1903, ch. 358. 1906, ch. 161.

79. No person shall catch, or in any manner take or kill, in said waters, at any time, any white perch of any size less than seven inches in length, or any yellow perch of any size less than eight inches in length, or any pike less than fourteen inches in length, or any rock, otherwise known as striped bass, or any taylor of any size less than ten inches in length, measuring in the case of each fish, from the tip of the nose to the end of the caudal fin or tail.

Ibid.

80. No person shall, in this State, in any manner or at any time, so obstruct any stream above where the tide ebbs and flows, in which trout or other fish have been placed by the State or national government, so that said fish shall not have free access up and down said stream, under a penalty of not less than ten dollars (\$10), nor more than twenty-five dollars (\$25), for every such offense.

Ibid.

81. Every owner of a dam or dams upon any of the said waters of this State is hereby required to make and keep in repair, or cause to be made and kept in repair, and placed upon said dam or dams at least one fish ladder of such a character as to enable fish to have a free course up and down said waters at all times, under a penalty of not less than twenty-five dollars (\$25), nor more than one hundred dollars (\$100), for each and every offense.

Ibid.

82. No person shall place, throw or make use of in any of said waters, except from bona fide engineering, milling or mining purposes, any dynamite or other explosive substance, or any lime, poison, acid, sawdust, shaving or other substance whatsoever deleterious to or destructive of fish life, under a penalty of not less than one hundred dollars (\$100), nor more than three hundred dollars (\$300), or imprisonment in the penitenitiary for not less than one year nor more than three years, or of both fine and imprisonment in the discretion of the court; provided, however, that nothing in this section shall apply to sawmills now in operation until October 1, 1903,*