

Chapter 464.

AN ACT to repeal chapter one hundred and forty-two of the acts passed at the January session, eighteen hundred and seventy-six, entitled "An act for the protection of partridges, and to prevent trespassing with dog or gun on private property in Caroline county, and to re-enact the same with amendments.

SECTION 1. *Be it enacted by the General Assembly of Maryland,* That chapter one hundred and forty-two of the acts passed at the January session, eighteen hundred and seventy-six, entitled "An act for the protection of partridges, and to prevent trespassing with dog or gun on private property in Caroline county, be and the same is hereby repealed and re-enacted so as to read as follows:

Repeated and re-enacted.

SEC. 2. *And be it enacted,* That it shall not be lawful for any person or persons in Caroline county to shoot, kill, catch, or in any way entrap, any partridges or quail in said county, between the first day of February and the first day of November in each and every year; nor any woodcock between the first day of February and the fourth day of July in each and every year; nor any wild ducks between the first day of April and the tenth day of September in each and every year; nor any sora or water rail between the first day of January and the twentieth day of September in each and every year; nor any rabbits between the first day of January and the first day of November in each and every year; nor any muskrats between the fifteenth day of March and the first day of December in each and every year.

When unlawful.

SEC. 3. *Be it further enacted,* That any person or persons violating any of the provisions of the preceding section of this act shall be deemed guilty of a misdemeanor, and on conviction thereof before any justice of the peace for said county shall pay a fine of five dollars for each and every partridge, quail, woodcock, wild duck, sora or water rail, rabbit or muskrat so shot or taken; one-half of said fine to be paid to the informer and the re-

Penalty for violation.