

Frederick and Carroll counties respectively, are here-
 by authorised and required, on receiving from the com-
 missioners an account, on oath, of the said expenses,
 including an allowance of two dollars per day, to the
 commissioners for their services, to levy the same in
 the proportion before stated, on the assessable prop-
 erty in said counties, to be collected as other county
 charges.

CHAP. 282.

SEC. 3. *And be it enacted*, That the commissioners,
 or a majority of them, shall ascertain the damages
 that may be sustained by any person or persons
 through whose land the said road may be made to pass,
 taking in consideration the advantages and disadvan-
 tages, if any, and the damages so ascertained shall be
 levied and assessed as other county charges in said
 counties, and shall be paid by the county wherein
 damages may be sustained.

Damages

Levy, &c.

SEC. 4. *And be it enacted*, That the commissioners,
 before they proceed to the duties assigned them, shall
 take an oath or affirmation that they will faithfully
 discharge the same, without favor, partiality or pre-
 judice, to the best of their skill and judgment.

Oath required

 CHAPTER 282.

An act to prevent Horse Racing in the Public Roads of Cecil County.
 Passed Mar. 29,
 1838.

WHEREAS, it is represented to this General Assem-
 bly, by the petition of sundry citizens of Cecil county,
 that the town of Elkton, and adjacent neighbourhood,
 has been very much annoyed by the practice of running
 horse races in the public highways, thereby endanger-
 ing the lives of travellers, obstructing the public roads,
 and collecting large assemblies of gamblers, and at-
 tended with drunkenness and all its attendant vices,
 destroying the morals and injuring the character of
 our community:—Therefore,

Preamble

SECTION 1. *Be it enacted by the General Assembly of*
 Maryland, That from and after the passage of this act
 it shall not be lawful for any person or persons what-
 soever, to run any race or races with any horse, mare

Racing forbid