

January 30, 2003

PROPOSED AMENDMENTS TO HOUSE BILL NO. 1246

Page 1, line 3, after "11-09.1-05" insert "and section 27-05-06"

Page 1, line 4, after "county" insert "and the jurisdiction of the district court"

Page 1, line 16, replace "adopts" with "has adopted" and remove "and"

Page 1, line 17, remove "provides for the enforcement of criminal penalties in the charter"

Page 1, after line 20, insert:

**"SECTION 3. AMENDMENT.** Section 27-05-06 of the North Dakota Century Code is amended and reenacted as follows:

**27-05-06. Jurisdiction of district courts.** The district courts of this state have the general jurisdiction conferred upon ~~them~~ the courts by the constitution, and in the exercise of ~~such~~ that jurisdiction ~~they~~ the courts have power to issue all writs, process, and commissions provided therein or by law or which may be necessary for the due execution of the powers with which ~~they~~ the courts are vested. ~~Such~~ The courts have:

1. Common-law jurisdiction and authority within their respective judicial districts for the redress of all wrongs committed against the laws of this state affecting persons or property.
2. Power to hear and determine all civil actions and proceedings.
3. All the powers, according to the usages of courts of law and equity, necessary to the full and complete jurisdiction of the causes and parties and the full and complete administration of justice, and to carrying into effect ~~their~~ the courts' judgments, orders, and other determinations, subject to a reexamination by the supreme court as provided by law.
4. Jurisdiction of appeals from all final judgments of municipal judges and from the determinations of inferior officers, boards, or tribunals, in ~~such~~ the cases and pursuant to ~~such~~ the regulations as may be prescribed by law.
5. Disputed property line proceedings pursuant to section 11-20-14.1.
6. Power to hear and determine all actions and proceedings arising from the enforcement of home rule charter ordinances."

Renumber accordingly