and in general conduct the hearing after the usual manner of a judicial hearing; but they shall hear evidence and arguments and consider the facts as to the valuation of the property of specific taxpayers only so far as in their judgment such valuation bears on the just aggregate valuation of any city, village or town.

SECTION 3. This act shall take effect and be in force from and after its passage and publication.

Approved March 24, 1882.

[No. 400, A.]

[Published April 12, 1882.]

CHAPTER 213.

AN ACT to amend chapter 108 of the laws of 1881 relating to the collection and disposal of highway taxes in certain cases.

The people of the state of Wisconsin, represented in senate and assembly, do enact as follows:

SECTION 1. Chapter 108 of the laws of 1881 is Highway taxes. hereby amended by adding after section 3 the following: Section 4. In any village, affected by the provisions of this act which has no police justice, suits to enforce the same may be brought before any justice of the peace holding his office in said village.

SECTION 2. Section 4 of said chapter is hereby renumbered section 5.

SECTION 3. This act shall take effect and be in force from and after its passage and publication.

Approved March 24, 1852.

[No. 807, A.]

[Published April 13, 1882.] CHAPTER 214.

AN ACT to provide for a more perfect manner of scaling logs

and timber in district number nine.

The people of the state of Wisconsin, represented in senate and assembly, do enact as follows:

SECTION 1. It shall be the duty of the lumber in-Scaling logs. spector of lumber district number nine in this state, his deputies or any person or persons scaling logs or timber within the limits of said district, immediately after scaling a log or stick of timber, to mark with an edged tool said log or timber with a private mark, to be known as the scaler's mark, designed by said inspector, his deputies or other persons so scaling such logs or timber, and the said mark shall be recorded with other log marks in the inspector's office of said