COUNTY AGRICULTURAL SOCIETIES Act 12 of 1867

AN ACT for the better promotion of the interests of agriculture, manufactures and the mechanic arts. History: 1867, Act 12, Imd. Eff. Feb. 7, 1867.

The People of the State of Michigan enact:

453.201 County agricultural societies; tax apportionment.

Sec. 1. That in any county in this state where the inhabitants thereof have organized and established more than 1 society for the encouragement and advancement of agriculture, manufactures, and the mechanic arts, in accordance with the provisions of section 1687 of the Compiled Laws, the board of supervisors of said county may apportion the amount raised by tax in said county, by the provisions of section 1687, 1688, and 1689 of the Compiled Laws, among each of said societies, as they may deem equitable and just.

History: 1867, Act 12, Imd. Eff. Feb. 7, 1867;-CL 1871, 2180;-How. 2313;-CL 1897, 5951;-CL 1915, 7829;-CL 1929, 10216;-CL 1948, 453.201.

Compiler's note: For provisions of sections 1687, 1688, and 1689, referred to in this section, see MCL 453.101, 453.102, and 453.103, respectively.

453.202 County agricultural societies; adjacent counties uniting; tax apportionment.

Sec. 2. When the inhabitants of parts of 2 or more counties lying adjacent to each other have united in organizing and establishing a society for the encouragement and advancement of agriculture, manufactures, and the mechanic arts, in accordance with the provisions of section 1687 of the Compiled Laws, the board of supervisors of each of the said counties may apportion to such society so much of the amount raised by tax in their respective counties, by the provisions of sections 1687, 1688 and 1689 of the Compiled Laws, as they may deem equitable and just.

History: 1867, Act 12, Imd. Eff. Feb. 7, 1867; CL 1871, 2181; How. 2314; CL 1897, 5952; CL 1915, 7830; CL 1929, 10217;-CL 1948, 453.202.

Compiler's note: For provisions of sections 1687, 1688, and 1689, referred to in this section, see MCL 453.101, 453.102 and 453.103, respectively.