Sec. 3. And be it further enacted, That this Act is hereby declared to be an emergency law and necessary for the immediate preservation of the public health and safety and shall take effect from the date of its passage.

Approved March 9, 1920.

CHAPTER 56.

AN ACT to authorize and empower the Mayor and Council of Hagerstown to borrow the sum of twenty thousand dollars or so much thereof as may be necessary by the issue and sale of coupon bonds upon the faith and credit of Hagerstown, the proceeds therefrom to be used for the purpose of building, constructing and equipping a lake upon the land within the City Park belonging to the Mayor and Council of Hagerstown; providing for the payment of interest on said bonds, the redemption of said bonds when due and payable, providing that the proceeds therefrom be paid out by the Park Commission of Hagerstown for the purposes of this Act: with power to said Park Commission to make and enforce rules and regulations governing the use of said lake as may be necessary and providing for the submission of the question of issuing said bonds to the qualified voters of Hagerstown at the regular municipal election to be held in said city on the fourth Monday in March, 1920.

Section 1. Be it enacted by the General Assembly of Maryland, That the Mayor and Council of Hagerstown, be and it is hereby authorized and empowered to borrow a sum of money not to exceed twenty thousand dollars, or as much thereof as may be necessary, upon the faith and credit of Hagerstown, as hereinafter provided, and to issue and sell coupon bonds to raise said sum of money, which issue of bonds shall be known and designated as Series 2 of Park Bends, and the money arising from the sale of said bonds shall be applied and used exclusively for the purpose of building, constructing and equipping a lake upon the lands within the City Park belonging to the Mayor and Council of Hagerstown.

Section 2. And be it further enacted, That to provide for the borrowing of money as authorized by the preceding sec-