

(G) Ellicott City District Court/Multiservice Center. Acquire land for additional parking spaces at the Ellicott City District Court/Multiservice Center (Howard County) ..... 200,000

23.05.03 PUBLIC SCHOOL PROJECT FUNDS

(A) Public School Project Funds. Provide funds for the construction of public school buildings and public school capital improvements in this State in accordance with Section 5-301 through Section 5-303 of the Education Article (Statewide) ..... 69,000,000

23.08.01 MILITARY DEPARTMENT

(A) Cheltenham Armory. Prepare detailed plans and construct Cheltenham Armory, contingent upon and supplementary to federal funds being made available for this purpose (Prince George's County) ..... 500,000

(B) Salisbury Armory. Prepare detailed plans and construct additional private vehicle parking at Salisbury Armory (Wicomico County) ... 150,000

23.15.00 MARYLAND VETERANS COMMISSION

(A) Garrison Forest Cemetery (Baltimore County). Construct Phase II-B development of the Garrison Forest Veterans Cemetery, contingent upon and supplementary to federal funds being made available for this purpose ..... 626,000

23.17.00 CHARLOTTE HALL VETERANS HOME  
(St. Mary's County)

(A) Academic Building. Provide a portion of the funds to renovate the Academic Building ..... 555,000

DEPARTMENT OF NATURAL RESOURCES

30.01.02 Public Lands - Capital Programs

(A) Program Open Space. Acquire land under Program Open Space, as authorized in Chapter 403, Laws of Maryland, 1969, as amended, or in Chapter 81, Laws of Maryland, 1984; Chapter 106, Laws of Maryland, 1985; or in Chapter 109, Laws of Maryland, 1986; Chapter 121, Laws of Maryland, 1987; Chapter 10, Laws of Maryland, 1988; Chapter 14, Laws of Maryland, 1989; Chapter 409, Laws of Maryland, 1990; or in Chapter 3, Laws of Maryland, 1991. 25,000,000

Provided that of the authorization, \$10,836,000 represents that portion available for State projects and \$14,164,000 represents that portion available for local programs.

Gunpowder Falls SP	500,000
Patapsco Valley SP	1,000,000