

trict (number seven), lying and being south and west of said division line, shall be known as Precinct number two, and the voting place shall be some suitable place selected by the County Commissioners within the limits of the corporation of said City of Westminster.

Sec. 3. *And be it enacted*, That it shall be the duty of the Officer of Registration in the said Westminster district, number seven, prior to the next election in said district, to register all the voters in said district in the mode and manner required by the registry laws of the State of Maryland at the time of such registration, and shall prepare separate lists of voters, according to the subdivisions of the said districts into precincts, as hereinbefore provided, designating the election precincts (of the district) in which the voters are or shall be respectively entitled to vote, and deliver the same according to law.

Registers.

Subdivide in precincts.

Sec. 4. *And be it enacted*, That it shall be the duty of the County Commissioners of Carroll County to appoint three persons for each of said precincts, residents thereof, to act as Judges of Elections for said precincts, and who shall perform the duties of their offices as required by law as Judges of Elections, and such Judges shall make their returns in the same manner as if the said precincts were districts, and in accordance with the law now applicable to Judges of Elections for districts, and they shall receive the same compensation as other Judges of Election in said county.

Judges of election.

Compensation

Sec. 5. *And be it enacted*, That this Act shall take effect from the date of its passage, and all Acts or parts of Acts inconsistent therewith, be and the same are hereby repealed.

In force.

Approved April 11, 1870.

CHAPTER 303.

AN ACT to authorize the Mayor and City Council of Baltimore to issue its bonds to defray the expenses of the building of the new City Hill.

SECTION 1. *Be it enacted by the General Assembly of Maryland*, That the Mayor and City Council of