

Defined terms: "Gaming device" § 13-2101

"Gaming event" § 13-2101

"Qualified organization" § 13-2101

13-2112. SAME — MANAGEMENT OF OPERATION.

MEMBERS OF THE QUALIFIED ORGANIZATION SHALL PERSONALLY MANAGE THE OPERATION OF THE GAMING DEVICE.

REVISOR'S NOTE: This section is new language derived without substantive change from the fifth sentence of former Art. 27, § 255(d).

Defined terms: "Gaming device" § 13-2101

"Qualified organization" § 13-2101

13-2113. SAME — DAILY USE LIMITATION.

IF A QUALIFIED ORGANIZATION USES A GAMING DEVICE ON A DAILY BASIS:

(1) THE QUALIFIED ORGANIZATION MAY NOT OPERATE MORE THAN FIVE GAMING DEVICES; AND

(2) THE PREMISES IN WHICH THE QUALIFIED ORGANIZATION OPERATES THE GAMING DEVICE MAY NOT CONTAIN MORE THAN FIVE GAMING DEVICES.

REVISOR'S NOTE: This section is new language derived without substantive change from the second sentence of former Art. 27, § 255(d).

In the introductory language of this section, the reference to "a qualified organization [that] uses a gaming device" on a daily basis is new language added to state expressly that which was only implied by the context of former Art. 27, § 255(d).

In items (1) and (2) of this section, the former reference to a "corporation" operating gaming devices is deleted as included in the reference to an "organization" operating gaming devices.

Defined terms: "Gaming device" § 13-2101

"Qualified organization" § 13-2101

13-2114. SAME — PROCEEDS.

(A) ALLOWED USES.

ALL PROCEEDS FROM A GAMING DEVICE SHALL BE USED SOLELY FOR THE LEGITIMATE CHARITABLE, BENEVOLENT, OR TAX-EXEMPT PURPOSES OF THE QUALIFIED ORGANIZATION.

(B) PERSONAL BENEFIT PROHIBITED.

PROCEEDS FROM THE OPERATION OF A GAMING DEVICE MAY NOT BE USED TO BENEFIT PERSONALLY ANY MEMBER OF THE QUALIFIED ORGANIZATION.

REVISOR'S NOTE: This section is new language derived without substantive change from the third sentence of former Art. 27, § 255(d).