SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF MARYLAND, That Section(s) 15–101(d) and 15–305; and 20–501 through 20–510 and the subtitle "Subtitle 5. Maryland Health Care Foundation" of Article – Health – General of the Annotated Code of Maryland be repealed.

SECTION 2. AND BE IT FURTHER ENACTED, That Section(s) 2 of Chapter 701 of the Acts of the General Assembly of 2001 be repealed.

SECTION 3. AND BE IT FURTHER ENACTED, That Section(s) 15–101(e), (f), (g), (h), (i), (j), and (k), respectively, of Article – Health – General of the Annotated Code of Maryland be renumbered to be Section(s) 15–101(d), (e), (f), (g), (h), (i), and (j), respectively.

SECTION 4. AND BE IT FURTHER ENACTED, That the Laws of Maryland read as follows:

Article - State Government

6.5 - 301.

- (b) An acquisition is not in the public interest unless appropriate steps have been taken to:
 - (1) ensure that the value of public or charitable assets is safeguarded;
 - (2) ensure that:
- (i) the fair value of the public or charitable assets of a nonprofit health service plan or a health maintenance organization will be distributed to the [Maryland Health Care Foundation that was established in § 20–502 of the Health General Article] MARYLAND HEALTH CARE TRUST ESTABLISHED UNDER § 6.5–401 OF THIS ARTICLE TITLE; or
- (ii) 1. 40% of the fair value of the public or charitable assets of a nonprofit hospital will be distributed to the [Maryland Health Care Foundation that was established in § 20–502 of the Health General Article] MARYLAND HEALTH CARE TRUST ESTABLISHED UNDER § 6.5–401 OF THIS ARTICLE TITLE; and
- 2. 60% of the fair value of the public or charitable assets of a nonprofit hospital will be distributed to a public or nonprofit charitable entity or trust that is:
- A. dedicated to serving the unmet health care needs of the affected community;
- B. dedicated to promoting access to health care in the affected community;
- C. dedicated to improving the quality of health care in the affected community; and
 - D. independent of the transferee;