

## CHAPTER 77.

AN ACT to repeal and re-enact, with amendments, Section 173 of Article 12 of the Code of Public Local Laws of Maryland (1930 Edition), title "Garrett County," sub-title "Fences," relating to fences between improved land and timber or unimproved land.

SECTION 1. *Be it enacted by the General Assembly of Maryland,* That Section 173 of Article 12 of the Code of Public Local Laws of Maryland (1930 Edition), title "Garrett County," sub-title "Fences," be and it is hereby repealed and re-enacted, with amendments, to read as follows:

173. Any owner of improved land in Garrett County, Maryland, desirous to build fence between him and his neighbor, he shall notify his neighbor in writing in the presence of one witness, and if the person so notified shall refuse or neglect to build one-half of such line fence within sixty days from the date of such notice, the other party may build all of the fence and charge one-half of the cost thereof to the person or persons owning the adjoining land, and the amount may be collected in the same way and manner as other debts. Provided, however, that nothing in this sub-title shall be construed to require the owner of timber land or unimproved land to pay any part of the cost of building a joint fence until such time as such timber or unimproved land shall be used by the owner, tenant or lessee of such land for cultivation, grazing or pasturing, in which case such owner shall be required to pay one-half of the value of the fence at the time such use is so made of such adjoining timber or unimproved land.

SEC. 2. *And be it further enacted,* That all laws or parts of laws inconsistent with this Act be and they are hereby repealed to the extent of such inconsistency.

SEC. 3. *And be it further enacted,* That this Act shall take effect June 1, 1931.

Approved April 17, 1931.

## CHAPTER 78.

AN ACT to authorize and empower the County Commissioners of Montgomery County to borrow upon the faith and credit of said county a sum not to exceed thirty thousand dollars