

the expiration of his term and until he shall have fully settled up all business connected with his former term.

SEC. 2. *And be it further enacted*, That this Act shall take effect June 1, 1933.

Approved April 21, 1933.

CHAPTER 279.

AN ACT to repeal and re-enact with amendments Section 3 of Article 33 of the Annotated Code of Maryland (1924 Edition), title "Elections," sub-title "Supervisors of Elections," prescribing the compensation to be paid the Supervisors of Elections of Calvert County.

SECTION 1. *Be it enacted by the General Assembly of Maryland*, That Section 3 of Article 33 of the Annotated Code of Maryland (1924 Edition), title "Elections," sub-title "Supervisors of Elections," be and it is hereby repealed and re-enacted with amendments to read as follows:

3. Each supervisor of elections of Baltimore City shall receive an annual salary of twenty-five hundred dollars and each supervisor of elections of any of the counties of this State shall receive an annual salary of one hundred dollars, which salary may, in counties having more than fifteen polling places, be increased by the County Commissioners, in their discretion, to an amount not exceeding one hundred and fifty dollars. These salaries and all other expenses incurred by them under this Article shall, upon their requisition, be audited by the County Commissioners of their respective counties or by the Comptroller of Baltimore City, as the case may be, who shall pay the same by warrant drawn upon the proper officers of their county or of said city. The members of the Board of Supervisors of Elections of Calvert County shall each receive an annual salary of seventy-five (\$75.00) dollars. The Board of Supervisors of Elections of Anne Arundel County shall receive an annual salary of four hundred dollars (\$400.00) each, payable by the County Commissioners of Anne Arundel County in monthly instalments and they shall not receive any other compensation, emolument, pay or recompense of any kind whatsoever, for their services, including services rendered