

MAINE STATE LEGISLATURE

The following document is provided by the
LAW AND LEGISLATIVE DIGITAL LIBRARY
at the Maine State Law and Legislative Reference Library
<http://legislature.maine.gov/lawlib>



Reproduced from scanned originals with text recognition applied
(searchable text may contain some errors and/or omissions)

LAWS
OF THE
STATE OF MAINE
AS PASSED BY THE

ONE HUNDRED AND TENTH LEGISLATURE

SECOND SPECIAL SESSION

September 25, 1981

AND

THIRD SPECIAL SESSION

December 9, 1981

AND

SECOND REGULAR SESSION

January 6, 1982 to April 13, 1982

AND AT THE

FOURTH SPECIAL SESSION

April 28, 1982 to April 29, 1982

AND AT THE

FIFTH SPECIAL SESSION

May 13, 1982

PUBLISHED BY THE DIRECTOR OF LEGISLATIVE RESEARCH IN
ACCORDANCE WITH MAINE REVISED STATUTES ANNOTATED,
TITLE 3, SECTION 164, SUBSECTION 6.

J.S. McCarthy Co.
Augusta, Maine
1981

PUBLIC LAWS
OF THE
STATE OF MAINE

AS PASSED AT THE
SECOND AND THIRD SPECIAL SESSIONS

and

SECOND REGULAR SESSION

and

FOURTH AND FIFTH SPECIAL SESSIONS

of the

ONE HUNDRED AND TENTH LEGISLATURE

1981

the Armed Forces of the United States or who have been are residents of Maine at least 3 years prior to requesting admission the time of application, and the spouses of such veterans, providing suitable facilities are available.

Effective July 13, 1982.

CHAPTER 651

H.P. 2265 - L.D. 2112

AN ACT to Clarify the Authority of Municipalities to Raise and Expend Money for Athletic Facilities.

Be it enacted by the People of the State of Maine as follows:

30 MRSA §5106, sub-§4 is amended to read:

4. Athletic facilities and recreation. Providing real estate and personal property for recreational purposes and supporting a recreational program or for building, maintaining and operating an athletic facility;

Effective July 13, 1982.

CHAPTER 652

H.P. 1774 - L.D. 1764

AN ACT Concerning Need Under the School Lunch Program.

Be it enacted by the People of the State of Maine as follows:

Sec. 1. 20 MRSA §1053, sub-§9, first ¶, as amended by PL 1979, c. 131, is repealed and the following enacted in