receive all moneys which may be collected by the Clerk under any ordinance or ordinances passed in pursuance of the power conferred by the one hundred and twenty-eighth section of this act, and all moneys which shall be paid over to him by the Clerk and Collector as aforesaid, under any ordinances passed under the power conferred by the one hundred and twenty-eighth section of this act; he shall distribute and apportion prorata to the several particular heads or items of expenses as required to be designated in the levy for general purposes, as provided by section one hundred and forty-three; he shall pay out the several sums of money which may be collected or received upon warrants as hereinafter directed, and in no case shall the Collector Day out the money collected and credited for one purpose to or for any other; he shall make, under oath, quarterly reports, viz: to the first regular meetings of the Mayor and City Council in July, October, January and April, next succeeding the date of his appointment. or any other time or times when called upon by the Mayor and Council, showing the condition of his receipts and expenditures, and the statement submitted in January shall be published by the Mayor and Council in one or more newspapers published in the town as they may direct; the Tax Collector shall give bond to the Mayor and Council, to be approved by them, for the faithful discharge of his duties, in such penalty as they may prescribe, not less than double the amount of the taxes levied, and shall receive such compensation for his services as the Council may deem proper, such compensation, however, to be fixed at the date of his appointment, and he shall not receive any other fees or compensation except that fixed at the date of his appointment; and any Tax Collector who shall violate the provisions of this section shall be liable to indictment in the Circuit Court for Washington county, and upon conviction, shall be fined or imprisoned, or both, at the discretion of the Court.

Collect taxes.

Bond.