petual succession and a common seal, and shall have power from time to time to alter, renew or change such common seal at their pleasure, and shall by the same name, from time to time and at all times hereafter, be 5 able and capable to purchase, acquire, hold, possess and enjoy, and to have, take and receive to them and their successors, to and for the uses and purposes of the said Corporation, any lands, tenements and heredita- 10 ments, and real or immovable property and estate, situate, lying and being within this Province, not exceeding in yearly value the sum of

, currency; and the same to sell, alien- 15 ate and dispose of, and to purchase others in their stead, for the same purpose; and by the said name shall and may be able and capable in law, to sue and be sued, implead and be impleaded, answer and be answered 20 unto, in all Courts of Law and places whatsoever, in as large, ample and beneficial a manner as any other body politic or corporate, or as any persons able or capable in law, may or can sue and be sued, implead 25 and be impleaded, answer and be answered unto, in any matter whatsoever; and any majority of the members of the Corporation for the time being, shall have power and authority to make and establish such Rules, 30 Orders and Regulations, not being contrary to this Act, nor to the laws in force in this Province, as shall be deemed useful or necessary for the interests of the said Corporation, and for the, management thereof, and 35 for the admission of members into the said Corporation, and from time to time to alter; repeal and change the said Rules, Orders and Regulations, or any of them, or those of the said Institution in force at the time of the 40. passing of this Act; and shall and may do, execute and perform all and singular other the matters and things relating to the said Corporation and the management thereof, or which shall or may appertain thereto; 45 subject, neverthcless, to the Rules, Regula-

Holding real property.

£2,000.

Suing and being sucd.

Making Bylaws.