SEC. 2. And be it enacted, That said sum of twelve hundred dollars be and is hereby made payable by the treasurer, on the warrant of the comptroller, to the president of the German Orphan Asylum of Baltimore city, on the first day of June, eighteen hundred and eighty-five, and on the first day of June, eighteen hundred and eighty-six.

How payable.

Approved April 8, 1884.

Chapter 390.

AN ACT to enable the qualified voters of election district number fourteen, or Linkwood, of Dorchester county to determine by ballot whether spirituous or fermented liquors or alcoholic bitters shall be sold in said district.

Section 1. Be it enacted by the General Assembly of Maryland, That the question of whether or not any person or persons, or any house, corporation, company or association, shall be allowed at any time to sell, by himself, herself or itself, his, her or its clerk, servant or agent, directly or indirectly, any intoxicating liquors, of whatever origin except as hereinafter provided, may be licensed to sell spirituous or fermented liquors in district number fourteen, or Linkwood, in Dorchester county, shall be submitted to the registered qualified voters of the said district at the general election to be held on the first Tuesday after Election to be held on the first Tuesday after the first Monday in November, eighteen hundred and eighty-four; and all the ballots cast at said election on the question of license or no license, to be counted as deciding for or against the sale of spirituous or fermented liquors or alcoholic bitters, shall have printed or written on them the words "For the sale of spirituous or fermented liquors or alcoholic bitters," or "Against the sale of spirituous or fermented liquors or alcoholic bitters;" and the votes cast for the sale of spirituous or fermented liquors or alcoholic bitters, and the votes cast against the sale of spirituous or fermented liquors or alcoholic bitters, shall be carefully counted and cer-

Question submitted to voters.

Election-how held.

Ballots-how