

section 65B.53, subdivisions 1 and 2, if the injury had the consequences described in subdivision 3 and a civil action has been commenced in the manner prescribed in applicable laws or rules of civil procedure to recover damages for noneconomic detriment.

Sec. 5. Minnesota Statutes 1976, Section 65B.53, Subdivision 1, is amended to read:

65B.53 INDEMNITY; ARBITRATION BETWEEN OBLIGORS; SUBROGATION. Subdivision 1. A reparation obligor paying or obligated to pay basic or optional economic loss benefits shall be is entitled to indemnity subject to the limits of the applicable residual liability coverage from a reparation obligor providing such coverage to a person whose negligence residual liability coverage on a commercial vehicle if negligence in the operation, maintenance or use of the commercial vehicle was the direct and proximate cause of the injury for which the basic economic loss benefits were paid or payable to the extent that the insured would have been liable for damages but for the deduction provisions of section 65B.51, subdivision 1; and only if a commercial vehicle was involved in the accident causing the injury.

Approved May 25, 1977.

CHAPTER 267—S.F.No.1362

[Coded]

An act relating to game and fish; exempting certain disabled residents from the requirements of obtaining a fishing license; amending Minnesota Statutes 1976, Section 98.47, by adding a subdivision.

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

Section 1. Minnesota Statutes 1976, Section 98.47, is amended by adding a subdivision to read:

Subd. 17. GAME AND FISH; DISABLED RESIDENTS; LICENSE EXEMPTION. Residents who are receiving aid under the federal railroad retirement act of 1937, 45 United States Code Annotated, Section 228b(a)5, or who are former employees of the United States Postal Service who are receiving disability pay under USCA Title 5, Section 8337, may take fish by angling or spear without a license.

Approved May 25, 1977.

Changes or additions indicated by underline deletions by ~~strikeout~~