

Limitation of
actions under
this Act.

XLII. And be it enacted, That if any action or suit shall be brought against any person or persons for any matter or thing done under the authority or in pursuance of this Act, such action or suit shall be brought 5 within six calendar next after the fact committed, and not afterwards.

Meetings of
Town Council.

XLIII. And be it enacted, That the Town Council shall meet at least on the first Monday in every month, and on such other days 10 as they may appoint; and it shall be lawful for the Mayor to call special meetings, whenever urgent business shall or may require; and the said Town Council shall hold their sittings in the Town Hall, when such building shall have been provided; and until such 15 suitable building shall have been provided, the said Town Council shall determine on the place of their meetings.

Sheriff &c. to
take charge of
persons committed
under
authority of
Council.

XLIV. And be it enacted, That the Sheriff and Gaoler of the Colborne District shall be bound and they are hereby authorized and required to receive and safely keep until duly discharged, all persons committed 20 to their charge by the said Town Council or any member thereof under the authority thereof. 25

Riotous and
disorderly persons
may be
committed.

XLV. And be it enacted, That it shall and may be lawful to and for any one of the members of the said Town Council, individually, to order the immediate apprehension of any drunken or disorderly or riotous person or persons whom he shall find disturbing the peace within the limits of the said Town, and to confine him or her in a watch-house, 35 lock-up house, or other places of confinement, in order that such person may be secured until he or she can be brought before the Town Council to be dealt with according to law, or may give bail for his or her appearance 40 before the Council, if such member ordering the apprehension, shall think fit to take bail in such manner as bail is given in by offenders before a Justice of the Peace.