

Fifty-fifth
Legislative Assembly
of North Dakota

SENATE BILL NO. 2258

Introduced by

Senator Kelsh

1 A BILL for an Act to create and enact a new paragraph to subdivision a of subsection 3 of
2 section 39-06.1-10 of the North Dakota Century Code, relating to points for driving with an
3 expired license; and to amend and reenact subsection 2 of section 39-06.1-06 and
4 paragraph 23 of subdivision a of subsection 3 of section 39-06.1-10 of the North Dakota
5 Century Code, relating to the permits and fees for driving without a license.

6 **BE IT ENACTED BY THE LEGISLATIVE ASSEMBLY OF NORTH DAKOTA:**

7 **SECTION 1. AMENDMENT.** Subsection 2 of section 39-06.1-06 of the 1995
8 Supplement to the North Dakota Century Code is amended and reenacted as follows:

- 9 2. For a moving violation as defined in section 39-06.1-09, a fee of twenty dollars,
10 except for:
- 11 a. A violation of section 39-10-41, 39-10-42, 39-10-46, or 39-10-46.1, a fee of
12 fifty dollars.
- 13 b. A violation of section 39-10-05 involving failure to yield to a pedestrian or
14 subsection 1 of section 39-10-28, a fee of fifty dollars.
- 15 c. A violation of section 39-06-01 after ninety days from the expiration date
16 provided in section 39-06-19, a fee of one hundred dollars.

17 **SECTION 2. AMENDMENT.** Paragraph 23 of subdivision a of subsection 3 of section
18 39-06.1-10 of the 1995 Supplement to the North Dakota Century Code is amended and
19 reenacted as follows:

- 20 (23) ~~Operating~~ Except as provided in 4 points
21 section 3 of this Act,
22 operating a motor vehicle
23 without a license in
24 violation of section

1 39-06-01, or equivalent
2 ordinance

3 **SECTION 3.** A new paragraph to subdivision a of subsection 3 of section 39-06.1-10 of
4 the 1995 Supplement to the North Dakota Century Code is created and enacted as follows:

5 Operating a motor vehicle 6 points
6 without a license in violation of
7 section 39-06-01, or equivalent
8 ordinance, after ninety days
9 from the date of expiration under
10 section 39-06-19