

CHAPTER 12.

[S. B. 21.]

DEFICIENCY APPROPRIATION FOR DEPARTMENT OF GAME.

AN ACT making a deficiency appropriation for the payment of Salaries and Wages, Operations and for the Control of Beaver for the Department of Game, and declaring an emergency.

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

SECTION 1. By reason of a deficiency existing in the appropriation made by the Twenty-ninth Regular Session of the Legislature, and caused by an unequal distribution of funds in various accounts, there is hereby appropriated from the Game Fund of the State of Washington, the total sum of two hundred sixty-five thousand dollars (\$265,000) or so much thereof as may be necessary for the use of the Department of Game for the payment of Salaries and Wages, Operations and Control of Beaver. This money shall be expended for the purposes set forth below and in amounts not to exceed the individual sums set forth herein for the purposes designated, for the fiscal biennium beginning April 1, 1945, and ending March 31, 1947:

Deficiency appropriation.

FOR THE DEPARTMENT OF GAME:

FROM THE STATE GAME FUND.

Salaries and Wages.....	\$15,000.00
Operations	\$190,000.00
Control of Beaver.....	\$60,000.00

SEC. 2. This act is necessary for the immediate preservation of the public peace, health and safety and the immediate support of the state government and its existing institutions and shall take effect immediately.

Emergency.

Passed the Senate January 27, 1947.

Passed the House January 30, 1947.

Approved by the Governor February 4, 1947.