

CHAPTER 210.

[S. B. 111.]

AMENDING ACT RELATING TO EXEMPTIONS.

AN ACT relating to exemptions and amending section 5412 of Ballinger's Annotated Codes and Statutes of Washington.

Be it enacted by the Legislature of the State of Washington:

SECTION 1. That section 5412 of Ballinger's Annotated Codes and Statutes of Washington be amended to read as follows: Sec. 5412. Current wages or salary to the amount of one hundred dollars (\$100.00) for personal services rendered by any person having a family dependent upon him for support, shall be exempt from garnishment, and where it appears upon the trial, or by answer of the garnishee, when not controverted as hereinafter provided, that the garnishee is indebted to the defendant for such current wages or salary for an amount not exceeding one hundred dollars (\$100.00), the garnishee shall be discharged as to such indebtedness: *Provided*, That if the garnishment be founded upon a debt for actual necessities furnished to the defendant or his family or his dependents, no exemption shall be allowed in excess of ten dollars (\$10.00) out of each week's wages or salary, whether said wages or salary are paid, or to be paid, weekly, bi-weekly, monthly or at other intervals, and whether there be due the defendant wages for one week or a longer period: *Provided, however*, That said exemption shall in no event be allowed out of wages or salary for a longer period than four (4) consecutive weeks: *And provided further*, That no money due or earned as wages or salary shall be exempt from garnishment in lieu of any other property. The provisions of this section shall apply to actions in the superior court or before justice of the peace, and shall govern exemptions of wages or salary to the exclusion of all other statutes or parts of statutes.

Current wages amounting to \$100 exempt.

Debt for necessities.

Wages not exempt in lieu of other property.

Passed the Senate February 28th, 1907.

Passed the House March 13th, 1907.

Approved by the Governor March 15th, 1907.