

Runrig Lands Act

1695 CHAPTER 36

Act anent Lands lying Run-rig

Modifications etc. (not altering text)

- C1 Short title "The Runrig Lands Act 1695" given by Statute Law Revision (Scotland) Act 1964 (c. 80), Sch. 2
- C2 This act is listed in 12mo edition as 1695 c. 23

Our Soveraign Lord and the Estates of Parliament Taking into their Consideration the great Disadvantage arising to the whole Subjects from Lands lying run-rig and that the same is highly prejudicial to the Policy and Improvement of the Nation by planting and inclosing conform to the several Lawes and acts of Parliament of before made thereanent For remeid wherof His Majesty with the Advice and Consent of the said Estates Statutes and Ordains that wherever Lands of different Heretors ly run-rig it shall be leisum to either party to apply to the Shirriffs . . . ^{F1} or Justices of Peace of the several Shires where the Lands ly to the effect that these Lands may be divided according to their respective interests who are hereby appoynted and authorized for that effect And that after due and lawfull Citation of all parties concerned at an certain day to be prefixed by the said Judge or Judges It is alwayes hereby Declared That the saids Judges in making the forsaid Division shall be and are hereby restricted so as special regaird may be had to the Mansion houses of the respective Heretors and that there may be allowed and adjudged to them the respective parts of the Division as shall be most commodious to their respective Mansion houses and Policy and which shall not be applicable to the other adjacent Heretors As also it is hereby Provided and Declared That thir presents shall not be extended to the Burrow and Incorporat Acres bot that notwithstanding hereof the same shall remain with the Heretors to whom they do belong as if no such Act had been made

Textual Amendments

F1 Words repealed by Statute Law Revision (Scotland) Act 1906 (c. 38)

Changes to legislation:

There are currently no known outstanding effects for the Runrig Lands Act.