

Corporation.

[Section 16-60 of the Code of Public Laws of Prince George's County, added.

Effective Date January 28, 1981]

COTTAGE CITY

(Prince George's County)

CHARTER AMENDMENT RESOLUTION NO. 1-82

A RESOLUTION OF THE COMMISSION OF THE TOWN OF COTTAGE CITY, MARYLAND adopted pursuant to the authority of Article 11E of the Constitution of Maryland and Section 13 of Article 23A, of the Annotated Code of Maryland (1957 Edition, as amended) to amend the Charter of the said town, said charter being Subtitle 17 of Article 17 of the Code of Public Local Laws of Maryland (1963 Edition, as amended), which article contains in whole or in part the Charter of the Town of Cottage City, by repealing and re-enacting with amendments the entire said Charter.

[Subtitle 17 of the Code of Public Laws of Prince George's County, repealed and Sections 1 through 84 of the Charter of the Town of Cottage City, Prince George's County, added.

Effective Date April 1, 1982]

CUMBERLAND

(Allegany County)

CHARTER AMENDMENT
RESOLUTION NO. 84

RESOLUTION of the Mayor and City Council of Cumberland, Maryland, adopted pursuant to the authority contained in Article 11-E of the Constitution of the State of Maryland, and Section 12 of Article 23A of the Annotated Code of Maryland, entitled "Municipal Corporations", as said Section was enacted by Chapter 423 of the Acts of the General Assembly of Maryland, 1955, entitled, "A RESOLUTION TO AMEND THE CHARTER OF THE CITY OF CUMBERLAND, MARYLAND (1966 EDITION) AS AMENDED BY ENACTING NEW SECTIONS 202 AND 203 PROVIDING FOR THE LEASING BY THE MAYOR AND CITY COUNCIL OF CUMBERLAND (THE "CITY") OF ALL OR ANY PART OF THE PHYSICAL PLANT AND OTHER ASSETS OF MEMORIAL HOSPITAL OF CUMBERLAND TO MEMORIAL HOSPITAL AND MEDICAL CENTER OF CUMBERLAND, INC., A PRIVATE NON-PROFIT CORPORATION OF THE STATE OF MARYLAND: PROVIDING THAT THE BOARD OF GOVERNORS OF THE MEMORIAL HOSPITAL OF CUMBERLAND ("BOARD OF GOVERNORS") SHALL CEASE TO EXERCISE THE POWERS SET FORTH IN SECTION 192 TO 201, INCLUSIVE, OF THE CHARTER