- 3 (17), and all of line eighteen (18) to the semi-colon (;) therein and 4 substituting in lieu thereof the following:
- 5 "Fifty dollars per week for an employee who has four or more chil-6 dren;
- 7 Forty-six dollars per week for an employee who has three children;
- Forty-two dollars per week for an employee who has two children;
  Thirty-eight dollars per week for an employee who has one child:
- Thirty-eight dollars per week for an employee who has one child;
  Thirty-four dollars per week for an employee who has no children;".

Approved March 28, 1963.

## CHAPTER 88

## WORKMEN'S COMPENSATION TO MINORS

## H. F. 36

AN ACT relating to workmen's compensation benefits payable to a minor employee.

Be It Enacted by the General Assembly of the State of Iowa:

- SECTION 1. Section eighty-five point forty-nine (85.49), Code 1962, is hereby amended as follows:
- 3 1. By striking in lines one (1) and two (2) following the word

4 "when" the words "an injured minor employee, or".

- 2. By striking in lines twenty-two (22) and twenty-three (23) following the word "such" the words "injured minor employee or".
- 1 SEC. 2. Section eighty-five point forty-five (85.45), Code 1962, is 2 amended by adding thereto the following subsection:
- "When the recipient of commuted benefits is a minor employee, the industrial commissioner may order that such benefits be paid to a trustee as provided in section eighty-five point forty-nine (85.49) of the Code."
- SEC. 3. This Act being deemed of immediate importance shall be in full force and effect from and after its passage and publication in The Sentinel, a newspaper published at Marion, Iowa, and The Mount Vernon Hawkeye-Record & The Lisbon Herald, a newspaper published at Mount Vernon, Iowa.

## Approved March 14, 1963.

I hereby certify that the foregoing Act, House File 36, was published in The Sentinel, Marion, Iowa, March 20, 1963, and in The Mount Vernon Hawkeye-Record & The Lisbon Herald, Mount Vernon, Iowa, March 21, 1963.

MELVIN D. SYNHORST, Secretary of State.