

SEC. 7. *And be it further enacted*, That this Act is hereby declared to be an act dealing with an acute emergency and to be legislation in the general public welfare, and further, that it is an emergency law and necessary for the immediate preservation of the public health and safety, and having been passed by yea and nay vote, supported by three-fifths of all the members elected to each of the two Houses of the General Assembly of Maryland, the same shall take effect from the date of its passage.

Approved March 28, 1950.

CHAPTER 36

(Senate Bill 98)

AN ACT to repeal and re-enact, with amendments, Sections 28 and 40(a) of Article 89 of the Annotated Code of Maryland (1939 Edition), title "Statistics and Information," sub-title "Bureau of Mines," said Section 40(a) having been amended by Chapter 305 of the Acts of 1949, and to add a new section to said Article 89, said new section to be known as Section 21 and to follow immediately after Section 20 of said Article, amending and revising the mining laws.

SECTION 1. *Be it enacted by the General Assembly of Maryland*, That Sections 28 and 40(a) of Article 89 of the Annotated Code of Maryland (1939 Edition), title "Statistics and Information," sub-title "Bureau of Mines," said Section 40(a) having been amended by Chapter 305 of the Acts of 1949, be and they are hereby repealed and re-enacted, and that a new section be and it is hereby added to said Article 89, said new section to be known as Section 21, to follow immediately after Section 20 of said Article, and all to read as follows:

21. *The Governor shall appoint three (3) persons who shall constitute a Commission to be known as the "Maryland Commission on Mining Laws." One of the three members shall be a representative of the mine operators, one shall be a representative of the mine em-*

EXPLANATION: *Italics indicate new matter added to existing law.*

[Brackets] indicate matter stricken from existing law.

CAPITALS indicate amendments to bill.

Strike-out indicates matter stricken out of bill.