

State Government, which deductions shall be made at the time of each salary payment on the following annual salary scale:

Less than \$1200.....	not less than 10 per cent
\$1200 to \$1799.....	not less than 11 per cent
\$1800 to \$2399.....	not less than 12 per cent
\$2400 to \$2999.....	not less than 13 per cent
\$3000 to \$3599.....	not less than 14 per cent
\$3600 or more.....	not less than 15 per cent

PUBLIC SCHOOLS.

Salaries, Wages and Special Payments:

Maryland Teachers' Retirement System (Paragraph 99 (6) (a))	1934	1935
State Contributions (Chapter 344, Laws of 1927):		
1 County Teachers	\$281,756.00	\$301,431.00
2 Baltimore City Teachers	300,393.00	330,280.00
3 Expense Fund	10,000.00	10,000.00
Total Retirement System.....	\$592,149.00	\$641,711.00
4 State Aid to Approved High School (Art. 77, Section 197)	527,583.00	530,155.00
5 State Aid to Colored Industrial Schools.....	28,500.00	28,500.00
6 Part-Payment of Salaries (Art. 77, Sec. 145)	183,000.00	185,000.00
7 Free Textbooks	200,000.00	200,000.00
8 Materials of Instruction	50,000.00	50,000.00
9 State Board of Education	800.00	800.00
10 Vocational Education	9,000.00	9,000.00
11 Physical Education	15,000.00	15,000.00
12 Bureau of Educational Measurements.....	10,000.00	10,000.00
13 Publication and Printing.....	6,000.00	6,000.00
14 Certification and Medical Examination of Teachers	2,000.00	2,000.00
15 State Department of Education.....	51,668.00	48,474.00
16 Towson Normal School.....	200,558.00	200,558.00
17 Frostburg Normal School.....	46,008.00	46,008.00
18 Salisbury Normal School	52,133.00	52,133.00
19 Bowie Normal School	38,674.00	38,674.00
20 Consultant Architect	750.00	750.00
21 Census and Attendance	1,800,000.00	1,800,000.00
22 Equalization Fund (Art. 77, Sec. 204).....	308,786.00	353,346.00
23 Vocational Rehabilitation	10,000.00	10,000.00
24 Physically Handicapped Children.....	10,000.00	10,000.00
Totals	\$4,142,609.00	\$4,238,109.00
Normal School Fees	111,000.00	111,000.00
Totals Required from State.....	\$4,031,609.00	\$4,127,109.00