

known as Section 318A, to follow immediately after Section 318 of said Article, and to provide for the appointment of special deputy sheriffs and define their duties.

SECTION 1. *Be it enacted by the General Assembly of Maryland,* That a new section be and it is hereby added to Article 16 of the Code of Public Local Laws of Maryland (1930 Edition), title "Montgomery County", sub-title "Sheriff", said new section to be known as Section 318A, to follow immediately after Section 318 of said Article and to read as follows:

318A. The Sheriff of Montgomery County, on application of any corporation or individual, may appoint special deputy sheriffs for duty in connection with the property of, or under the charge of, such corporation or individual; said special deputy sheriffs to be paid wholly by the corporation or person on whose account their appointments are made. Such special deputy sheriffs shall hold office at the pleasure of the Sheriff and shall have the same power and authority as deputy sheriffs possess within the area to which they are appointed and in no other area.

SEC. 2. *And be it further enacted,* That this Act shall take effect June 1st, 1939.

Approved May 3, 1939.

CHAPTER 492.

(House Bill 690)

AN ACT to repeal and re-enact, with amendments, Section 168B of Article 8 of the Code of Public Local Laws of Maryland (1930 Edition), title "Cecil County", sub-title "Elections", as said section was enacted by Chapter 129 of the Acts of 1935, relating to the Judges of Elections and the duties of the Supervisors of Election of Cecil County.

SECTION 1. *Be it enacted by the General Assembly of Maryland,* That Section 168B of Article 8 of the Code of Public Local Laws of Maryland (1930 Edition), title "Cecil County", sub-title "Elections", as said section was enacted by Chapter 129 of the Acts of 1935, be and it is hereby repealed and re-enacted, with amendments, to read as follows:

168B. Said Supervisors of Election shall employ four additional men, or women, in each precinct, two of whom shall