

utes east 250 feet; thence along the south boundary line of the playground and the school lot, west 606 feet, to intersect the old corporate boundary of said town at the south margin of Church Street; thence with said old corporate boundary line, south 965, more or less, to the north margin of the Boonsboro road; thence in a westerly direction by the lower end of lock number forty-four on the Chesapeake and Ohio Canal a distance of 2,650 feet, more or less, to the low water line of the Potomac river; thence up said river with its several meanderings a distance of 2,920 feet, more or less, to the place of beginning.

SEC. 2. *And be it further enacted*, That a new section be and it is hereby added to Article 22 of the Code of Public Local Laws of Maryland, title "Washington County," sub-title "Williamsport," to follow immediately after Section 404, to be known as Secion 404A, and to read as follows:

404A. On all property situated within the corporate limits of said town and without the corporate limits of said town as defined by Section 1 of Chapter 17 of the Acts of the General Assembly of Maryland of 1904, being the property in the area annexed to said town in the year 1929, as well as on any property which may have a situs in said area by reason of the residence of the owner therein, the rate of taxation for the year 1929 shall be one-tenth; for the year 1930, two-tenths; for the year 1931, three-tenths; for the year 1932, four-tenths; for the year 1933, five-tenths; for the year 1934, six-tenths; for the year 1935, seven-tenths; for the year 1936, eight-tenths; for the year 1937, nine-tenths, of the rate of taxation fixed by the Burgess and Commissioners of Williamsport in said respective years as the rate of taxation for all purposes for said years, and for and after the year 1938 there shall be a uniform rate of taxation for all property located within the corporate limits of Williamsport.

SEC. 3. *And be it further enacted*, That this Act shall take effect June 1, 1929.

Approved April 11, 1929.