

Subsection (c)(2) of this section is new language substituted for the former clause "whose service shall be paid for by the petitioner to an amount to be fixed by the said court", for brevity.

In subsection (e) of this section, the clause "to which she is entitled", which modifies "necessaries", is substituted for the former word "reasonable", for clarity and to conform to the language used in subsection (d) of this section.

In the introductory language of subsection (f) of this section, the former term "tradesman" is deleted as included in the term "person".

Also in the introductory language of subsection (f) of this section, the former phrase "wares or merchandise" is deleted as included in the term "goods".

In subsection (f)(2) of this section, the phrase "collect from the husband for the work or the goods" is substituted for the former phrase "institute against the petitioner any action, or make any effort to collect from him any bill or charge for such goods, wares or merchandise, or work", for brevity.

The Commission to Revise the Annotated Code notes, for consideration by the General Assembly, that the Court of Appeals, in Condore v. Prince George's County, 289 Md. 516 (1981), stated that the common law doctrine of necessaries violates the Maryland Equal Rights Amendment ("ERA") and is no longer a part of the common law of this State. The Court further stated that the statutory provisions of former Article 45, § 21 are invalid under the ERA because they state the common law rule. The Court also stated that the General Assembly should determine whether to extend the common law necessaries doctrine to impose liability on wives, or to eliminate the necessaries doctrine in its entirety.

Defined term: "County" § 1-101

#### SUBTITLE 4. SERVICES TO FAMILIES WITH CHILDREN.

##### 4-401. LEGISLATIVE POLICY.

###### THE GENERAL ASSEMBLY DECLARES:

(1) THAT IT IS THE POLICY OF THIS STATE TO PROMOTE FAMILY STABILITY, TO PRESERVE FAMILY UNITY, AND TO HELP FAMILIES ACHIEVE AND MAINTAIN SELF-RELIANCE BY: