The question the recurred upon the amendment as amended.

Mr. McLean, called for a division of the question, upon striking out,

The question was then put upon striking out, And, Determined in the negative.

Mr. Culbreth, moved to amend said bill by striking out the third secton, and inserting in lieu thereof the following.

Sec. 3. And be it enacted, That the sums of money to which the State of Maryland shall be entitled, under the provisions of the act aforesaid, shall be deposited in the Union Bank of Maryland, and Franklin Bank of Baltimore, and Farmers Bank of Maryland, until the first day of April, unless otherwise provided by law, in such proportions as to him shall seem proper, having a just regard to the interests of said Bank or Banks and to the general interests of this State, and that the money so deposited shall be drawn out in such proportions as the legislature shall hereafter direct, and shall be subject in all respects to the future action of the General Assembly.

Which was read.

Mr. Brengle, moved to amend said amendment, by inserting af er the word "state," in the sixth line thereof, these words, "the said Banks paying-theerefor an interest at the rate of two per centum per annum;

Determined in the negative.

The question then recurred and was put upon the amendment as offered by Mr. Culbreth.

Determined in the negative.

Mr. Richardson, moved to amend said bill by inserting aftr the word "authorise," in the third section, fifth line thereof, the following:- "and directed to allow such sum or sums to remain in said Banks, until the first day of April next, on condition that they pay to the State of Maryland, a per cent equal to that offered by any other safe institution chartered by the State."

Which was read:

Mr. McLean moved to amend said amendment by inserting after the word "banks," these words, "and Farmers Bank of Maryland,"

Determined in the negative.

The question then recurred, and was put upon the amendment as offered by Mr. Richardson; And,

Determined in the negative.