

to be paid out of the treasury of *St. Louis County* upon the certificate of the clerk of said municipal court, issued to him at the time of his discharge."

Approved February 13, 1931.

CHAPTER 14—H. F. No. 26

An act relating to the salaries of members of county boards in certain counties containing not less than 15 nor more than 16 full or fractional congressional townships, having an assessed valuation of not less than \$3,500,000.00 nor more than \$6,000,000.00, and a population of not less than 10,000 and not more than 12,500, and amending Laws 1927, Chapter 7.

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

Section 1. **Salaries of county board in certain counties.**—That Laws 1927, Chapter 7, be amended to read as follows:

"Section 1. In each county of this State containing not less than 15 nor more than 16 full or fractional congressional townships and having an assessed valuation of not less than \$3,500,000 and not over \$6,000,000 and a population of not less than 10,000 and not more than 12,500, the several members of the county board shall receive a salary of \$325.00 per year to be paid in twelve equal installments.

Approved February 13, 1931.

CHAPTER 15—H. F. No. 121

An act fixing the salaries and clerk hire in all counties now or hereafter having an area of not more than twenty-three nor less than twenty full and fractional congressional townships and having an assessed valuation of not more than six million dollars, exclusive of moneys and credits.

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

Section 1. **Compensation of county auditor, etc., in certain counties.**—In all counties of the State now or hereafter having an area of not more than twenty-three nor less than twenty full and fractional congressional townships and having an assessed valuation of not more than six million dollars (\$6,000,000.00), exclusive of moneys and credits, the county auditor shall receive a salary of two thousand (\$2,000.00) dollars per annum in addition to all fees now