

CHAPTER 80.

AN ACT authorizing and directing the Mayor and Council of Hagerstown, in their discretion, to levy and collect annually in perpetuity a sum of money in aid of the maintenance of a hospital to be established in the town of Hagerstown, Washington County.

**The Washing-
ton County
Hospital.** SECTION 1. *Be it enacted by the General Assembly of Maryland,* That the Mayor and Council of Hagerstown be and they are hereby authorized and directed, in their discretion, to enter into a contract with "The Washington County Hospital Association" whereby they shall contract to contribute annually in perpetuity a sum of one thousand (\$1,000) dollars per annum for the care and maintenance of the hospital under the control and direction of the said "The Washington County Hospital Association."

**Municipality
to contribute
a sum of
money annu-
ally.** SEC. 2. *And be it enacted,* That for the purpose of carrying out the obligations which may be incurred under the provisions of the foregoing section, that the said Mayor and Council of Hagerstown be and they are hereby authorized and directed, in their discretion, to levy and collect annually in perpetuity on the assessible property of said town, a sum of money sufficient to meet the obligation to be incurred by the said Mayor and Council of Hagerstown under the provisions of the foregoing section.

SEC. 3. *And be it enacted,* That this Act shall take effect from the date of its passage.

Approved March 15, 1904.

CHAPTER 81.

AN ACT to repeal Sections 133 and 134 of Article 16 of the Code of Public Local Laws, title "Montgomery County," sub-title "Liquors and Intoxicating Drinks," as amended by the Act of 1894, Chapter 528, and to re-enact the same with amendments, and to add additional sections to said Article 16 to be designated as Sections 134A, 134B, 134C, 134D and 134E and to repeal all Acts and parts of Acts inconsistent herewith.

SECTION 1. *Be it enacted by the General Assembly of Maryland,* That Sections 133 and 134 of Article 16 of the Code of