

election the title of this Act and underneath said title, on separate lines, a square or box to the right of and opposite the words "For Fire Tax," and a corresponding square or box to the right of and opposite the words "Against Fire Tax," so that the voters shall be able to designate by a cross-mark in the proper square or box his or her decision for or against said fire tax. If a majority of the votes cast in said election shall be "For Fire Tax," then said tax shall be levied and paid over in accordance with the provisions of this Act, but if a majority of the votes cast shall be "Against Fire Tax," then this Act shall be of no effect and shall be null and void.

SEC. 3. *And be it further enacted*, That this Act shall take effect June 1, 1951.

Approved April 13, 1951.

CHAPTER 363

(House Bill 166)

AN ACT to add a new section to Article 73B of the Annotated Code of Maryland (1947 Supplement), title "Pensions," sub-title "Employees of Municipal Corporations," said new section to be known as Section 23A and to follow immediately after Section 23 of said Article, providing for additional payments to certain former employees.

SECTION 1. *Be it enacted by the General Assembly of Maryland*, That a new section be and it is hereby added to Article 73A of the Annotated Code of Maryland (1947 Supplement), title "Pensions," sub-title "Employees of Municipal Corporations," said new section to be known as Section 23A, to follow immediately after Section 23 of said Article, and to read as follows:

23A. *Any employee of a county who is retired and who is receiving any retirement allowance under the provisions of this sub-title, where such allowance in the aggregate is less than \$100.00 per month, shall receive an additional sum not exceeding \$25.00 per month upon application to the County Com-*

EXPLANATION: *Italics indicate new matter added to existing law.*

[Brackets] indicate matter stricken from existing law.

CAPITALS indicate amendments to bill.

~~Strike out~~ indicates matter stricken out of bill.