

title 82 of the Code of Public General Laws, relating to riots, and to re-enact the same with amendments ;

Being upon its third reading,

On motion of Mr. Magruder,

The vote by which the bill was ordered to a third reading was reconsidered ;

Said bill being then upon its second reading,

Mr. Magruder proposed the following amendment :

SECTION 1. *Be it enacted by the General Assembly of Maryland,* That section 2 of Article 82 of the Code of Public General Laws relating to riots, be amended and re-enacted so as to read as follows :

SEC. 2. *And be it enacted by the General Assembly of Maryland,* No such liability shall be incurred by any county, incorporated town or city, unless the authorities thereof shall have had good reason to believe that such riot or tumultuous assemblage was about to take place, or, having taken place, shall have had notice of the same in time to prevent said injury or destruction, either by its own police or with the aid of the citizens of such county, town or city, it being the intention of this Article that no such liability shall devolve on such county, town or city, unless the authorities, having notice, have also the ability of themselves, or with their own citizens, to prevent said injury, that etc. read the words of section 1 in the bill ;

Which was adopted.

The bill, as amended was then postponed informally.

The bill entitled, an Act to alter and amend an Act to add a new Article to the Code of Public General Laws to be entitled Public Instruction, providing a uniform system of Free Public Schools for the State of Maryland and to repeal all existing laws inconsistent therewith at the January session of 1865 ;

Was read a third time and passed by yeas and nays as follow :

AFFIRMATIVE.

Messrs.

Miller, Speaker,

Morgan,

Williams,

Ford,

Nicolai,

Davis, of Charles,

Thomas,

Jones,

Steiner,

Hoffhine,

Hutton,

Turner,

Coleman,

Neilson,

Smith,

Flaherty,

Robson,

Kraft,

Boswell,

Davis, of B. City,

Waltemeyer,

Feig,

Bixler,

Pitts,

Nelson,

Whiteford,