pamphlet and distributed to members and members-elect of the legislature not later than December 15th.

§ 4. LEGISLATION.] All persons, institutions and educational interests shall so far as possible submit to the state board of education on or before November 15th preceding the assembling of the legislative assembly any desired legislation affecting education or amendments to the existing school laws, which, together with any comments on the same that the board of education may care to make, shall be published, and copies thereof presented to the members of the legislature as hereinbefore provided in section 3 of this Act.

Approved March 11, 1913.

## CATTLE AND HORSE THIEVES

## CHAPTER 65.

[H. B. No. 408-Batzer.]

## CATTLE AND HORSE THIEVES.

AN ACT to Repeal Section 9202 of the Revised Codes of 1905, as Amended by Chapter 43 of the Session Laws of 1907, and Section 9203 of the Revised Codes of 1905.

Be it Enacted by the Legislative Assembly of the State of North Dakota:

§ 1. REPEAL.] Section 9202 of the Revised Codes of 1905, as amended by Chapter 43 of the Session Laws of the year 1907, and Section 9203 of the Revised Codes of 1905, be, and the same are hereby, repealed.

§ 2. EMERGENCY.] Whereas, the said law above repealed provides for a reward of one hundred dollars to be paid to the person or persons for the arrest and conviction of cattle and horse thieves; and, whereas, there is no appropriation made with which to pay said rewards, and it appearing from the records of the auditor of the state of North Dakota that there are claims in the sum of sixteen hundred dollars on file in his office for the arrest and conviction of cattle and horse thieves, and the legislative assembly of the state of North Dakota having refused and neglected to appropriate money to pay such rewards; therefore, to prevent a further injustice to the people of the state of North Dakota, an emergency exists, and this act shall be in force and take effect from and after its passage and approval.

Approved March 13, 1913.