that county.

Approved May 15, 1975.

CHAPTER 135-S.F.No.571

[Not Coded]

An act relating to Wright county; requiring, with certain exceptions, the approval of the county board before any lands within the county are acquired for park purposes.

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

- Section 1. WRIGHT COUNTY; ACQUISITION OF PARK LANDS. Subdivision 1. No real estate or interest in real estate shall be acquired by gift, purchase, or eminent domain in the county of Wright for park purposes by any governmental subdivision, park, district, or other public body empowered to acquire lands for parks, without first obtaining the approval of the board of county commissioners of Wright county.
- Subd. 2. This act shall not apply to the acquisition for park purposes of real estate or interests in real estate by the state of Minnesota, the county of Wright, or any city, situated within the county of Wright, nor shall this act apply to the transfer of real estate or interests therein between public agencies listed in section 1.
- Sec. 2. This act shall be effective upon its approval by the board of county commissioners of Wright county and upon compliance with Minnesota Statutes, Section 645.021.
- Sec. 3. This act shall be effective for two years dating from its approval by the board of county commissioners of Wright county.

Approved May 15, 1975.

CHAPTER 136-S.F.No.605

[Coded in Part]

An act relating to licensing boards and agencies; redefining health related licensing board and non-health related licensing board; providing certain uniform provisions and requirements; amending Minnesota Statutes 1974, Sections 115.74; 125.183, Subdivisions 1 and 3; 125.184, Subdivision 1; 125.185, Subdivision 6; 144.952, Subdivision 2; 147.01; 147.05; 148.03; 148.04; 148.181, Subdivisions 1 and 2; 148.191, Subdivision 1; 148.29, Subdivisions 2 and 3; 148.52; 148.54; 148.55; 148.60; 148.67; 148.70; 148.90, Subdivisions 2 and 3; 148.95, Subdivision 1; 150A.02,

Changes or additions indicated by underline deletions by strikeout