

This Commission was created for the purpose of investigating the water supply, sewerage and drainage systems for Montgomery and Prince George's Counties and present to the General Assembly of 1918 a detailed report covering its activities, together with the draft of an Act setting forth the best means of correcting the defects in the present system.

---

STATE BOARD OF PRISON CONTROL.

<i>Name.</i>	<i>Postoffice.</i>	<i>Term Expires.</i>
Charles T. Crane, Chairman.....	Baltimore.....	1920
J. Hubert Wade.....	Hagerstown.....	1922
Frank Metzertott.....	Hyattsville.....	1918

The Governor, with the consent of the Senate, appoints three members, one for two years, one for three years, and one for four years, and as these terms expire a successor is appointed for a full term of six years. The Governor designates a Chairman of the Board.

The Board was created for the purpose of executing the affairs of the penal institutions of the State and the Act creating it abolishes the Boards of Managers of the Maryland Penitentiary and the Maryland House of Correction. (Ch. 556, 1916.)

---

CONSERVATION COMMISSION OF MARYLAND.

Office, 512 Munsey Building, Baltimore, Md.

<i>Name.</i>	<i>Postoffice.</i>
<b>Chairman:</b>	
W. Thomas Kemp.....	Roland Park
<b>Commissioners:</b>	
William H. Killian, Secretary.....	Baltimore
J. Edward White.....	Snow Hill
<b>Engineer:</b>	
Swepson Earle.....	Centerville
Charles E. Ebberts, Assistant.....	Baltimore
<b>Commander of State Fishery Force:</b>	
Thomas C. B. Howard.....	Cambridge
<b>State Game Warden:</b>	
E. Lee LeCompte.....	Cambridge
<b>Chief Clerk:</b>	
Samuel A. Harper.....	St. Michaels
<b>Deputy Clerk:</b>	
H. H. Johnson.....	Annapolis
<b>Stenographer:</b>	
G. A. Poehlman.....	Baltimore

The Governor appoints three Commissioners for a term of four years from the first Monday in June. One to be designated as Chairman of the Board. (Ch. 682, Acts 1916.) This Act abolishes the Board of Shell Fish Commissioners, the Commissioners of Fisheries and the State Conservation Bureau.