

Occurred: As a result of Ch. 71, Acts of 1986, when only former § 581 was repealed and not its accompanying subheading.

SECTION 20. AND BE IT FURTHER ENACTED, That Section(s) 9-101 through 9-105, inclusive, and the title designation "Title 9. Prince George's County - Ethical and Elections Standards" of Article 28 - Maryland-National Capital Park and Planning Commission be repealed.

DRAFTER'S NOTE:

Provisions invalidated by the Maryland Court of Appeals in State of Maryland v. Prince Georgians for Glendening, 329 Md. 68 (1993).

SECTION 21. AND BE IT FURTHER ENACTED, That Section(s) 19.1 of Article 49D - Office for Children, Youth, and Families of the Annotated Code of Maryland be renumbered to be Section(s) 20.1 to be under the existing subtitle "Out-of-State Placement of Children".

DRAFTER'S NOTE:

Error: New section and subtitle heading incorrectly placed within an existing subtitle immediately preceding Article 49D, § 20.

Occurred: Ch. 264, Acts of 1992, which added § 19.1 to be under the subtitle "Out-of-State Placement of Children".

SECTION 22. AND BE IT FURTHER ENACTED, That the part designation "Part III. Regulations; Inspections; Disciplinary Action" of Title 4, Subtitle 5 of the Business Occupations and Professions Article be repealed.

DRAFTER'S NOTE:

Error: Extraneous part designation at the end of Title 4, Subtitle 5 of the Business Occupations and Professions Article.

Occurred: Ch. 479, Acts of 1991.

SECTION 23. AND BE IT FURTHER ENACTED, That Section(s) 1-106.1 of Article 22 - Washington County of the Code of Public Local Laws of Maryland, as added by Chapter 508 of the Acts of the General Assembly of 1993, be renumbered to be Section(s) 1-106.2.

SECTION 24. AND BE IT FURTHER ENACTED, That Section(s) 1-106A of Article 22 - Washington County of the Code of Public Local Laws of Maryland, as added by Chapter 506 of the Acts of the General Assembly of 1993, be renumbered to be Section(s) 1-106.1.

DRAFTER'S NOTE:

Error: Erroneous numbering in Article 22, Code of Public Local Laws of