

## CORONERS.

Name.	Office.	Term Expires.
William F. Riley.....	Eastern District.....	1900
George S. Silljacks.....	Northeastern District.....	1900
John R. Abercrombie.....	Northwestern District.....	1900
Edwin Geer.....	Southern District.....	1900
William Kroh.....	Southwestern District.....	1900
Edward Grempler.....	Western District.....	1900
Frank W. Germon.....	Central District.....	1900

The Governor, with the consent of the Senate, appoints seven coroners for two years from the first Monday in May. Each coroner is assigned to a Police Station. (1898, Chap. 123, Secs. 294-299.)

## AUCTIONEERS.

William H. Schwab.....	1900
D. Buchanan Merryman.....	1900
Henry J. Lobe.....	1900
Joseph Wisenfeld.....	1900

The Governor, with the consent of the Senate, appoints a number in his discretion, not to exceed thirty. (1898, Chap. 123, Sec. 240.)

## COMMISSIONERS OF PRACTICAL PLUMBING.

James W. Robinson.....	1900
Henry C. Bowman.....	1900
Henry D. Koethe.....	1900
Dr. C. Hampson Jones.....	1900
Frederick H. Smith.....	1900

The Governor biennially appoints 5 persons, three skilled plumbers of Baltimore City, the Commissioner of Health of Baltimore City, and one a member of the State Board of Health. Term 2 years from the first day of May. (1898, Chap. 123, Secs. 509-515).

## BOILER INSPECTORS.

Julius Leader.....	1900
John C. Smith.....	1900

The Governor appoints for two years from the first Monday in May, two Inspectors of Steam Boilers. (1898, Chap. 123, Secs. 572-589.)

## EXAMINERS OF STATIONARY ENGINEERS.

Alexander H. Price.....	1900
Thomas M. Dukehart.....	1900

The Governor biennially appoints two for two years from the first Monday in May. (1898, Chap. 125, Sec. 426.)

## INSPECTORS OF HAY AND STRAW.

Peter Ruhl.....	Eastern Scales.....	1900
Frank Snyder.....	Western Scales.....	1900
Charles H. Ray.....	Northwestern Scales.....	1900

The Governor, with the consent of the Senate, appoints three Inspectors of Hay and Straw, for 2 years from the first Monday in May. (1898, Chap. 123, Secs. 552-570.)