

Former No.	New No.	Former No.	New No.	Former No.	New No.
Keswick Street.		Market Street, Hung Hom.		Bulkelly Street, Hung Hom.	
New House.	28			New House.	78
"	29	52	70	"	79
"	30	54	72	"	80
Market Street, Hung Hom.		56	74	"	81
		58	76	"	82
		60	78	"	83
New House being built.	46	62	80	"	84
"	48	64	82	"	85
"	50	New House.	84	"	86
"	52	"	86	"	87
"	54	"	88	"	
"	56	"	90		
"	58	"	92		
"	60	"	94		
"	62	"	96		
46	64	"	98		
48	66	"	100		
50	68	"	102		

ARTHUR CHAPMAN,
Assessor.

GOVERNMENT NOTIFICATION.—No. 265.

With reference to Government Notification No. 254, it is hereby notified that the time for receiving tenders is extended until Noon of Wednesday, the 22nd day of June, 1898.

By Command,

T. SERCOMBE SMITH,
Acting Colonial Secretary.

Colonial Secretary's Office, Hongkong, 8th June, 1898.

GOVERNMENT NOTIFICATION.—No. 266.

Offers will be received at this Office until Noon of Thursday, the 16th instant, for some 2,500 cubic feet of sound granite coverstones average 6'.6" × 1' × 1' in dimensions, now stacked in the locality of the Harbour Office and A-Chung's Lane.

There will be no objection to Marine Lotholders stacking these stones (if purchased) on their reclaimed areas.

Appointments for inspection made at the Public Works Office. Stone to be removed within 7 days of the date of purchase.

By Command,

T. SERCOMBE SMITH,
Acting Colonial Secretary.

Colonial Secretary's Office, Hongkong, 9th June, 1898.

GOVERNMENT NOTIFICATION.—No. 267.

Tenders will be received at this Office until Noon of Thursday, the 23rd June, 1898, for the construction of an additional story to No. 5 Police Station.

Contractors to state in their tenders what time they will require in which to complete the work. No work will be permitted on Sundays.

For form of tender, specification and further particulars apply at the Public Works Office.

The Government does not bind itself to accept the lowest or any tender.

By Command,

T. SERCOMBE SMITH,
Acting Colonial Secretary.

Colonial Secretary's Office, Hongkong, 11th June, 1898.