

4 the state of Iowa on account of a collision of a bus belonging to said  
5 claimant with a highway commission truck and snow plow on pri-  
6 mary road number 30 in Story county, Iowa, on January 3, 1934.

1 SEC. 2. The state comptroller is hereby directed to issue his war-  
2 rant payable out of the primary road fund to Inter City Bus Line in  
3 the sum of seventeen (17) dollars and the treasurer of state is hereby  
4 directed to pay said warrant and charge the same to the primary  
5 road fund of the state of Iowa.

1 SEC. 3. Receipt of the sum of seventeen (17) dollars by said  
2 Inter City Bus Line shall be in full settlement of any and all claims  
3 held by it against the state of Iowa, growing out of said collision.

Senate File No. 304. Approved March 6, 1934.

## CHAPTER 167

### SOLDIER VALLEY MUTUAL TELEPHONE AND TELEGRAPH COMPANY

S. F. 257

AN ACT to make an appropriation to the Soldier Valley Mutual Telephone and Telegraph Company.

*Be it enacted by the General Assembly of the State of Iowa:*

1 SECTION 1. That there is hereby appropriated out of the primary  
2 road fund to Soldier Valley Mutual Telephone and Telegraph Com-  
3 pany of Ute, Iowa, the sum of thirty (30) dollars to compensate it  
4 for damages to one of its telephone cables by highway commission  
5 workmen on primary road number 141 in the town of Ute, on or  
6 about January 18, 1933.

1 SEC. 2. The state comptroller is hereby directed to issue his war-  
2 rant payable to Soldier Valley Mutual Telephone and Telegraph Com-  
3 pany of Ute, Iowa, out of the primary road fund in the sum of thirty  
4 (30) dollars and the treasurer of state is hereby authorized and  
5 directed to pay the same and charge the same to said fund.

1 SEC. 3. Receipt of said sum by said Soldier Valley Mutual Tele-  
2 phone and Telegraph Company shall be in full settlement of any and  
3 all claims by it against the state of Iowa on any and all accounts  
4 whatsoever to December 16, 1933.

Senate File No. 257. Approved February 20, 1934.