

for the benefit of the State, of an amount equal to one per cent. on the first Twenty Thousand (\$20,000.) Dollars of the estate, and one-fifth of one per cent. on the balance of the estate, and, said tax shall be due and payable whether the executor or administrator waives his commissions or not, it being hereby intended that no commissions less than this tax shall be allowed by the orphans' court of this State, and that no waiver of commissions shall defeat the payment of this tax. And, when a legacy is left to an executor by way of compensation such legacy shall be reckoned in the commissions fixed by the court.

Approved April 18th, 1916.

CHAPTER 560.

AN ACT to provide for a Department of Law of the State of Maryland; prescribing the duties of the Attorney-General and fixing his salary; authorizing the appointment of three Assistant Attorneys-General, prescribing their duties and fixing their salaries; providing for law offices and their equipment and an office force for the said Department; and prohibiting certain specified boards, commissions, departments, officers and institutions of the State Government from employing or continuing the employment of counsel, and vesting the legal work of such boards, commissions, departments, officers and institutions in the Department of Law hereby created.

SECTION 1. *Be it enacted by the General Assembly of Maryland,* That there shall be a Department of Law of the State of Maryland. The head of said Department shall be the Attorney-General of the State.

SEC. 2. *And be it further enacted,* That the Attorney-General shall have general charge, supervision and direction of the legal business of the State, except as provided in Section 10 of this Act, and he, together with his assistants, shall perform the duties now or hereafter prescribed by the Constitution and Laws of this State, and in addition thereto shall be the legal adviser and representative of and perform all legal work for the following boards, commissions, departments, officers and institutions: