

C H A P. 2

An Act to amend the act to authorize a loan in aid of
colonization

[Assented to, the 29th of December, 1922]

HIS MAJESTY, with the advice and consent of the
Legislative Council and of the Legislative Assembly
of Quebec, enacts as follows:

10 Geo. V, c. 6, s. 1, am. **1.** Section 1 of the act 10 George V, chapter 6, is amended by replacing therein the words: "five million", in the sixth line, by the words: "seven million".

Coming into force. **2.** This act shall come into force on the day of its sanction.

C H A P. 3

An Act respecting Provincial Museums

[Assented to, the 29th of December, 1922]

Preamble. **W**HEREAS, public exhibitions are a complement to institutions for promoting the study of history, sciences and fine arts;

Whereas, the establishment of museums is necessary for permanent or temporary exhibitions as well for the training of youth as to assist writers, furnish documents, and encourage artists by supplying them with the means of showing their works;

Therefore, His Majesty, with the advice and consent of the Legislative Council and of the Legislative Assembly of Quebec, enacts as follows:

Title. **1.** This act may be cited as the "Provincial Museums Act".

Establishment of museums. **2.** The Lieutenant-Governor in Council may establish, in the cities of Quebec and Montreal, museums for the study of history, sciences and fine arts.

Authorization to acquire lands, etc., in the city of Quebec. **3.** The Government is authorized to acquire all lands, buildings, leases of houses or other leases it may deem necessary and effect all construction required for the establishment of a museum in the city of Quebec.

4. In order to pay the cost of the purchases and construction mentioned in section 3, the Lieutenant-Governor in Council may authorize the Provincial Treasurer to pay, out of the consolidated revenue fund, a sum not to exceed one hundred and fifty thousand dollars. Payment of authorized purchases.

The sums required shall be paid to the Minister of Public Works and Labour, on an application therefor, accompanied by a certificate establishing that they are necessary for the carrying out of section 3. How payments are made.

5. The Lieutenant-Governor in Council may, for the proper operation of such museum, appoint the necessary staff and provide for their remuneration. The latter, under the direction of the Provincial Secretary, shall be charged with the carrying out of the provisions of this act and the performance of the duties which may be assigned to them, according to circumstances, by the Lieutenant-Governor in Council. Appointment of necessary staff.

6. The expenses for maintenance and repair of the natural history museum in the city of Quebec, and salaries of the necessary employees, shall be paid out of the funds annually appropriated for such purposes by the Legislature. Payment of expenses for the maintenance, etc.

7. The Government is likewise authorized to acquire all lands, buildings, leases of houses or other leases it may deem necessary and effect all construction required for the establishment of a museum in the city of Montreal. Authorization to acquire lands, etc., in the city of Montreal.

8. In order to pay the cost of the purchases and construction mentioned in section 7, the Lieutenant-Governor in Council may authorize the Provincial Treasurer to pay, to the Minister of Public Works and Labour, the required amount, out of the funds annually appropriated for such purposes by the Legislature, upon an application therefor, accompanied by a certificate establishing that the same is necessary for the carrying out of this section. Payment of authorized purchases.

9. The Lieutenant-Governor in Council may adopt regulations as to the proper working of such museums, both for the staff and for the public admitted therein. Regulations

10. The Provincial Secretary shall be charged with the carrying out of sections 2, 5, 6 and 9 of this act. Carrying out of certain sections.

11. This act shall come into force on the day of its sanction. Coming into force.