ered to employ such persons as may be necessary in the performance of its duties and in the exercise of its powers, engineering, clerical or otherwise, and pay the compensation and incur any necessary expenses therefor, within the limits of the funds provided for the said Commission.

SEC. 2. And be it further enacted, That this Act shall take effect June 1, 1945.

Approved March 8, 1945.

CHAPTER 209.

(Senate Bill 161)

AN ACT to repeal and re-enact, with amendments, Section 358 of Article 22 of the Code of Public Local Laws of Maryland, title "Washington County," sub-title "Hagerstown," sub-heading "Mayor and Council," as amended by Chapter 236 of the Acts of 1943, providing for the elimination of limitations on the compensation of members of the Police Force, and clarifying the language.

SECTION 1. Beit enacted by the General Assembly of Maryland, That Section 358 of Article 22 of the Code of Public Local Laws of Maryland, title "Washington County," sub-title "Hagerstown," sub-heading "Mayor and Council," as amended by Chapter 236 of the Acts of 1943, be and it is hereby repealed and re-enacted, with amendments, to read as follows:

358. The Board of Street Commissioners shall appoint as many regular policemen as they may deem neessary for the good government of the city, and the said Street Commissioners shall designate one of said Policemen as "Captain," one as "Lieutenant," and one as "Captain of Detectives." The said policemen shall serve under such rules and regulations, and for such compensation, as the Board of Street Commissioners shall direct, and said police or policemen shall be subject to removal for cause. The Board of Street Commissioners shall have power to appoint special policemen, if in their judgment the circumstances of the city shall require it; provided, however, that the term of appointment of such special policemen shall not exceed a period of thirty days. The Fire Marshal and Assistant Fire Marshals provided for by ordinance of the Mayor and Council of Hagerstown, for the more effective