

**FIRST ENGROSSMENT
with Senate Amendments**

Sixty-first
Legislative Assembly
of North Dakota

ENGROSSED HOUSE BILL NO. 1239

Introduced by

Representatives Hofstad, S. Meyer, Porter

Senators Heckaman, Oehlke

1 A BILL for an Act to amend and reenact section 20.1-01-17 of the North Dakota Century Code,
2 relating to posting of lands to prohibit hunting; and to provide a penalty.

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

4 **SECTION 1. AMENDMENT.** Section 20.1-01-17 of the North Dakota Century Code is
5 amended and reenacted as follows:

6 **20.1-01-17. Posting of lands by owner ~~or tenant~~ to prohibit hunting - How posted**
7 **- Signs defaced.**

- 8 1. Only the owner or tenant or an individual authorized by the owner of ~~any~~ land may
9 post ~~it~~ the land by placing signs alongside the public highway or the land giving
10 notice that ~~no~~ hunting is not permitted on the land. The name of the person
11 posting the land must appear on each sign in legible characters. The signs must
12 be readable from the outside of the land and must be placed conspicuously not
13 more than eight hundred eighty yards [804.68 meters] apart. As to land entirely
14 enclosed by a fence or other enclosure, posting of signs at or on all gates through
15 the fence or enclosure constitutes a posting of all the enclosed land. ~~No~~
- 16 2. A person may ~~in any manner~~ not deface, take down, ~~or~~ destroy posting signs, or
17 post property without the permission of the owner or tenant or an individual
18 authorized by the owner.
- 19 3. Even if the conduct of the owner, tenant, or individual authorized by the owner
20 varies from the provisions of subsection 1, an individual may be found guilty of
21 violating section 20.1-01-18 if the owner, tenant, or individual authorized by the
22 owner substantially complied with subsection 1 and the individual enters onto the
23 land knowing that the intent of the owner, tenant, or individual authorized by the
24 owner was to comply with this section.