

clared to be a misdemeanor and shall be punishable before any Justice of the Peace or the Circuit Court of the County in which such offense is committed, and any person adjudged guilty thereof shall be subject to a fine not exceeding one hundred dollars (\$100.00) or thirty days in the county jail or both in the discretion of the Court.

SEC. 7. *And be it further enacted*, That if any word, phrase, clause, sentence, or other part or parts of this Act shall be held unconstitutional, such unconstitutionality shall not affect the validity of the remaining parts of this Act or of all other sections thereof.

SEC. 8. *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 of 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 April 11, 1953.

CHAPTER 431

(Senate Bill 391)

AN ACT to repeal and re-enact, with amendments, Section 300 of Article 27 of the Annotated Code of Maryland (1951 Edition), title "Crimes and Punishments", sub-title "Trespass", increasing the fine imposed for conviction of trespass upon posted property and providing that any licensed hunter convicted under said section shall have his hunting license revoked.

SECTION 1. *Be it enacted by the General Assembly of Maryland*, That Section 300 of Article 27 of the Annotated Code of Maryland (1951 Edition), title "Crimes and Punishments", sub-title "Trespass", be and it is hereby repealed and re-enacted, with amendments, to read as follows:

300. It shall be unlawful for any person to enter or trespass on any property which is posted against tres-

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.