Sixty-ninth Legislative Assembly of North Dakota In Regular Session Commencing Tuesday, January 7, 2025

HOUSE BILL NO. 1076 (Government and Veterans Affairs Committee) (At the request of the Adjutant General)

AN ACT to amend and reenact section 37-01-48 of the North Dakota Century Code, relating to the payment of a death benefit to the beneficiary or next of kin of a member of the national guard who died while serving on state active duty; and to declare an emergency.

BE IT ENACTED BY THE LEGISLATIVE ASSEMBLY OF NORTH DAKOTA:

SECTION 1. AMENDMENT. Section 37-01-48 of the North Dakota Century Code is amended and reenacted as follows:

37-01-48. Payment of death benefits.

The national guard may pay a death benefit to a designated beneficiary, or to the next of kin, of a national guard service member who died while serving in a state active duty status under this chapter. The payment of a death benefit may not exceed fifteen thousand ne hundred thousand dollars and is subject to available funds. The adjutant general may adopt rules to implement this section.

SECTION 2. EMERGENCY. This Act is declared to be an emergency measure.

;	Bull J. Klief Chief Clerk of the House	Secretary of the Senate
This certifies that the within bill originated in the House of Representatives of the Sixty-ninth Legislative Assembly of North Dakota and is known on the records of that body as House Bill No. 1076 and that two-thirds of the members-elect of the House of Representatives voted in favor of said law.		
Vote: Yeas 92	Nays 0	Absent 2
,	Speaker of the House	Bull J. Reuf Chief Clerk of the House
This certifies that two-thirds of the members-elect of the Senate voted in favor of said law.		
Vote: Yeas 47	Nays 0	Absent 0
	President of the Senate	Secretary of the Senate
Received by the Governor at <u>2:38 P</u> M. on <u>March 14</u> , 2025.		
Approved at 3: 53 PM. on March /7 , 2025.		
		Governor
Filed in this office this _ at 2:23 o'clock	day of Mar	<u>7</u> , 2025,
at <u>L.V.</u> o'clock	_ <i>/^</i> M.	Secretary of State