## CHAPTER 10-S.F.No.250

An act relating to the Gillette hospital board; board membership; amending Minnesota Statutes 1976, Section 250.05, Subdivision 2.

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

Section 1. Minnesota Statutes 1976, Section 250.05, Subdivision 2, is amended to read:

Subd. 2. GILLETTE HOSPITAL; BOARD MEMBERSHIP. The Gillette hospital board shall be governed by a board of directors consisting of seven members, not more than three of whom shall be residents of Ramsey county. One member shall be the commissioner of public welfare or designee of the commissioner. Six One member shall be the commissioner of health or designee of the commissioner. Five members, at least half three of whom shall be consumers as defined in section 145.72, shall be appointed by the governor with the advice and consent of the senate.

Sec. 2. This act is effective December 31, 1978.

Approved March 31, 1977.

## CHAPTER 11-H.F.No.260

An act relating to the military; abolishing the naval militia and deleting references thereto; correcting other terminology; amending Minnesota Statutes 1976, Sections 190.05, Subdivision 3; 190.06, Subdivision 2; 191.09; 192.26, Subdivision 1; 193.141, Subdivision 1; 193.142; 193.143; 193.1431; 193.145; and 193.36, Subdivision 1; repealing Minnesota Statutes 1976, Chapter 194.

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

Section 1. Minnesota Statutes 1976, Section 190.05, Subdivision 3, is amended to read:

Subd. 3. NAVAL MILITIA; ABOLITION. The term "military forces" includes the national guard, the state guard, the naval militia, and any other organizations or components of the organized militia as may be authorized by state or federal law.

Sec. 2. Minnesota Statutes 1976, Section 190.06, Subdivision 2, is amended to read:

Subd. 2. CLASSES. The militia shall be divided into two classes, the organized militia and the unorganized militia. The organized militia shall consist of the following:

Changes or additions indicated by <u>underline</u> deletions by strikeout