Sec. 9. And be it enacted, That said corporation is authorized authorized to sell, mortgage, exchange or dispose of and convey all or any part of the property, real and personal, that it may acquire.

Repeal.

SEC. 10. And be it enacted, That this charter may be repealed or amended at any time, at the pleasure of the General Assembly.

Effective.

· SEO. 11. And be it enacted, That this Act shall take effect from the date of its passage.

Approved March 29, 1898.

CHAPTER 91.

AN ACT to authorize the Board of Public Works to purchase the painting of "The Burning of the Peggy Stewart," and to appropriate a sum of money therefor.

Purchase a painting.

SECTION 1. Be it enacted by the General Assembly of Maryland, That the Board of Public Works be and it is hereby authorized in their discretion to purchase the painting of "The Burning of the Peggy Stewart at Annapolis, on the 19th day of October, 1774," executed by Frank B. Mayer, for such sum as said board may deem just and reasonable, not to exceed, however, the sum of two thousand dollars.

SEC. 2. And be it enacted, That the Treasurer of the State, upon the warrant of the Comptroller, be and he is hereby authorized and directed to issue his warrant for such sum, not to exceed two thousand dollars, as the Board of Public Works may agree to pay for the said painting to the order of the said Frank B. Mayer, the same to be paid out of any money in the treasury not otherwise appropriated, and the purchase of said painting and the price to be paid therefor within the limit aforesaid, is hereby left to the discretion of the said Board of Public Works.

Appropriation.

Effective.

SEC. 3. And be it enacted, That this Act shall take effect from the date of its passage.

Approved March 22, 1868.

CHAPTER 92.

AN ACT to add an additional Section to Article 53 of the Code of Public General Laws, title "Landlord and Tenant," to be designated as Section 27.

Section 1. Be it enacted by the General Assembly of Maryland, That an additional section be added to Article 53