members elected to each of the two Houses of the General Assembly, the same shall take effect from the date of its passage.

Approved April 9, 1924.

CHAPTER 411.

An Acr to add a new paragraph to Section 6 of Article 4 of the Code of Public Local Laws, title "City of Baltimore," sub-title "Charter," to be numbered 20-A and headed "Pensions," to follow after the paragraph headed (20) "Pumps. Fountains and Springs" of Section 6 of Article 4 (Section 6 and the paragraphs thereof of Article 4 being the Charter of Baltimore City, adopted by the voters of said city at the November Election, 1918), authorizing the Mayor and City Council of Baltimore to establish a general system of pensions and retirements for its officers, agents, servants and employees, and to include therein other pension systems; repealing Paragraphs 5 and 10 of Section 776-C of Article 4 of the Public Local Laws, title "City of Baltimore," as enacted by Chapter 266 of the Acts of the General Assembly of 1900, relating to the Baltimore City Police Pension Fund; and to repeal Chapter 432 of the Acts of the General Assembly of 1922, relating to the Pension System of Baltimore City.

Section 1. Be it enacted by the General Assembly of Maryland, That a new paragraph be and the same is hereby added to Section 6 of Article 4 of the Code of Public Local Laws, title "City of Baltimore," sub-title "Charter," to be numbered 20-A and headed "Pensions," to follow after the paragraph headed (20) "Pumps, Fountains and Springs" of said Section 6 of Article 4 (Section 6 and the paragraphs thereof of Article 4 being the Charter of Baltimore City adopted by the voters of said city at the November Election, 1918), and to read as follows:

(20-A) PENSIONS.

To establish and maintain a general system of pensions and retirements for the benefit and advantage of its officers, agents, servants and employees, with necessary classifications and terms of admission; to provide for the inclusion in such system, with the consent of a majority of its members, any exist-