

than one office or place of business for the transaction of his or their business as such real estate broker, in said city, unless a separate license be procured for each and every such office or place of business, or for each and every branch office where the business of said person, copartnership, association or firm as such real estate broker in said city is carried on or located; and any person who shall violate the provisions of this section shall be deemed guilty of a misdemeanor, and on conviction thereof shall be subject to the same fine and penalties as are imposed by the provisions of section 659; but nothing herein shall be so construed as to prevent any such person, copartnership, association or firm, legal representative or assignee, from holding at the same time with the license as real estate broker in said city, provided for by section 658, a license or licenses for any other kinds of brokerage business permitted by the laws of this State upon paying to the clerk the several sums by law prescribed for such license or licenses.

1868, ch. 495.

663. The five preceding sections shall not apply to transactions of attorneys at law with their clients; but their provisions shall nevertheless apply to all other persons who make a business of brokerage or agency for others in transactions in real estate, mortgage or chattels real, by solicitation, advertisement, sign or otherwise, with a view to reward or compensation for such business, whether the same be conducted under the name of agent, property agent, broker, negotiator, financier, dealer or any other name so as to evade the provisions of said sections.

THEATRICAL AND OTHER PUBLIC AMUSEMENTS.

P. L. L., (1860,) art. 4, sec. 906.

664. The mayor and city council have power to provide for licensing, regulating or restraining theatrical or other public amusements within the city of Baltimore.

WOOD DEALERS.

1862, ch. 173.

665. The clerk of the court of common pleas may issue licenses to retail and huckster wood on any of the wharves in the