CHAPTER 204—S.F.No.1558 [Not Coded]

An act appropriating money to the state department of education for deficiencies in special education for the handicapped reimbursement aids.

BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF MINNESOTA;

Section 1. EDUCATION; HANDICAPPED REIMBURSEMENT AIDS; APPROPRIATION. There is appropriated from the general fund to the state department of education the sum of \$440,000 for the purpose of paying a deficiency in funds available for the biennium ending June 30, 1973, for special education for the handicapped reimbursement aids.

Sec. 2. This act takes effect the day following its final enactment.

Approved March 21, 1974.

CHAPTER 205-S.F.No.1865

An act relating to plumbers; fees for examination and licensing; amending Minnesota Statutes 1971, Section 326.42.

BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF MINNESOTA:

Section 1. Minnesota Statutes 1971, Section 326.42, is amended to read:

326.42 PLUMBERS; EXAMINATION AND LICENSE FEES; AP-PLICATIONS. Applications for plumber's license shall be made to the state board of health, with fee. Unless the applicant is entitled to a renewal, he shall be licensed by the state board of health only after passing a satisfactory examination by the examiners showing fitness. Examination fees for both journeyman and master plumbers shall be \$5-\$8. Upon being notified that he has successfully passed the examination for original license the applicant shall submit an application, with the license fee herein provided. Annual license fees shall be \$5-\$8 for journeymen and \$25 \$40 for master plumbers but persons qualifying for license after June 30 of any year shall be issued a license for the remainder of the calendar year upon payment of one-half of the annual fee. Licenses shall expire December 31, but may be renewed upon application made the following January or February, but if in February only upon payment of an additional fee of \$1 for a journeyman and \$5 for a master plumber.

Changes or additions indicated by underline deletions by strikeout