

and City Council of Baltimore to acquire from time to time by gift, purchase, lease or other method of acquisition, or by condemnation, any lands or property, including franchises, easements, rights and privileges of any and every kind, which may be proper or desirable in connection with the objects and purposes of this Act, and no ordinance or ordinances shall in any case be necessary for the acceptance of any conveyance.

Approved April 9, 1920.

CHAPTER 561.

AN ACT to enable the Commissioners of Thurmont, in Frederick County to borrow a sum not exceeding five thousand dollars, for improvements of the Electric Light and Power plant of the said town, and to issue bonds therefor, and to levy and collect taxes on the assessable property in said town for the redemption and payment of said bonds and the interest thereon, with a proviso: That said bonds shall not be issued unless sanctioned by a majority of the qualified voters of said town voting at a regular special election for that purpose.

SECTION 1. *Be it enacted by the General Assembly of Maryland,* That for the purpose of improving the Electric Light and Power Plant of the Town of Thurmont, the Commissioners of Thurmont be, and they are hereby, authorized and empowered to issue bonds in the name of the said municipal corporation to an amount not exceeding the sum of five thousand dollars, in denominations of one hundred dollars each, and each of said bonds shall be payable twenty years after date to bearer; redeemable, however, at the pleasure of said Commissioners of Thurmont at any time after three years from their respective dates, and shall bear interest in the meantime at the rate of five per cent. per annum, payable semi-annually, according to the tenor of the coupon for said interest to be attached to said bonds, which said bonds shall be sealed with the corporate seal of the said Municipal Corporation, and together with said coupons shall be signed by the President of the Board of Commissioners and countersigned by the Clerk of said town.