

CHAPTER 88.

S. F. No. 672.

An act to amend section three (3) of chapter one hundred and fifty (150) of the general laws one thousand eight hundred and eighty-seven (1887), relating to the burial by the state of honorably discharged soldiers, sailors or marines.

To amend Sec.
3 Chap. 150
G. L. 1887.

Be it enacted by the Legislature of the state of Minnesota:

SECTION 1. That section three (3) of chapter one hundred and fifty (150) of the general laws of one thousand eight hundred and eighty-seven (1887) be and the same is hereby amended so as to read as follows:

Sec. 3. Such burial shall not be made in any cemetery or place used exclusively for the burial of the pauper dead and the expense of such burial and headstones shall be paid by the state of Minnesota, as follows: The said person so designated as provided in section one (1) of this act, shall report all such expenditures with the accompanying vouchers, properly attested by the county auditor of said county to the state auditor, who shall thereupon draw his warrant upon the state treasurer in favor of and payable to the person designated by said county auditor as entitled thereto.

Soldier's
burials.

SEC. 2. This act shall take effect and be in force from and after its passage.

Approved April 25th 1895.

CHAPTER 89.

H. F. No. 807.

An act to amend sections one (1) two (2) and three (3) of chapter nine (9) of the general laws of one thousand eight hundred and eighty-seven (1887), relating to the regulation of the practice of medicine and the licensing of physicians and surgeons.

To amend Secs.
1, 2, 3, Chap.
9 G. L. 1887.

Be it enacted by the Legislature of the state of Minnesota:

SECTION 1. That section one (1) of chapter nine (9) of the general laws of one thousand eight hundred and eighty-seven (1887) be and the same is hereby amended by striking out the word "two" where it last appears in said section and inserting in lieu thereof the word "three."

Strike out
"two," insert
"three."

SEC. 2. That section two (2) of chapter nine (9) of