

Sixty-eighth
Legislative Assembly
of North Dakota

ENGROSSED SENATE BILL NO. 2223

Introduced by

Senators Meyer, Burckhard, Kreun

Representatives Hagert, Heinert, M. Ruby

1 A BILL for an Act to amend and reenact section 15.1-08-02 of the North Dakota Century Code,
2 relating to the residency requirement for military installation school board members; and to
3 declare and emergency.

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

5 **SECTION 1. AMENDMENT.** Section 15.1-08-02 of the North Dakota Century Code is
6 amended and reenacted as follows:

7 **15.1-08-02. Military installation - School board members - Terms of office -**
8 **Qualifications - Vacancies.**

9 The board of a school district formed under this chapter consists of five members. The
10 superintendent of public instruction shall adopt rules providing appointment procedures. The
11 superintendent, after consultation with the base commander and with the approval of the state
12 board of public school education, shall appoint board members in April of each year. The
13 board members~~member~~ must reside on~~be an active member or spouse of an active member of~~
14 the military installation, or a retired member or spouse of a retired member of the military
15 installation whose permanent residence is located within the state and is no greater than twenty
16 miles from the military installation. An individual who serves on the board of a school district in
17 the district where they reside may not simultaneously be appointed to the board of a military
18 installation. The school board members shall serve three-year terms except that the
19 superintendent of public instruction shall designate two of the members initially appointed to
20 serve two-year terms and two of the members initially appointed to serve one-year terms. If a
21 vacancy occurs, the school board shall appoint an individual to serve for the remainder of the
22 unexpired term.

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