Martin O'Malley, Governor	Ch. 488
lesser of (i) \$75,000 or (ii) the amount of the matching fund provided, to the Board of Directors of The Ernest Everett Just Foundation, Inc. for the planning, design, and construction of a statue commemorating Ernest Everett Just, located in Mitchellville. Notwithstanding Section 1(5) of this Act, the matching fund may consist of real property, in kind contributions of fund contributions of f	
contributions, or funds expended prior to the effective date of this Act (Prince George's County)	75,000
(BM) Fraternal Order of Police Fallen Hero Memorial. Provide a grant equal to the lesser of (i) \$150,000 or (ii) the amount of the matching fund provided, to the Board of Directors of the Fraternal Order of Police Lodge 89 Fallen Hero's Memorial Fund, Inc. for the acquisition, planning, design, and construction of the Fraternal Order of Police Fallen Hero Memorial, located in Upper Marlboro. Notwithstanding Section 1(5) of this Act, the matching fund may consist of real property, in kind contributions, or funds expended prior to the effective	150.000
(BN) Historic Greenbelt Theater. Provide a grant equal to the lesser of (i) \$100,000 or (ii) the amount of the matching fund provided, to the Mayor and City Council of the City of Greenbelt for the construction, repair, renovation, reconstruction, and capital equipping of the Historic Greenbelt Theater, located in the City	<u>150,000</u>

100,000

(BO) Historic Laurel Mill Ruins. Provide a grant of \$25,000 \$100,000, to the Patuxent River Commission and the Mayor and City Council of the City of Laurel for the repair, stabilization, and reconstruction of the Historic Laurel Mill Ruins, located in Laurel (Prince George's County)

of Greenbelt, subject to a requirement that the grantee grant and convey a historic easement to the Maryland Historical Trust (Prince George's County).....

25,000 100.000

75,000

(BQ) Maryland Multicultural Youth Center Multi-Purpose Room. Provide a grant equal to the lesser of (i) \$100,000 or (ii) the