

# MAINE STATE LEGISLATURE

The following document is provided by the  
**LAW AND LEGISLATIVE DIGITAL LIBRARY**  
at the Maine State Law and Legislative Reference Library  
<http://legislature.maine.gov/lawlib>



Reproduced from scanned originals with text recognition applied  
(searchable text may contain some errors and/or omissions)

DOCUMENTS

PRINTED BY ORDER OF

THE LEGISLATURE

OF THE

STATE OF MAINE.

1860.

---

SIEVENS & SAYWARD, PRINTERS TO THE STATE.

1860.

---

---

# THIRTY-NINTH LEGISLATURE.

---

SENATE.

No. 2.

---

---

## STATE OF MAINE.

---

IN THE YEAR OF OUR LORD ONE THOUSAND EIGHT HUNDRED AND  
SIXTY.

---

---

AN ACT to authorize the extension of the Androscoggin  
Railroad.

---

*Be it enacted by the Senate and House of Representatives  
in Legislature assembled, as follows :*

SECTION 1. The Androscoggin Railroad Company is  
2 hereby authorized to extend, locate, construct, maintain  
3 and use its railroad from any point in its road in the  
4 town of Leeds in the County of Androscoggin, through  
5 the towns of Leeds, Monmouth, Litchfield, Wales,  
6 West Gardiner and Gardiner, or any of them, to the  
7 Kennebec River; or from said point of starting to the  
8 Atlantic and St. Lawrence Railroad in the town of  
9 Danville.

SEC. 2. And said Androscoggin Railroad Company  
2 shall have the same rights, privileges, powers and im-  
3 munities respecting the location, construction, main-  
4 tenance, use and management of said portion of their  
5 Railroad, hereby authorized to be extended, that they  
6 had and have respecting their existing road.

SEC. 3. This Act shall not take effect unless the  
2 extension hereby authorized shall be commenced within  
3 two years, and completed within six years after the  
4 passage of this Act, to the acceptance of said Com-  
5 pany.

STATE OF MAINE.

---

IN SENATE, January 26, 1860.

Laid on the table, and three hundred and fifty copies ordered to be printed for the use of the Legislature.

Attest: JAMES M. LINCOLN, *Secretary*.