

- (2) TIP JAR;
- (3) PADDLE WHEEL; AND
- (4) WHEEL OF FORTUNE.

REVISOR'S NOTE: This section is new language derived without substantive change from former Art. 27, § 255(j) and (a)(8).

In subsection (b) of this section, the reference to this "subtitle" is substituted for the former reference to "§§ 249 and 258A of this article", although this subtitle is derived, in part, from material outside former Art. 27, §§ 249 and 258A. Because the only substantive requirements that could apply to a gaming event under Subtitle 2 of this title are in material derived from former §§ 249 and 258A, no substantive change results.

In subsection (d) of this section, the former reference to "similar devices" is deleted because the list of activities is illustrative. See Art. 1, § 30.

Defined term: "Gaming event" § 13-1301

13-1304. GAMING EVENTS.

(A) PERMIT REQUIRED.

BEFORE AN ORGANIZATION LISTED IN SUBSECTION (B) OF THIS SECTION MAY CONDUCT A GAMING EVENT, THE ORGANIZATION SHALL OBTAIN A PERMIT FROM THE COUNTY AGENCY THAT THE COUNTY COMMISSIONERS DESIGNATE.

(B) QUALIFIED ORGANIZATIONS.

AN ORGANIZATION MAY CONDUCT A GAMING EVENT FOR ITS OWN BENEFIT IF THE ORGANIZATION IS:

- (1) A BONA FIDE:
 - (I) RELIGIOUS ORGANIZATION;
 - (II) FRATERNAL ORGANIZATION;
 - (III) CIVIC ORGANIZATION;
 - (IV) WAR VETERANS' ORGANIZATION;
 - (V) HOSPITAL;
 - (VI) AMATEUR ATHLETIC ORGANIZATION;
 - (VII) PATRIOTIC ORGANIZATION;
 - (VIII) EDUCATIONAL ORGANIZATION; OR
 - (IX) CHARITABLE ORGANIZATION;
- (2) A FREDERICK COUNTY VOLUNTEER: