

180E. Any lien or reservation of title shall be considered recorded within the meaning of this Act if a memorandum containing the names of the parties, the goods sold, the date of sale, the amount of money due the seller, and a statement that the lien or reservation of title was given before said goods were carried on the premises of the tenant, is filed in the office of the Clerk of the People's Court in Cumberland, Maryland; provided said memorandum is filed with said Clerk prior to the issuance of any distraint against said goods, and within five days from the date of said sale.

180F. It shall be the duty of the Clerk of the People's Court in Cumberland, Maryland, to provide a suitable book or docket in which the memoranda provided for in this Act shall be copied, and it shall further be the duty of said Clerk to allow the public to inspect said book or docket during the hours when said office is open, and it shall also be his duty to advise any person who may call by telephone or inquire by letter of the existence of any memorandum called for, and said Clerk shall collect a fee of Fifty Cents (50c) for recording each of said memoranda.

SEC. 2. *And be it further enacted,* That this Act shall take effect June 1, 1929.

Approved April 11, 1929.

CHAPTER 370.

AN ACT to repeal and re-enact, with amendments, Section 10 of Article 10 of the Annotated Code of Maryland, title "Attorneys at Law and Attorneys in Fact," sub-title "Misconduct of Attorneys at Law—Negligence—Disbarment—Suspension," relating to the punishment of attorneys for misconduct by the Court, and to add eight new sections to said Article to follow immediately after Section 10 of said Article, to be known as 10A, 10B, 10C, 10D, 10E, 10F, 10G and 10H, relating to the proceedings to be had in a plenary way for the suspension or disbarment of attorneys, imposing certain duties on the State's Attorney and/or Bar Associations of the several counties and of the City of Baltimore in relation thereto, and giving to any attorney suspended or dis-