County," sub-title "State's Attorney," decreasing the compensation of the State's Attorney of Washington County.

SECTION 1. Be it enacted by the General Assembly of Maryland, That Sections 796 and 797 of Article 22 of the Code of Public Local Laws of Maryland (1930 Edition), title "Washington County," sub-title "State's Attorney," be and it is hereby repealed and re-enacted with amendments, to read as follows:

- 796. The State's Attorney for Washington County shall receive for the year 1935 and for each and every year thereafter an annual salary of twenty-five hundred dollars to be levied and paid by the County Commissioners of said county, for the performance of the official duties of his office, said salary to be in lieu of all fees, appearance and trial, and all other compensation for the same; provided, however, that his actual expenses incurred in the conduct of his office are not to exceed the sum of three hundred dollars per annum; and also his actual expenses incurred in following and trying criminal cases removed from said county, shall be paid by said County Commissioners in addition to said salary.
- 797. The said salary of twenty-five hundred dollars per annum shall be paid to the said State's Attorney by the County Commissioners of said county, in equal quarterly installments on the first day of January, April, July and October in each and every year, and the said County Commissioners shall levy annually the said sum of twenty-five hundred dollars for the purpose of paying said salary to the said State's Attorney, and the said County Commissioners shall also levy annually a sum sufficient to meet the actual expenses incurred by the said State's Attorney in the conduct of his office, not to exceed the sum of three hundred dollars, and also a sum sufficient to meet the actual expenses incurred by the said State's Attorney in following and trying criminal cases removed from said county.
- SEC. 2. And be it further enacted, That this Act shall take effect June 1, 1933.

Approved April 21, 1933.