

porations which may hereafter be passed; and the Legislature may at any time alter or repeal this act.

CHAP. 295.
ing corpora-
tions.

CHAPTER 295.

A SUPPLEMENT to an Act entitled, an Act to erect a Town in Talbot county, by the name of Saint Michael's, passed at November Session, eighteen hundred and four, Chapter eighty-two.

Passed May
26, 1852.

WHEREAS, it has been represented to this General Assembly of Maryland, on the petition of various citizens of Saint Michael's, that since said town was incorporated the population has rapidly increased, and the limits of the town extended in a corresponding ratio, so that a large and important portion of the town is now beyond the limits prescribed by said act of incorporation; Therefore,

Preamble.

SECTION 1. *Be it enacted by the General Assembly of Maryland,* That the following shall be incorporated in said town, that is to say: beginning on Talbot street, at a stone which limits the original corporation at the north-east corner of a lot belonging to the heirs of Richard Harrington, on said street, and running south eighty-three degrees, west two hundred and forty feet to New street, crossing said street a space of sixty feet, and continuing beyond or west of said street one hundred and twenty feet; thence parallel with Talbot street, north two and a half degrees, west eight hundred and fifty-five feet to Church Neck road; thence crossing said road north twenty degrees, west three hundred and forty-six feet to the division line between the lands of William Jones and John N. Hambleton; thence south eighty-seven and a half degrees, east two hundred and eighty feet to Talbot street, including that portion of the town not embraced in the former act.

Limits incor-
porated.

SEC. 2. *And be it enacted,* That the commissioners of said town shall have such power over said limits as are granted to them in the original act.

Power of com-
missioners.

SEC. 3. *And be it enacted,* That this act shall take effect from and after the date of its passage.

In force.