under the provisions of Article 101, Annotated Code of Maryland, entitled Workmen's Compensation.

SEC. 2. And be it further enacted, That this Act shall take effect June 1, 1961.

Approved May 3, 1961.

CHAPTER 779

(House Bill 793)

AN ACT to add a new Section 21 (j) to Article 66B of the Annotated Code of Maryland (1957 Edition and 1960 Supplement), title "Zoning and Planning", sub-title "Planning", sub-heading "Title 2 Zoning", providing in Cecil County for the respective jurisdiction in zoning matters as between the county and any incorporated town with particular reference to the area within one mile from the corporate limits of the town.

SECTION 1. Be it enacted by the General Assembly of Maryland, That new Section 21 (j) be and it is hereby added to Article 66B of the Annotated Code of Maryland (1957 Edition and 1960 Supplement), title "Zoning and Planning", sub-title "Planning", sub-heading "Title 2 Zoning", to read as follows:

21.

(j) Any incorporated town in Cecil County which exercises zoning powers under this sub-title has jurisdiction for such purposes within its own corporate limits and over the area around the town within one mile from the corporate limits, and this jurisdiction prevails over the zoning powers of the county.

SEC. 2. And be it further enacted, That this Act shall take effect June 1, 1961.

Approved May 3, 1961.

CHAPTER 780

(House Bill 799)

AN ACT to repeal and re-enact, with amendments, Section 699A of the Code of Public Local Laws of Prince George's County (1953 Edition being Article 17 of the Code of Public Local Laws of Maryland), title "Prince George's County", sub-title, "Gaming", relating generally to certain mechanical or electrical coin or otherwise operated devices or machines; making it unlawful to keep, maintain, set up, have, possess, operate or manage certain mechanical or electrical coin or otherwise operated devices or machines at specified places in Prince George's County under certain conditions when a player or operator is entitled to or is paid or given cash,