

(1964 Replacement Volume, and 1967 Supplement) title "Juries" subtitle "Qualification and Selection of Jurors," be and it is hereby repealed and re-enacted with amendments, and to read as follows:

25.

(h) In Calvert and Garrett counties, jurors shall receive [eight] *ten* dollars per day for each and every day they shall attend a court of this State as jurors and shall receive no extra allowances for either mileage or overtime except in Garrett County, where jurors shall receive [fifteen] *ten* cents for each mile over five miles for going to and returning from the court, ~~once in each term.~~

SEC. 2. *And be it further enacted,* That this Act shall take effect July 1, 1968.

Approved April 10, 1968.

CHAPTER 263

(House Bill 596)

AN ACT to repeal and re-enact, with amendments, Section 49 of the Code of Public Local Laws of Garrett County (1957 Edition, being Article 12 of the Code of Public Local Laws of Maryland), title "Circuit Court," subtitle "Bailiff," to provide for a change in the compensation for the services of the bailiff of the Circuit Court of Garrett County.

SECTION 1. *Be it enacted by the General Assembly of Maryland,* That Section 49 of the Code of Public Local Laws of Garrett County (1957 Edition, being Article 12 of the Code of Public Local Laws of Maryland), title "Circuit Court," subtitle "Bailiff," be and it is hereby repealed and re-enacted, with amendments, to read as follows:

49.

The County Commissioners of Garrett County shall levy annually for the bailiff of the Circuit Court for said county, [three dollars and fifty cents (\$3.50)] *twelve dollars (\$12.00)* per day for his services as such bailiff, and the treasurer of said county shall pay said bailiff at the close of each session of the court for his services during said session.

SEC. 2. *And be it further enacted,* That this Act shall take effect July 1, 1968.

Approved April 10, 1968.

CHAPTER 264

(House Bill 597)

AN ACT to repeal and re-enact, with amendments, Sections 230C, 230D, 230E and 230G of the Code of Public Local Laws of Cecil