

## CHAPTER 130—H. F. No. 637

*An act relating to county jails, workhouses, and workfarms; amending Minnesota Statutes 1961, Section 610.35.*

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

Section 1. Minnesota Statutes 1961, Section 610.35, is amended to read:

610.35. **Sentences of convicts.** When a convict is sentenced to the state prison for more than one year, unless the exact period be fixed by law, the court shall so limit the term that it will expire between the months of March and November. When a sentence may be imprisonment in a county jail, the offender may be sentenced to and imprisoned in a workhouse, *or workfarm* if there be one in the county where he is tried or where the offense was committed, and if there be no workhouse *or workfarm* in the county where the offender is tried or where the offense was committed, then the offender may be sentenced to and imprisoned in a workhouse *or workfarm* in any county in this state; provided, that the county board of the county where the offender is tried shall have some agreement for the receipt, maintenance, and confinement of the prisoners with the latter county. The place of imprisonment shall be specified in the sentence. Convicts may be removed from one place of confinement to another when so provided by statute.

Approved March 29, 1963.

## CHAPTER 131—H. F. No. 638

[Not Coded]

*An act relating to assignment of space in courthouses in St. Louis county.*

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

Section 1. **St. Louis county; courthouse.** Notwithstanding the provisions of Minnesota Statutes 1961, Sections 394.01 to 394.05, in St. Louis county, a commission consisting of the board of county commissioners, and all of the elective county officials shall have the authority to assign and reassign space and rooms to the various offices in the courthouses in said county.

Sec. 2. This act shall become effective only after its approval

**Changes or additions indicated by italics, deletions by ~~strikeout~~.**