

the said examination was made on his order. Said sum of ten dollars hereinbefore mentioned shall include any testimony given before such magistrate, but if said physician shall be required to appear and testify before the Criminal Court of Baltimore City in reference to such examination, he or she shall be allowed an additional sum of twenty dollars for so appearing and testifying; provided, however, that the total allowance in any case examined by such physician for all services rendered by him or her shall not exceed thirty dollars.

SEC. 2. *And be it further enacted*, That this Act shall take effect January 1, 1950.

Approved April 29, 1949.

CHAPTER 568

(House Bill 474)

AN ACT to repeal and re-enact, with amendments, Section 716B of the Charter and Public Local Laws of Baltimore City (1938 Edition), being Article 4 of the Code of Public Local Laws of Maryland (1930 Edition), title "Baltimore City", sub-title "Justices of the Peace and Constables", as said Section 716B was amended by Chapter 969 of the Acts of 1943; and to add a new section to the Charter and Public Local Laws of Baltimore City (1938 Edition), being Article 4 of the Code of Public Local Laws of Maryland (1930 Edition), title "Baltimore City", sub-title "Justices of the Peace and Constables" said new section to be known as Section 716GG and to follow immediately after Section 716G of said Article, as said Section 716G was amended by Chapter 69 of the Acts of 1945; and to repeal and re-enact, with amendments, Section 1 of Article 10 of the Annotated Code of Maryland (1947 Supplement), title "Attorneys at Law and Attorneys in Fact", sub-title "Admission to the Bar"; relating to the jurisdiction of the People's Court of Baltimore City in cases where the amount does not exceed \$500.00; providing that Attorneys shall try cases before the People's Court of Baltimore City where the amount exceeds \$100.00, and raising the costs in such cases.

SECTION 1. *Be it enacted by the General Assembly of Maryland*, That Section 716B of the Charter and Public Local