(1970 Edition and 1979 Supplement, as amended)

SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF MARYLAND, That section(s) of the Code of Public Local Laws of Maryland read(s) as follows:

Article 8 - Cecil County

1-4.

-{-It shall be the duty of the-}- THE county commissioners -{-to-}- SHALL pay for all supplies and provisions necessary, in their judgment, for the support and maintenance of all persons committed to the jail-{-, said-}-. THE supplies and provisions -{-to-}- SHALL be purchased by the sheriff and placed at -{-said-}- THE jail and the bills for the same shall be presented by the sheriff to -{-said-}- THE county commissioners for approval and payment-{-, and the said-}-. THE county commissioners shall determine the amount to be expended by the sheriff per day for each prisoner actually committed to the jail of -{-said-}- THE county, and the sheriff -{-shall-}- MAY not exceed -{-such-}- THAT allowance without the approval of the county commissioners-{-; and the-}-. THE county commissioners shall furnish all fuel and light needed for -{-said-}- THE jail-{-; and the-}-. THE sheriff shall MAY SHALL -{-have the authority and power to-}- appoint an attorney to the sheriff, a cook to serve at the jail and such other assistants, with the approval of the county commissioners, as may be necessary in an emergency, -{-said-}- WHTH--THE cook and assistants to be paid such salary as the county commissioners [may] direct. [Two hundred dollars (\$200.00) shall be paid by the county commissioners to the attorney to the sheriff, the payments to the attorney to the sheriff to be made salary as THE ATTORNEY TO THE SHERIFF SHALL BE PAID SUCH AMOUNTS AND AT SUCH TIMES AS MAY BE APPROVED BY THE COUNTY COMMISSIONERS. The county commissioners shall include in the tax levy each year a sufficient amount to pay for the cost of food and the compensation to the cook and attorney.

SECTION 2. AND BE IT FURTHER ENACTED, That this Act shall take effect July 1, 1982.

Approved June 1, 1982.

CHAPTER 899

(House Bill 1734)