

SEC. 5. *And be it further enacted*, That this Act is hereby declared to be an emergency measure and necessary for the immediate preservation of the public health and safety, and having been passed by a 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 9, 1953.

CHAPTER 66

(House Bill 159)

AN ACT to repeal and re-enact, with amendments, Section 299 of Article 14 of the Code of Public Local Laws of Maryland (1930 Edition), title "Howard County", sub-title "Trailer Camps", said section having been enacted by Chapter 140 of the Acts of 1951; to add a section to said Article to be known as Section 299A of said Article and to follow immediately after Section 299 thereof; and to repeal Section 309 of said Article and to enact a new section to stand in its stead, said new section to be known as Section 309, raising the license fee for trailer coach parks and pertaining generally to licenses, taxes and fees of trailer coach parks in Howard County.

SECTION 1. *Be it enacted by the General Assembly of Maryland*, That Section 299 of Article 14 of the Code of Public Local Laws of Maryland (1930 Edition), title "Howard County", sub-title "Trailer Camps", said section having been enacted by Chapter 140 of the Acts of 1951, be and it is hereby repealed and re-enacted, with amendments; that a new section be and it is hereby added to said Article to be known as Section 299A of said Article and to follow immediately after Section 299 thereof; and that Section 309 of said Article be and it is hereby repealed and that a new section be and it is hereby enacted to stand in its stead, said new section to be known as Section 309, and all to read as follows:

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.