

CHAPTER 36.

AN ACT to repeal and re-enact with amendments Section 13 of Article 1 of the Code of Public Local Laws, title "Alleghany County," sub-title "Birds and Game," and to add a new section to said Article to follow Section 13, and to be designated as Section 13 A.

Repeal.

SECTION 1. *Be it enacted by the General Assembly of Maryland,* That section 13 of Article 1 of the Code of Public Local Laws, title "Alleghany County," sub-title "Birds and Game," and to add a new section to said Article to follow immediately after section 13, to be designated as section 13 A, and to read as to the said section re-enacted and said new section, respectively, as follows:

New Section.

Game law.

13. No person shall kill or destroy any woodcock, between the first day of February and the fifteenth day of July, or any robin, between the first day of April and the first day of March, or any wild turkey, between the first day of January and the fifteenth day of October, under a penalty of five dollars for each woodcock, robin or wild turkey so killed or destroyed.

Violations.

13 A. Any person who shall hunt on Sunday, at any time of the year, or who shall take their dogs to the fields or woods or any place where game may be in said county, for the purpose of coursing or training them, or any person who shall at any time of the year hunt with ferrets, shall be deemed guilty of a misdemeanor, and upon conviction thereof shall be fined not less than fifty dollars nor more than one hundred dollars, and may also, in addition to said fine, in the discretion of the court, be imprisoned in the county jail for thirty days for each offense, one-half of said fines to be paid to the informer.

Penalty.

Effective.

SEC. 2. *And be it enacted,* That this act shall take effect from the date of its passage.

Approved March 19th, 1896.

CHAPTER 37.

AN ACT to repeal Sections 51 and 61 of Article 17 of the Code of Public Local Laws, title "Prince George's County," sub-title "Bladensburg," and to re-enact the same with amendments.