CHAPTER 353.

AN ACT to repeal and re-enact with amendments Section 302 of Article 23 of the Code of Public Local Laws of Maryland (1930 Edition), title "Wicomico County," subtitle "Salisbury," providing for an increase in amount which the Mayor and Council of Salisbury may borrow on the faith and credit of said city.

SECTION 1. Be it enacted by the General Assembly of Maryland, That Section 302 of Article 23 of the Code of Public Local Laws of Maryland (1930 Edition), title "Wicomico County," sub-title "Salisbury," be, and it is hereby repealed and re-enacted with amendments to read as follows:

- 302. The Mayor and Council of Salisbury are hereby authorized and empowered to borrow on the faith and credit of the city and for the use of the city any sum or sums of money, in all not exceeding in the aggregate the sum of Fifty Thousand Dollars, and may issue notes or other evidence of indebtedness for the same, and in such sums and payable at such times as they may prescribe by ordinance or otherwise; provided, that the payment of said notes or other evidence of indebtedness issued under authority of this section and the interest thereon must be paid by the Mayor and Council from the general taxes levied for the use of the city under the power conferred by its charter, the levying or collecting of any special tax for the payment of such notes or other evidence of indebtedness being expressly prohibited.
- SEC. 2. And be it further enacted, That this Act is hereby declared to be an emergency law and necessary for the immediate preservation of the public health and safety, and being passed upon a yea and nay vote, supported by three-fifths of the members elected to each of the two Houses of the General Assembly, the same shall take effect from the date of its passage.

Approved April 21, 1933.

CHAPTER 354.

AN ACT to repeal and re-enact, with amendments, Section 65, Sub-division (3) of Article 101 of the Annotated Code of the Public General Laws of Maryland, Edition of 1924, title "Workmen's Compensation," sub-title