

CHAPTER 247.

S. F. No. 582.

An act to amend section nine hundred and eighty-four (984) of the general statutes of one thousand eight hundred and ninety-four (1894) relating to town clerks.

Town clerk.

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

SECTION 1. That section nine hundred and eighty-four (984) of the general statutes of one thousand eight hundred and ninety-four (1894) be and the same is hereby amended so as to read as follows:

Amendment.

Sec. 984. Town Clerks to Take Oath and Give Bond—Every person elected or appointed to the office of town clerk in any of the towns of this state shall, before he enters upon the duties of his office, and within the time prescribed by law for filing his oath of office, execute a bond with two or more sufficient sureties, to be approved by the town treasurer, in such penal sum as the supervisors direct, conditioned for the faithful discharge of his duties. Said bond so approved, together with the oath of office of such town clerk, shall be filed in the office of the clerk of the district court, for the benefit of any person aggrieved by the acts or omissions of said town clerk; and any person so aggrieved, or the town, may maintain an action on said bond against said town clerk and sureties.

To take oath and give bond.

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

Approved April 23, 1897.

CHAPTER 248.

S. F. No. 594.

An act relating to actions against cities, villages or boroughs for damages to persons injured on streets and other public grounds, by reason of the negligence of any public officer, agent or employe of any city, village or borough.

Actions against municipalities for damages by reason of neglect of appeal.

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

SECTION 1. Before any city, village or borough in this state shall be liable to any person for damages for, or on account of, any injury or loss alleged to have been received or suffered by reason of any defect in any bridge,