Chapter 709 of the Acts of 1941, relating to the penalty for fishing with certain equipment and devices.

- Section 1. Be it enacted by the General Assembly of Maryland, That Sub-section (a) of Section 28 of Article 39 of the Annotated Code of Maryland (1939 Edition), title "Fish and Fisheries," sub-title "Nets and Seines," as said section was amended by Chapter 709 of the Acts of 1941, be and it is hereby repealed and re-enacted, with amendments, to read as follows:
- 28. (a) It shall be unlawful to take or catch fin fish for any purpose in the tidal waters of this State by the use of a gig or gig iron, or by the use of any purse net, buck net, beam trawl, otter trawl, trammel net, troll net or drag net. Any person found guilty of fishing or taking fish with any of the equipment or devices listed herein, with the exception of a gig or gig iron, shall be guilty of a misdemeanor and upon conviction thereof shall be fined the sum of not less than \$100.00 nor more than \$1,000, and shall stand committed to the Baltimore City jail or to the county jail until such fines and costs are paid. Any person found guilty of the illegal use of a gig or gig irons shall be subject to the penalties provided in Section 64 of this Article.
- Sec. 2. And be it further enacted, That this Act shall take effect June 1, 1943.

Approved March 18, 1943.

## CHAPTER 192.

## (Senate Bill 193)

AN ACT to add a new section to Article 2 of the Code of Public Local Laws of Maryland (1930 Edition), title "Anne Arundel County", sub-title "Police Department", said new section to be known as Section 406BA and to follow immediately after Section 406B, as amended by Chapter 758 of the Acts of 1939, conferring certain powers upon the police officers of Anne Arundel County.

SECTION 1. Be it enacted by the General Assembly of Maryland, That a new section be and it is hereby added to Article 2 of the Code of Public Local Laws of Maryland (1930 Edition), title "Anne Arundel County", sub-title "Police Department", said new section to be known as