

SECTION 1. *Be it enacted by the General Assembly of Maryland,* That Sections 30 and 31 of Article 23 of the Code of Public Local Laws of Maryland (1930 Edition), title "Wicomico County," sub-title "Deeds," be and they are hereby repealed and re-enacted, with amendments, to read as follows:

30. No deed or deeds conveying real estate or chattels real, situate or located in Wicomico County, Maryland, shall be admitted to record among the Land Records of the Circuit Court for said county until the property thereby conveyed or assigned has been duly transferred upon the county assessment books in the office of the County Commissioners of said county to the grantee or assignee named in such deed. Before such property shall be transferred on the said assessment books, all public taxes, assessments and charges for the current year and all prior years shall have been paid, and as evidence of such transfer, the Clerk of the County Commissioners shall stamp upon said deed his certificate thereof.

31. The Clerk of the County Commissioners shall certify the fact of said transfer upon the deed; and the Clerk of the Circuit Court shall not record or accept for record any deed without the certificate of the Clerk of the County Commissioners, as prescribed by Section 30. If the Clerk of the Circuit Court shall receive for record any deed in violation of the provisions of this section, he shall be subject to a penalty of fifty (\$50.00) dollars for each deed so recorded.

SEC. 2. *And be it further enacted,* That this Act shall take effect June 1, 1935.

Approved April 29, 1935.

CHAPTER 71.

AN ACT to repeal and re-enact, with amendments, Sections 807 and 808 of Article 22 of the Code of Public Local Laws of Maryland (1930 Edition), title "Washington County," sub-title "Washington County Hospital Association," authorizing and directing the County Commissioners of Washington County, in their discretion, to enter into an agreement to contribute a sum of money, not to exceed \$7500.00 annually, toward the maintenance of