

PRIVATE AND SPECIAL ACTS

OF THE

STATE OF MAINE,

PASSED BY THE

FIFTEENTH LEGISLATURE,

AT ITS SESSION, HELD IN JANUARY, 1835.

Published agreeably to the Resolve of June 28, 1820.

AUGUSTA:

WILLIAM J. CONDON PRINTER TO THE STATE.

1835.

CHAPTER 557.

AN ACT in addition to an Act to incorporate the City of Bangor.

Approved March 10, 1835.

Be it enacted by the Senate and House of Repre-SECT. 1. sentatives, in Legislature assembled, That the Municipal Court for the City of Bangor shall have, in addition to the Jurisdiction given in the Act to which this is additional, origin- Additional al and exclusive Jurisdiction in all civil actions cognizable by a Justice of the Peace and returnable within the said City, except all actions in which the Judge of said Court may be interested; and said Judge shall receive a salary of Judge and Recor-Seven Hundred and Fifty Dollars per annum, and the Recorder of said Court shall receive a salary of Seven Hundred Dollars per annum; said salaries to be paid quarterly from the City Treasury.

SECT. 2. Be it further enacted, That in case of the death, Judge to appoint sickness or necessary absence of the Recorder of said of absence, sick-Court, it shall and may be lawful for the Judge of said Court to appoint some meet person to officiate as Recorder, to be under oath, until the standing Recorder shall be able to attend to his duty or until a new one shall be appointed by the Governor and Council.

SECT. 3. Be it further enacted, That no Justice of the No Justice of the Peace within the City of Bangor shall exercise any civil or any civil or etim-inat jurisdiction, criminal Jurisdiction, except under the authority of the inal jurisdiction, United States, in any civil or criminal process, wherein the Judge is not said Judge is not a party or interested, or accept or receive party. any fee therefor, under penalty of Twenty Dollars for every offence, to the use of the County, to be recovered by indictment in any Court proper to try the same.

jurisdiction.

ness or death.