

Subd. 2. GUIDELINES. The authority shall adopt guidelines for the bidstead program that include a recapture of benefits and imposition of penalties for individuals who do not comply with requirements of the contract with the authority. The authority shall take into consideration such factors as highest and best use of the land, the number of jobs to be created, veteran status, and other factors in determining the allotment of land parcels.

Subd. 3. ADVISORY COMMITTEE. The commissioners of the authority may establish an advisory committee. The committee membership shall be geographically representative of the county. The committee shall advise the authority on the operation of the bidstead program.

**Sec. 4. EFFECTIVE DATE; SUNSET.**

This act takes effect the day after compliance with Minnesota Statutes, section 645.021, subdivision 3, by the Koochiching county board. No individual may enter into a contract under section 1, subdivision 2, after July 31, 1992. Contracts entered into before August 1, 1992, shall remain in effect for their full term.

Approved May 20, 1987

**CHAPTER 183—H.F.No. 809**

*An act relating to natural resources; changing requirements for arrowheads used for big game hunting; amending Minnesota Statutes 1986, section 97B.211, subdivision 2.*

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

Section 1. Minnesota Statutes 1986, section 97B.211, subdivision 2, is amended to read:

**Subd. 2. ARROWHEAD REQUIREMENTS.** Arrowheads used for taking big game must be sharp and, have a minimum of two metal cutting edges, be of a barbless broadhead design, and have a single two-edged blade at least one inch wide, or three or more blades at least three inches in circumference. The arrowhead must be made of: must have a diameter of at least seven-eighths inch

- (1) hickarbon steel and weigh at least 110 grains; or
- (2) mill-tempered spring steel with a plastic core or ferrule and weigh at least 90 grains.

Approved May 20, 1987

Changes or additions are indicated by underline, deletions by ~~strikeout~~.