

CHAP. 278. dred dollars (\$1,200) per annum, from the first day of May, A. D. 1902, in lieu of fees.

Deputy to be employed. SEC. 2. *And be it enacted*, That the State's Attorney for Kent county, State of Maryland, shall have power to employ a deputy or assistant, who shall be a member of the local bar, in good standing, and shall be paid by the State's Attorney out of his salary of twelve hundred dollars (\$1,200) aforesaid.

Repeal. SEC. 3. *And be it enacted*, That all Acts and parts of Acts inconsistent with the provisions of this Act be and the same are hereby repealed.

Section 4. *And be it further enacted*, That this Act shall take effect on and after the second Monday in January, 1904.
Approved April 8, 1902.

CHAPTER 279.

AN ACT to repeal Chapter 493 of the Acts of Assembly of 1900, entitled "An Act to repeal Sections eighteen, nineteen, twenty, twenty-one and twenty-two of Article 1 of the Public Local Laws," entitled "Allegany County," sub-title "Birds and Game."

Repeal. SECTION 1. *Be it enacted by the General Assembly of Maryland*, That chapter 493 of the Acts of Assembly of 1900, entitled "An Act to repeal sections eighteen, nineteen, twenty, twenty-one and twenty-two of Article 1 of Public Local Laws," entitled "Allegany County," sub-title "Birds and Game," be and the same is hereby repealed.

SEC. 2. *And be it further enacted*, That this Act shall take effect from the date of its passage.
Approved April 8, 1902.

CHAPTER 280.

AN ACT to authorize the Board of Police Commissioners of Baltimore City to pay Louis V. Paff, a former policeman of the police force of Baltimore city, a weekly sum of money out of the special fund.

Sum of money to be paid. SECTION 1. *Be it enacted by the General Assembly of Maryland*, That the Board of Police Commissioners for the city of Baltimore be and they are hereby authorized, in their discretion, to pay Louis V. Paff, a former officer of the police force of Baltimore city, the sum of nine dollars (\$9.00) per week, the said Louis V. Paff being permanently disabled