

whether used in reduction of the premiums or in whatsoever manner used or applied, excepting only where the debtor has, subsequent to the issuance of the policy, actually elected to receive dividends in cash, of any policy of life insurance or under any annuity contract upon the life of any person heretofore or hereafter made for the benefit of or assigned to the wife or children or dependent relative of such person, shall be exempt from all claims of the creditors of such person arising out of or based upon any obligation created after June 1, 1945, whether or not the right to change the named beneficiary is reserved or permitted to such person. The provisions of this section shall not prohibit any creditor from collecting the amount of any debt out of the proceeds of any life insurance policy pledged by the insured as security for such debt.

A change of beneficiary or assignment or other transfer shall be valid except in cases of transfer with actual intent to hinder, delay, or defraud creditors.

SEC. 2. *And be it further enacted*, That this Act shall take effect June 1, 1945.

Approved April 27, 1945.

CHAPTER 865)

(House Bill 558)

AN ACT to repeal and re-enact, with amendments, Section 29 of Article 36 of the Annotated Code of Maryland (1943 Supplement), title "Fees of Officers", sub-title "Sheriffs", increasing certain fees to be charged and received by the Sheriff of Baltimore City.

SECTION 1. *Be it enacted by the General Assembly of Maryland*, That Section 29 of Article 36 of the Annotated Code of Maryland (1943 Supplement), title "Fees of Officers", sub-title "Sheriffs", be and it is hereby repealed and re-enacted, with amendments, to read as follows:

29. (a) Sheriffs shall be entitled to charge and receive the following fees, to wit:

For serving writ and return.....	\$.75
For taking bail bond.....	.50
For collecting officers' fees for every hundred, six per cent.	
For every commitment and release.....	.40
For empaneling a jury.....	3.00
For serving scire facias, including the person summoned, for each person summoned.....	.75