a sum not to exceed one tenth of a mill on the dollar of the taxable valuation of the county for carrying out the purposes of this act.

Approved May 21, 1971.

CHAPTER 453—S.F.No.1254

An act relating to game and fish; authorizing the use of handguns for taking wild animals by certain persons; amending Minnesota Statutes 1969, Section 100.29, Subdivisions 2 and 9.

Be it enacted by the Legislature of the State of Minnesota:

- Section 1. Minnesota Statutes 1969, Section 100.29, Subdivision 2, is amended to read:
- Subd. 2. GAME AND FISH; HANDGUNS; HUNTING. It shall be unlawful to take protected wild animals with a gun larger in bore than a 10 gauge or not fired from the shoulder, except that a person suffering from a physical disability rendering him incapable of using a shoulder fired gun but capable of using a handgun and possessing a doctor's statement to this effect may take protected wild animals with a handgun.
- Sec. 2. Minnesota Statutes 1969, Section 100.29, Subdivision 9, is amended to read:
- Subd. 9. It shall be unlawful to take deer or any other wild animal during deer season in open deer hunting territory with a rifle or firearm which discharges a projectile, the diameter of which is less than twenty-three hundredths of an inch, or to use any cartridge less than one and three-fourths inches in length, and not containing a soft point or expanding bullet, the measurement to include the cartridge or shell and the bullet seated in the usual manner, provided cartridges of 35 caliber or larger may be used, regardless of length, or to use shells containing buckshot, or fine shot except for game birds, and provided further that handguns of the .357, .41, and .44 magnum caliber, using ammunition with a case length of not less than 1.285 inches, shall be used by a disabled person authorized to take wild animals by use of a handgun pursuant to subdivision 2 of this section.

Approved May 21, 1971.

Changes or additions indicated by $\underline{underline}\!\!,$ deletions by $\underline{strikeout}\!\!.$