

Act shall not become effective until after said codification has been examined, approved and certified to in writing to the County Commissioners of Cecil County as being correct by a committee to be appointed by said County Commissioners consisting of the Counsel to said Board of County Commissioners and another attorney practicing law in Cecil County, to be selected by said Board.

SEC. 2. *And be it enacted*, That the County Commissioners of Cecil County are hereby empowered and directed to levy a sufficient sum of money to pay the costs of printing and publishing said Code of Public Local Laws and a reasonable compensation to the Codifiers and the committee appointed hereunder.

SEC. 3. *And be it enacted*, That the County Commissioners of Cecil County shall have published at least one hundred and fifty copies of the said Code of Public Local Laws of Cecil County; part of which shall be reserved for distribution to libraries and public officers and the remainder shall be sold by said County Commissioners.

Approved April 16, 1920.

CHAPTER 394.

AN ACT to empower and authorize the County Commissioners of Wicomico County, Maryland, to borrow money and issue notes therefor, and provide for the payment of same, to be used for repairing and constructing public roads in said county.

WHEREAS, The increase in costs of materials and labor used in the repairing and building of public roads has exhausted the amount levied by said County Commissioners in the year 1919, for those purposes; and,

WHEREAS, The severity of the winter has made it necessary to have much work done on said roads to render them safe for travel, but there are no funds in hand to pay for same, and it is necessary to provided funds for that purpose at once.

SECTION 1. *Be it enacted by the General Assembly of the State of Maryland*, That the County Commissioners of Wicomico County, Maryland, be and they are hereby empowered and authorized to borrow money as they need it, not to exceed in the aggregate twenty-five thousand dollars (\$25,-