hands of the President and Secretary of said Board, and under its seal, and upon the receipt of both of said resolutions, and not before, the Secretary of State shall issue a certificate that such resolutions of acceptance have been duly filed with him, and such certificate shall be evidence that the acceptance provided for in this Act have been duly given.

Approved April 25, 1935.

CHAPTER 549.

AN ACT to repeal and re-enact, with amendments, Section 869 of Article 4 of the Public Local Laws of the City of Baltimore providing for the fine or sentence by the Criminal Court of Baltimore and the several station house justices of persons violating the law regarding vagrancy, paupers, beggars and disorderly conduct.

SECTION 1. Be it enacted by the General Assembly of Maryland, That Section 869 of Article 4 of the Public Local Laws of the City of Baltimore, be, and the same is hereby repealed and re-enacted, with amendments, to read as follows:

The said court or said justice before whom any person so charged may be brought, upon proof that such person has violated any of the provisions of the above Sections 865 or 866, shall in his discretion, fine such person not exceeding the sum of five hundred dollars or sentence such person to be confined in jail or in the house of correction or in such other suitable place as may hereafter be provided by the Mayor and City Council of Baltimore for a period not exceeding one year; provided that in the case of any person found to be a pauper or a habitual beggar who may not be able-bodied, but aged, or seriously crippled or infirm, the said court or justice shall request the Department of Public Welfare to provide proper care; and provided further that any minor convicted under the provisions of the above Sections 865 or 866 may be sent to any reformatory institution to which minors may be committed under Article 27 of the Code of Public General Laws of Maryland.

SEC. 2. And be it further enacted, That this Act shall take effect on June 1, 1935.

Approved May 17, 1935.