

(ii) Beer that is brewed by a brewer:

1. [who] WHO brews less than 60,000 barrels of beer annually; AND

2. WHOSE PRODUCT IS DISTRIBUTED IN THE STATE AT THE TIME THE APPLICATION IS FILED;

(2) Display and sell beer and wine at retail for consumption on or off the licensed premises on the days and for the hours designated for the Festival; and

(3) Display and sell wine that is manufactured and processed in any state at retail for consumption off the licensed premises on the days and for the hours designated for the Festival.

(f) This section does not prohibit the holder of a special festival license from holding another alcoholic beverages license of a different class or nature.

(g) The Board:

(1) May establish the license fee;

(2) May select one weekend, Friday through Sunday inclusive, annually for the Festival provided that the weekend that is selected does not occur within 14 days on either side of the Maryland Wine Festival;

(3) Shall choose a location in the county for this Festival which is not licensed under this article; and

(4) Shall assure that the primary focus of the Festival is the promotion of Maryland beer and wine.

[(h) (1) Notwithstanding the provisions of §§ 2-301(f) and 12-103(c) of this article, beer and wine products not authorized for general distribution in Maryland at the time of the Festival may be shipped directly to the licensee by a licensed nonresident dealer.

(2) All invoices for products delivered directly to the Festival by a nonresident dealer, or credits for authorized returns, shall be made through a licensed Maryland wholesaler.

(3) Beer or wine delivered directly to a special beer and wine festival licensee under paragraph (1) of this subsection may be returned directly to the nonresident dealer.

(4)] (H) (1) PRODUCTS DISPLAYED AND SOLD SHALL BE:

(I) INVOICED TO THE FESTIVAL LICENSE HOLDER BY A LICENSED STATE WHOLESALER, WINERY, OR LIMITED WINERY; AND

(II) DELIVERED TO THE FESTIVAL FROM THE LICENSED PREMISES OF THE WHOLESALER, WINERY, OR LIMITED WINERY.