

levies of taxes for school purposes, in said county, and delays by collectors in collecting and paying over said taxes when levied, have been compelled to borrow large sums of money at different times during the past five years to maintain their schools and provide school houses, which said sums of money are now due and unpaid ;

Preamble.

AND WHEREAS it is desirable that said indebtedness should be funded so as to be paid off gradually.

Preamble.

SECTION 1. *Be it enacted by the General Assembly of Maryland,* That the County Commissioners of Washington county, be and they are hereby authorized and empowered to issue bonds to an amount not exceeding thirty thousand dollars, in sums not less than one hundred, nor more than one thousand dollars each, to be signed by the president of the board of said county commissioners, and countersigned by the clerk of said board, said bonds to bear interest payable semi-annually, on the first day of April and on the first day of October in each and every year during which the said bonds may run and remain unpaid, and the coupons for interest on said bonds shall be receivable by the collector of taxes for said county in payment of County taxes.

Issue Bonds.

SEC. 2. *And be it enacted,* That said bonds shall be issued to mature at such dates as shall not require the payment, in any one year, of more than four thousand dollars of the principal sum thereof, and shall be redeemable at the pleasure of the said county commissioners at or before their maturity, but none of said bonds shall be issued to mature before the first day of April in the year eighteen hundred and seventy-eight.

Conditions.

SEC. 3. *And be it enacted,* That to redeem said bonds the County Commissioners of Washington county, shall annually levy upon the assessable property of said county, a tax sufficient to pay the interest thereon and the principal of such portion as may mature in each and every year after the date of their issue, and said levy shall be designated as "school fund."

Redemption.