

Such an appeal shall be filed with the County Commissioners not later than five (5) days after its action. Within three (3) days after filing such appeal, the County Commissioners shall transmit all papers in the cast to the State License Bureau, which Bureau shall proceed *de novo* to hear, try and determine the matter, and the provisions of Sec. 48, Art. 2-B of the Code of Public General Laws shall apply so far as the same may be applicable in the matter of hearing such appeals, but the State License Bureau in reaching its decision shall consider only the grounds specified in Sec. 212-B of this Act.

SEC. 3. *And be it further enacted*, That this Act is hereby declared to be an emergency law and necessary for the immediate preservation of the public health and safety, and having been passed 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 April 26, 1939.

---

CHAPTER 209.

(House Bill 72)

AN ACT to add a new section to Article 39 of the Annotated Code of Maryland (1935 Supplement), title "Fish and Fisheries", sub-title "Further Regulations in County Waters", said section to be known as Section 30A of said Article and to follow immediately after Section 30, to prohibit the use of seines and nets in Carroll County.

SECTION 1. *Be it enacted by the General Assembly of Maryland*, That a new section be and it is hereby added to Article 39 of the Annotated Code of Maryland (1935 Supplement), "Fish and Fisheries", sub-title, "Further Regulations in County Waters", said new section to be known as Section 30A, to follow immediately after Section 30 of said Article, and to read as follows:

30A. Carroll County. It shall be unlawful to fish with seines or nets of any description, except for the purpose of catching minnows, in any of the waters of Carroll County.

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

Approved May 3, 1939.