

93. The Board of Park Commissioners is authorized and empowered to regulate the speed of vehicles and equestrians within one mile of the approach and within the limits of said parks and squares, and to impose the fines provided for in the preceding section for the violation of any regulations it may establish in this connection, to be recovered as therein provided.

94. The several members of the said Board of Park Commissioners shall have the power of conservators of the peace within the limits of said parks and squares.

95. The Board of Police Commissioners of Baltimore City is directed at the request of the Board of Park Commissioners to detail from time to time such of the regular police force of said City as the said Board of Park Commissioners may deem necessary for the preservation of order within said parks and squares, according to the regulations aforesaid, which policemen shall be under the direction of said Board of Park Commissioners, and shall have the same power in said parks and squares that the police of the City of Baltimore have as conservators of the peace in Baltimore City or elsewhere.

96. In addition to the powers now or hereafter conferred upon the Board of Park Commissioners, it is authorized to form zoological collections within the limits of said parks or squares by the purchase and collection of live, wild or other animals, for the purpose of public exhibition for the instruction and recreation of the people, with power to make contracts in regard thereto ; and shall be capable at law to hold, in the name of the Mayor and City Council of Baltimore, and at pleasure to dispose of gifts, devises and other property for the use of said collections.

97. The said Board of Park Commissioners shall have full power to employ and compensate all persons whom, in its judgment, it may deem proper, in maintaining and supporting such parks, squares, springs and monuments, or any other building, collection, garden or reservation provided for in this Article. The distribution of the park fund for the main-