

the office, after first deducting therefrom the necessary expenses of the office, including salaries of deputies and clerks, books, stationery, office supplies and other necessary and customary expenses of doing business. If there shall be any excess of the fees, receipts and emoluments of the office in any years, after deduction of expenses and salaries, including that of the Register, all such excess shall be paid to the Treasurer of the State. If the fees and receipts of the office shall be insufficient in any year to pay all or any part of the authorized salary of any Register, the deficiency shall be paid to the said Register by the Comptroller from funds provided for that purpose in the State budget.

The Registers of Wills of Baltimore City and of the several counties shall, respectively, devote their full working time to the duties of their office.

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

Approved April 27, 1945.

CHAPTER 786.

(Senate Bill 246)

AN ACT to propose an amendment to Section 44 of Article 4 of the Constitution of the State of Maryland, title "Judiciary Department," sub-title "Part VII:—Sheriffs," relating to the election and compensation of Sheriffs and to provide for the submission of said amendment to the qualified voters of the State of Maryland for adoption or rejection.

SECTION 1. *Be it enacted by the General Assembly of Maryland*, (three-fifths of all the members of each of the two Houses concurring), That the following be and the same is hereby proposed as an amendment to Section 44 of Article 4 of the Constitution of the State of Maryland, title "Judiciary Department," sub-title "Part VII:—Sheriffs," the same, if adopted by the legally qualified voters of the State, as herein provided, to become Section 44 of Article 4 of the Constitution of the State of Maryland.

44. There shall be elected in each county in the year 1946 and in every fourth year thereafter, one person, resident in said county, above the age of twenty-five years