Section 118-B. The Treasurer, subject to the consent of the County Commissioners shall appoint a deputy treasurer who shall qualify under the Constitution of the State, and shall give bond to the treasurer as he may require; and the salary of said deputy treasurer shall be fifteen hundred dollars a year payable monthly. The Treasurer shall appoint such Clerk or Clerks as may be necessary for the proper discharge of the duties of his office subject to the consent of the County Commissioners, but the aggregate annual salary of said Clerks shall in no case exceed the sum of five hundred dollars. The County Commissioners may appoint a stenographer and typewriter at a salary not exceeding three hundred and sixty dollars (\$360.00) per annum for the County Commissioner's office.

Approved April 10th, 1918.

CHAPTER 366.

AN ACT to authorize the Board of School Commissioners of Carroll County to refund to Edgar T. Mercer of Frederick County, State of Maryland, fifty dollars (\$50.00), less five per centum, for money paid by the said Edgar T. Mercer for certain auctioneer's license fees under Chapter 633, Laws of Maryland, 1914.

WHEREAS, Edgar T. Mercer of Mount Airy, Frederick County, State of Maryland, did, in compliance with Chapter 633, Laws of Maryland, 1914, pay to the Clerk of the Circuit Court for Carroll County the sum of twenty-five dollars (\$25.00) in the year 1915 for his license as auctioneer, and a like sum in the year 1916 for the same purpose, and the said sums of twenty-five dollars (\$25.00) each, less five per centum, was paid by law to the Board of School Commissioners of Carroll County; and

WHEREAS, the Court of Appeals did, in an opinion handed down on February 1, 1918, declare Chapter 633, Laws of Maryland, 1914, unconstitutional and void; therefore

Section 1. Be it enacted by the General Assembly of Maryland, That the Board of School Commissioners of Carroll County be and is hereby authorized to refund and pay to Edgar T. Mercer the sum of fifty dollars (\$50.00), less five per centum.