

Q. M. C., art. 767, am. **6.** Article 767 of the Quebec Municipal Code is amended by replacing the last three paragraphs thereof by the following:

Sinking-fund to be used or deposited yearly. "The moneys intended for the sinking-fund shall be used yearly, or, as the case may be, deposited yearly in the office of the Provincial Treasurer, at Quebec, in conformity with section XXIVa of chapter fifth of title fourth of the Revised Statutes, 1909 (articles 1493a to 1493h).

Action to compel deposit. Whenever, according to law, it is obligatory to deposit such moneys and the deposit is not made as prescribed, any trustee, bondholder, ratepayer or other interested party may by an action in law compel the municipality to make the deposit, and in case a judgment to that effect is obtained against the corporation, the provisions of the law concerning the execution of judgments against municipalities, and contained in articles 811 to 825, shall apply."

Interpretation. **7.** All provisions of law inconsistent with those enacted by this act shall be construed so as to give to this act its full force and effect.

Application of act. **8.** This act shall apply only to the loans contracted, or issues of bonds made, by a municipal or school corporation, under by-laws or resolutions passed after the coming into force of this act.

Coming into force. **9.** This act shall come into force on the day fixed by proclamation of the Lieutenant-Governor in Council, published in the *Quebec Official Gazette*.

C H A P . 29

An Act to amend the law respecting certain public officers

[Assented to 9th February, 1918]

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

R. S., 1501, am. **1.** Article 1501 of the Revised Statutes, 1909, is amended by inserting therein, after the word: "fees", in the fourth and in the eighth lines thereof, the words: "and salary".

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

