

retail at the place therein described and to deliver the same in a sealed package or container, in quantities of not less than one pint, which package or container shall not be opened, nor its contents consumed on the premises where sold, or on any premises in which the said licensee shall have any direct or indirect interest.

Light Beer, Beer, Wine and Liquor License. Class B. (On Sale, hotels and restaurants.) Such a license shall authorize the holder thereof to keep for sale and sell all alcoholic beverages at retail at any hotel or restaurant at the place therein described for consumption on the premises or elsewhere.

Light Beer, Beer, Wine and Liquor License. Class C. (On Sale, clubs.) Such a license shall authorize the holder thereof to keep for sale and sell all alcoholic beverages at retail at any club at the place therein described for consumption on the premises or elsewhere. Except for Clubs and Hotels, no license shall be issued for premises which do not front upon a public street, and no blind or obstruction shall be allowed or permitted which may obstruct the view of persons passing along said street from a full view of such licensed premises.

SEC. 2. *And be it further enacted*, That this Act shall be declared an emergency law and necessary for the immediate preservation of the public health and safety, and being passed upon by a yea and nay vote, supported by three-fifths of all the members elected to each of the two Houses of the General Assembly, the same shall take effect from the date of its passage.

Approved December 15, 1933.

CHAPTER 59.

AN ACT to re-imburse the tobacco growers and other owners of Maryland tobacco for losses due to damage to tobacco stored in the State Tobacco Warehouses during the storm of August, 1933, and to authorize payment for said losses out of the Contingent Fund, Reserve Fund or other funds appropriated in the State Budget.

WHEREAS, the storm in August, 1933, flooded the State Tobacco Warehouses with water and damaged the tobacco stored therein; and