placement of buoys and floating piers is prohibited except with a certain license; and relating generally to Port Wardens.

BY adding to

Article 23A - Corporations - Municipal Section 2(23A)
Annotated Code of Maryland
(1973 Replacement Volume and 1973 Supplement)

SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF MARYLAND, That new Section 2(23A) be and it is hereby added to Article 23A — Corporations — Municipal, of the Annotated Code of Maryland (1973 Replacement Volume and 1973 Supplement) to read as follows:

Article 23A - Corporations - Municipal

2.

legislative body of every incorporated municipality in this State, except Baltimore City, by whatever name known, shall have general power to pass such ordinances not contrary to the public general or public local laws and the Constitution of Maryland as they may deem necessary in crder to assure the good qovernment of the municipality, to protect and preserve the municipality's rights, property, and privileges, to preserve peace and good order, to secure persons and property from danger and destruction, and to protect the health, comfort and convenience of the citizens of the municipality; but nothing in this article shall be construed to authorize the legislative body of incorporated municipality to pass any ordinance which is inconsistent or in conflict with any ordinance, rule or regulation passed, ordained or adopted by Maryland-National Capital Park and Planning Commission and the Washington Suburban Sanitary Commission, and nothing in this article shall be taken or construed to affect, change, modify, limit or restrict in any manner any of the corporate powers of the mayor and city council Baltimore which it now has or which hereafter may be granted to it.

In addition to, but not in substitution of, the powers which have been, or may hereafter be, granted to it, such legislative body also shall have the following express ordinance—making powers:

(23A) TO PROVIDE FOR THE CREATION AND APPOINTMENT OF A BOARD OF PORT WARDENS TO EXERCISE JURISDICTION WITHIN