

(3) AN EMPOWERMENT ZONE OR ENTERPRISE COMMUNITY DESIGNATED BY THE UNITED STATES GOVERNMENT UNDER 26 U.S.C. §§ 1391 THROUGH 1397F; OR

(4) A DESIGNATED NEIGHBORHOOD, AS DEFINED IN § 6-301 OF THE HOUSING AND COMMUNITY DEVELOPMENT ARTICLE.

REVISOR'S NOTE: This subsection is new language derived without substantive change from former Art. 83A, § 5-1101(i).

In item (2) of this subsection, the phrase "under 42 U.S.C. §§ 11501 through 11505" is added for clarity and consistency within this article.

In item (3) of this subsection, the reference to an "enterprise community" is added for clarity, accuracy, and consistency with Title 5 of this article.

Also in item (3) of this subsection, the specific reference to §§ 1391 "through 1397F" is substituted for the former phrase "et seq." for clarity and accuracy.

In item (4) of this subsection, the cross-reference to HS § 6-301, which defines "designated neighborhood", is substituted for the former cross-reference to HS § 6-305. The definition of "designated neighborhood" contains the provisions of § 6-305. The substitution also makes item (4) of this subsection consistent with the provisions of former Art. 83A, § 5-1101(k)(2), revised in subsection (f) of this section.

Defined term: "Secretary" § 1-101

(F) STATE PRIORITY FUNDING AREA.

"STATE PRIORITY FUNDING AREA" MEANS:

- (1) A MUNICIPAL CORPORATION;
- (2) BALTIMORE CITY;
- (3) A DESIGNATED NEIGHBORHOOD, AS DEFINED IN § 6-301 OF THE HOUSING AND COMMUNITY DEVELOPMENT ARTICLE;
- (4) AN ENTERPRISE ZONE DESIGNATED BY THE SECRETARY UNDER § 5-704 OF THIS ARTICLE;
- (5) AN ENTERPRISE ZONE DESIGNATED BY THE UNITED STATES GOVERNMENT UNDER 42 U.S.C. §§ 11501 THROUGH 11505;
- (6) THOSE AREAS OF THE STATE LOCATED BETWEEN INTERSTATE HIGHWAY 495 AND THE DISTRICT OF COLUMBIA;
- (7) THOSE AREAS OF THE STATE LOCATED BETWEEN INTERSTATE HIGHWAY 695 AND BALTIMORE CITY;
- (8) NO MORE THAN ONE AREA IN A COUNTY DESIGNATED BY THE COUNTY AS A PRIORITY FUNDING AREA UNDER § 5-7B-03(c) OF THE STATE FINANCE AND PROCUREMENT ARTICLE; AND