

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)

SEVENTY-NINTH LEGISLATURE

HOUSE

NO. 94

House of Representatives, Feb. 4, 1919.

Reported by Mr. Holley from Committee on Appropriations and Financial Affairs and 500 copies ordered printed under joint rules.

CLYDE R. CHAPMAN, Clerk.

Presented by Mr. Holley of North Anson.

STATE OF MAINE

IN THE YEAR OF OUR LORD ONE THOUSAND
NINE HUNDRED AND NINETEEN

RESOLVE in Favor of William R. Roix.

Resolved, That there be and hereby is appropriated the
2 sum of three hundred dollars for services, and fifty-one
3 dollars for mileage to be paid William R. Roix, of Presque
4 Isle, for services rendered in organizing the House of Rep-
5 resentatives of the Seventy-ninth Legislature, and for spe-
6 cial services rendered the speaker, clerk, and assistant clerk
7 of the house, for the first three weeks of the session. Said
8 sum of money being the amount agreed upon by the speaker
9 to be paid to William R. Roix.

STATEMENT OF FACTS.

William R. Roix was clerk of the House of Representatives during the session of 1917-1919; his home is at Presque Isle, Aroostook county, Maine. Presque Isle is situated on the main line of the Bangor and Aroostook Railroad, two hundred fifty-five miles from Augusta.

Mr. Roix arrived at Augusta, December 30, 1918, and was at work at the state house assisting in the work of the clerk and assistant clerk of the House of Representatives, until January 18, 1919, a period of three full weeks. The House was organized by Mr. Roix and he was retained at the request of the Speaker, Honorable Frank G. Farrington, and the sum set forth in this resolve was the sum which was agreed upon by the Speaker and Mr. Roix as a fair and reasonable sum for the special services rendered.