

When act to
take effect.

SEC. 2. This act shall take effect and be in force from and after its passage.

Approved March 7, 1885.

CHAPTER 70.

AN ACT TO AMEND CHAPTER ONE HUNDRED AND FORTY-EIGHT (148) OF THE GENERAL LAWS OF ONE THOUSAND EIGHT HUNDRED AND EIGHTY-ONE (1881), ENTITLED AN ACT TO PREVENT DEBTORS FROM GIVING PREFERMENT TO CREDITORS, AND TO SECURE THE EQUAL DISTRIBUTION OF THE PROPERTY OF THE DEBTORS AMONG THEIR CREDITORS, AND FOR THE RELEASE OF DEBTS AGAINST DEBTORS.

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

SECTION 1. That chapter one hundred and forty-eight (148) of the general laws of one thousand eight hundred and eighty-one (1881) be and hereby is amended by adding thereto the following section:

When attach-
ment, etc., may
be dissolved.

Sec. 46. Whenever, at the time of the appointment of a receiver under sections one (1) or two (2) of this act, the property, or any part thereof, of said insolvent debtor is under attachment, levy or garnishment by virtue of any writ or process issued by any justice of the peace of this state, said attachment, levy or garnishment shall be dissolved in the same manner as when said attachment, levy or garnishment is by virtue of any writ or process issued by any court of record of this state, and the plaintiff therein and the officer making the same shall thereafter have the same rights, and no greater rights, by virtue thereof, and the attachment, levy or garnishment shall thereafter be proceeded with in the same manner as though the same had been made by virtue of a writ or process issued out of a court of record of this state; *Provided, however,* That section one (1) shall not apply to any case when an execution has been issued upon a judgment in an action wherein the complaint has been filed with the justice of the peace twenty (20) days prior to the date of the levy upon said execution.

Exemption.

When act to
take effect.

SEC. 2. This act shall take effect and be in force from and after its passage.

Approved March 9, 1885.