payable to the town treasurer of the town for which such appropriation is made.

Sec. 3. Before any town treasurer shall be entitled to receive from the county treasurer any money so provided to be paid by section two (2) of this act, he shall execute to the board of county commissioners of such county a good and sufficient bond in a sum equal to dou- Bond. ble the amount of the appropriation so to be received by him, with at least two (2) sureties, to be approved by the county auditor, conditioned that he will not pay such moneys out for any purpose other than that for which the same shall have been appropriated by the board of county commissioners, and then only upon the order of the board of supervisors of such town.

Sec. 4. All appropriations hereafter made by any board of county commissioners, not exceeding the sum of three hundred dollars (\$300), to aid in the construction or repair of roads and bridges, or either, in any town of such county, shall be expended under the supervision Supervision and direction of the board of supervisors of the town board. receiving such appropriation; provided, that no part of such appropriation shall be expended in the payment of supervisor's fees or per diem in letting any contract or superintending any work for which such appropriation shall have been made.

- SEC. 5. Section one (1) and section three (3) of chapter 287 of the General Laws of 1895 and all acts or parts of acts inconsistent with this act are hereby repealed.
- Sec. 6. This act shall take effect and be in force from and after its passage.

Approved March 27, 1905.

CHAPTER 81.

H. F. No. 203

An act to authorize the allowance of clerk hire to judges of probate in certain cases.

Be it enacted by the Legislature of the State of Minnesota:.

Section 1. That in all cases whereby reason of any made to the judge of probate of any county, the board judges. of county commissioners of such county, may by resolution allow for clerk hire to such judges of probate a sum

not exceeding nine hundred (\$900) dollars per year, to be paid in like manner as the salary of the judge.

SEC. 2. This act shall only apply to counties of more

than 35,000 inhabitants.

SEC. 3. All acts and parts of acts inconsistent herewith are hereby repealed.

SEC. 4. This act shall take effect and be in force from

and after its passage.

Approved March 30, 1905.

H. F. No. 414.

CHAPTER 82.

Preservation of forests.

An act to amend section 8 of chapter 363 of the General Laws of Minnesota, 1903, entitled "An act to amend an act entitled an act to provide for the preservation of forests of this state and for the prevention and suppression of forest and prairie fires."

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

Section 1. That section eight (8) of chapter three hundred and sixty-three (363) of the General Laws of 1903, be and the same is hereby amended to read as follows:

Pay of fire wardens.

Section 8. Each fire warden shall be paid for actual service at the rate of two (\$2) dollars per day, and each employe or patrol at the rate of one and fifty one-hundredths (\$1.50) dollars per day. Unless directed by the chief fire warden no fire warden shall be paid for more than fifteen (15) and no employe for more than ten (10) days in any one year; but a fire warden shall receive compensation for use of team when plowing for the control of a fire. The compensation authorized by this section shall be paid out of the state treasury on duly verified vouchers approved by the chief fire warden; and one-half $(\frac{1}{2})$ the amount shall be reimbursed to the state by the county in which the expense occurred. The state auditor shall notify the proper county auditor of the one-half (1/2) the amount that has become due from his county under the foregoing provisions and such county auditor shall immediately draw and transmit to the state auditor a warrant on the county treasurer of his county in favor of the state for such amount.

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

Approved March 30, 1905.