

C H A P . 5 5

An Act to amend the Code of Civil Procedure.

[Assented to 14th March, 1911]

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

1. Article 1310 of the Code of Civil Procedure is amended C.C.P., 1310, by adding thereto the following paragraph : am.

“The clerk of the Circuit Court established in and for ^{Powers of} the second division of the county of Pontiac, sitting at ^{Clerk of C. C.,} Ville-Marie, has the same powers as the prothonotary of the ^{Pontiac.} Superior Court in any other district, as to all matters connected with the non-contentious proceedings mentioned in the tenth part of this Code.”

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

C H A P . 5 6

An Act to amend the Municipal Code respecting the annexation of townships or parts of townships.

[Assented to 14th March, 1911]

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

1. The following article is inserted in the Municipal Code M. C., art. after article 37a as contained in article 6034 of the Revised ^{37b, added.} Statutes, 1888.

“**37b.** The county council may, by resolution, annex to a ^{Annexations} township municipality, a township or a part of a township ad- ^{to township} joining such township municipality in the same county, upon ^{municipali-} a petition signed by at least two-thirds of the electors of such ^{ties.} territory, and by the majority of the electors of the remaining territory in the case of part of a township, provided that there shall remain in each municipality from which the territory is detached a population of at least three hundred.

Such resolution shall be preceded by a public notice given ^{Notice of} for that purpose, and shall be approved and published in the ^{resolution.} manner prescribed by article 41.”

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