AMENDMENTS:

An act to amend the twenty-first Article of the Code of Public Local Laws, relating to election districts in Washington county, by adding thereto the following section:

Strike out all after the enacting clause, and insert as follow:

That the following section shall be added to Article 21, of the Code of Public Local Laws:

That the commissioners shall have power and authority to create new election districts in addition to those already established, whenever in their judgment the convenience of the voters of the county, or any part thereof, would thereby be promoted; and shall also have power to abridge or enlarge any districts heretofore established by the Legislature, or which may hereafter be established by said commissioners, and shall have the further power to designate the place of holding the election polls, in all election districts.

The said amendments were adopted, and the bill read a second time. Also,

A bill entitled, An act to alter and change the lines between the first and eighth election districts of Washington county.

AMENDMENTS:

An act to amend the 21st Article of the Code of Public Local Laws, relating to election districts in Washington county, by adding thereto the following section:

Strike out all after the enacting clause, and insert the following:

That section ninety-one of Article twenty-first of the Code of Public Local Laws, relating to the number of election districts of Washington county, be and the same is hereby repealed, and the following be enacted as a substitute therefor:

SEC. 1. And be it enacted, That Washington county is divided into thirteen election districts, according to the present bounds and limits; but the county commissioners may, in their discretion, sub-divide the said districts, and create new ones, or may, in their discretion, abridge or enlarge the same.

The said amendments were adopted, and the bill read the first time.

On motion of Mr. McKaig,

The roll of the Senate was called, and the following Senators answered to their names: