"Lieutenant" and for other members of the police force not to exceed the sum of eighty dollars per month, and said policemen shall be subject to removal for cause; they shall have power to appoint special policemen if in their judgment the circumstances of the town shall require it; provided, however, that the term of appointment of such special policemen shall not exceed a period of thirty days. The Fire Marshal and Assistant Fire Marshals provided for by ordinance of the Mayor and Council of Hagerstown, for the more effective discharge of their duties and the protection of property, shall during the time of fire, have all the powers of a policeman in the town of Hagerstown, and said Fire Marshal and Assistant Fire Marshals shall take the oath prescribed for policemen of said town and shall serve without pay.

SEC. 2. And be it enacted, That this act shall take effect from the first day of June, 1918.

Approved March 22nd, 1918.

CHAPTER 3.

AN ACT to repeal Section 48-A of the Code of Public Local Laws of Maryland, entitled "Allegany County," sub-titled "Cumberland," as the same was enacted by Chapter 509 of the Acts of 1912, and to provide for the division of the Sixth Ward of the City of Cumberland, Allegany County, Maryland, into three precincts.

SECTION 1. Be it enacted by the General Assembly of Maryland, That Section 48-A of the Code of Public Local Laws of Maryland, entitled "Allegany County," sub-titled "Cumberland," as the same was enacted by Chapter 509 of the Acts of 1912, be, and the same is, hereby repealed and reenacted so as to read as follows:

48-A. The Sixth Ward of the City of Cumberland as described in Section 48, shall be divided into three precints:

Precinct No. 1. Comprising all that part of said Ward No. 6, which is bounded on the North by the center line of Williams Road and the same extended to the Potomac River; on the East by the City Limits; on the South by the center line of the Oldtown Road and the same extended to the Potomac River; and on the West by the Potomac River.