U. H. J. Liber No. 36 Dec. 18 A Bill entitled "An Act to regulate the Criminal Business of Baltimore County."

A Bill entitled "An Act for an Addition to Baltimore Town in Baltimore County"

A Bill entitled "An Act for the speedy and effectual Publication of the Laws of this Province and for the Encouragement of Ann Catharine Green of the City of Annapolis Printer." and

p. 729 A Bill entitled "An Act to Establish a Market in Baltimore Town in Baltimore County and to regulate the said Market."

All which his Excellency passed into Laws in the usual form by Sealing them with the Right Honourable the Lord Proprietary his Great Seal at Arms and Subscribing them on behalf of the Right Honourable the Lord Proprietary of this Province I Will this be a Law.

Adjourned until Monday Morning Ten of the Clock

Dec. 20

Monday Morning 20.th December 1773.

The House met again according to Adjournment

## Present

The Benedict Calvert Esq. Daniel of S. Tho. Jenifer Esq. Benjamin Ogle Esq. Philip Thomas Lee Esq. Ceorge Steuart Esq.

Read the first and second Time by an Especial Order in this House and will Pass the two following Bills Viz.<sup>t</sup>

A Bill entitled "An Act for the more effectual Preservation of the Breed of Wild Deer."

A Bill entitled "An Act for the Repair of the Paper Currency Office."

These two Bills were severally Endorsed and sent to the Lower House by Daniel of Saint Thomas Jenifer Esquire.

Read the second Time in this House the Bill entitled "An Act for Emitting Bills of Credit and applying part thereof." and will Pass. So Endorsed and sent to the Lower House by Daniel of Saint Thomas Jenifer Esquire.

Mess.rs Deye and Tolley bring up a Bill entitled "An Act for the Relief of the Poor within the County of Baltimore." Read the first and second Time in the Lower House and will Pass which was Read the first and second Time by an Especial Order in this House and will Pass.— So endorsed and sent to the Lower House by Philip Thomas Lee Esquire

Adjourned until Three of the Clock in the Afternoon