

Said bill, as amended, was then read a second time, and ordered to be engrossed for a third reading.

Also, reported favorably, with proposed amendment,

House bill entitled an Act to amend chapter 284, of the Acts of the General Assembly of Maryland, Session 1872, entitled an Act to incorporate the Baltimore, Hampden and Lake Roland Railroad Company.

AMENDMENT PROPOSED.

Strike out all after the words "a bill," and insert the following:

"Entitled an Act to amend chapter 284, of the Acts of the General Assembly of Maryland, passed at its January Session, 1872, entitled an Act to incorporate the Baltimore, Hampden and Lake Roland Railroad Company. Whereas, the Baltimore, Hampden and Lake Roland Railroad Company was duly incorporated by chapter 284, of the Acts of the General Assembly of Maryland, passed at its January Session, 1872, entitled an Act to incorporate the Baltimore, Hampden and Lake Roland Railroad Company, and said corporation has been duly organized by the subscribers to its capital stock, and has begun and partly completed its railway on Oak street, Cedar avenue, Roland avenue, and on other streets, avenues and rights of way in the construction of said railway from Boundary or North avenue to Lake Roland, as authorized by its said charter, but by reason of the failure of the said corporation to obtain subscriptions to its capital stock, to effect its final organization and begin and complete the construction of its railway within the period of time prescribed for the completion of said railway by the 11th section of said Act, the said corporation at the suit of the Baltimore Union Passenger Railway Company and others, have been enjoined from the further construction of its said railway until the said Act has been confirmed by the General Assembly of Maryland, and the time for the completion of the said road has been extended; and whereas, it is deemed proper that said Act should be so confirmed and the said time so extended with the amendments to said charter hereinafter made; therefore,