as other taxes levied in the said County are collectible and collected; and when collected the said special tax shall be applied as hereinbefore provided to the payment of the said bonds as they severally mature and the interest thereof semi-annually, when and as hereinbefore provided; which said bonds and coupons when issued, as herein provided, shall be non-contestable for any cause whatsoever, and shall be exempt from all taxes, County and municipal, levied in Dorchester County.

Approved April 13th, 1922.

CHAPTER 127.

An Act to repeal and re-enact with amendments Section 160B of Article 9 of the Code of Public Local Laws of Maryland, title "Charles County," sub-title "Roads and Bridges," as said section was amended by Chapter 126 of the Acts of 1918, relating to the amount of money to be levied each year for roads and bridges in Charles County.

Section 1. Be it enacted by the General Assembly of Maryland, That Section 160B of Article 9 of the Code of Public Local Laws of Maryland, title "Charles County," sub-title "Roads and Bridges," as said section was amended by Chapter 126 of the Acts of 1918, be and it is hereby repealed and reenacted with amendments, to read as follows:

at the time of making the annual levy in said county for the years 1922 and 1923, levy, in each of said years, upon the taxable property of the said county, the sum of ten thousand dollars (\$10,000), and annually thereafter levy upon the taxable property of the said county the sum of twenty thousand dollars (\$20,000) for the purpose of paying for the construction, reconstruction, repair and maintenance of the roads and bridges of said county; the said sums to be held by the Treasurer of Charles County, subject to the order of the Board of Road Commissioners of said Charles County, to be by them expended in the construction, reconstruction, repair and maintenance of the public roads and bridges of said Charles County.

SEC. 2 And be it further enacted, That this Act shall take effect June 1, 1922.

Approved April 13th, 1922.