARD GAME;
 - 2. A DICE GAME; OR