

property from the danger of being inundated with water; to compel any person to rebuild or repair any wall owned by him binding on the Falls within the limits of the city, and upon neglect or refusal so to do the City may cause the same to be done, in which event the City is authorized and empowered to recover the cost thereof by suit at law, which costs shall be a lien on the property so walled or repaired.

(14) LIBRARIES.

To maintain and support the Enoch Pratt Free Library, or other free public libraries, art galleries and museums.

(15) LICENSES.

To license, tax and regulate all businesses, trades, vocations or professions; to license, regulate, tax or suppress hawkers, peddlers, brokers, pawnbrokers, intelligence offices, street exhibitions or fortune-tellers.

(16) MARKETS.

To erect, regulate, control and maintain markets; to regulate and control the sale of all articles therein; and to lease or otherwise dispose of stalls therein.

(17) MUNICIPAL LIENS.

To establish a Bureau of Liens and to provide for the issuance of certificates stating what, if any, State and municipal taxes, charges and assessments exist against any particular property, all of which taxes, charges and assessments shall be liens against the property affected until paid, and to make a reasonable charge for furnishing each such certificate. No charge not shown on such certificate shall be a lien against the property mentioned therein. No Statute of Limitations shall run against charges listed on such certificate.

(18) PARKS AND RECREATION.

To establish, maintain, control and regulate parks, squares, monuments and recreation facilities.

(19) PARK TAX.

To reduce, from time to time, by ordinance, the tax on gross receipts of passenger street railway companies imposed under the provisions of Chapter 229 of the Acts of the General Assembly of 1882, provided that no reduction shall impair the right of the City to collect so much of said tax as may be necessary to meet its obligations under the provisions of Chapter 338 of the