Inhabitants and Residents of the said City and County, shall be liable to perform an equal number of days labour on the Roads and Bridges in and throughout the said City and County, as other Inhabitants and Residents in the Province by law are liable to in their respective Parishes; and be subject to the same Penalties for neglect of duty: And whereas by the Laws now in force, such labour may be performed by persons liable. thereto, either in person or by able sufficient men in their stead; which permission to appoint substitutes instead of working in person, or paying a specified sum in lieu thereof, has been found injurious in its operation within the said City and County. Be it therefore further enacted, labour, to do the that from and after the passing of this Act, all work in Person, or and every person and persons liable to do labour pay money. on the Highways and Bridges within the said City and County, shall either work in person, or pay the sum allowed by Law to be received in lieu thereof; and shall not be permitted to send Substitutes; any Law or usage to the contrary notwithstanding.

III. And be it further enacted, That any person or persons, when called upon by the Surveyor of any District within the said City and County, shall render a just and true account of all Householders and persons in his, or their service, or employ, liable ed upon by a Surto perform labour on the Highways; and every veyor, to furnish Householder, Innkeeper, Boarding or Lodging in their sorvice or House Keeper, when called upon by the Survey- resident in their houses, liable to or of the District, shall render a just and true work on the Highaccount of all persons resident in his or her way. House, as well those belonging to the family of such Householder, Innkeeper, Boarding Lodging House Keeper, as others who may be resident in, or boarding or lodging at the House liable to perform labour on the Highways: And in case any person shall neglect or Penalty for negrefuse to give and render a just and true account lect.