

COUNTY COMMISSIONERS—

—OF FREDERICK COUNTY—Leave granted Frederick county delegation to report a bill to legalize the acts of the, in borrowing money to fill quota of said county for the last call for volunteers, 19.

Petition in favor of, referred to Frederick county delegation, 87.

—OF SOMERSET COUNTY—Leave granted Somerset county delegation to report a bill to legalize the acts of the, in borrowing money and appropriating a sum of money for the purpose of exempting the county from the draft, 22; bill reported favorably including County Commissioners of Worcester county and read the first time, 85; considered and amended so as to include Talbot county, 92; read second time, rules suspended read third time and passed by yeas and nays, 93; sent to the Senate, 93; returned from Senate passed, 571.

COUNTY LINES AND BOUNDARIES—Leave granted a Select committee to report a bill to provide for removing county seats and changing, 44.

COUNTY TREASURER AND CLERK TO COUNTY COMMISSIONERS—Leave granted Baltimore county delegation to report a bill entitled, 334; bill reported favorably and read the first time, 370; considered and re-committed, 551.

COURTS—Bill reported favorably by committee on the Judiciary to add a new section to the 29th Article of the Code of Public General Laws entitled, relative to the pay of witnesses and read the first time, 457.

COURT OF APPEALS—Leave granted a Select committee to report a bill providing for a special term of, 10; bill reported favorably and read the first time, 19; rules suspended, read second and third times and passed by yeas and nays, 19; sent to the Senate, 20; returned from the Senate passed, 34.

Leave granted committee on Public Buildings to report a bill to appropriate a sum of money to pay the expense of fitting up, repainting and re-furnishing the rooms of the, 334; bill reported favorably and read the first time, 412, 413; read second time, 637; read third time and passed by yeas and nays, 688; sent to the Senate, 689; returned from the Senate passed, 744.