

Sec. 4. Section 362.5, subsection 5, Code 2003, is amended to read as follows:

5. Contracts in which a city officer or employee has an interest solely by reason of employment, or a stock interest of the kind described in subsection 9, or both, if the contracts are made by competitive bid in writing, publicly invited and opened, or if the remuneration of employment will not be directly affected as a result of the contract and the duties of employment do not directly involve the procurement or preparation of any part of the contract. The competitive bid qualification of this subsection does not apply to a contract is for professional services not customarily awarded by competitive bid, ~~if the remuneration of employment will not be directly affected as a result of the contract, and if the duties of employment do not directly involve the procurement or preparation of any part of the contract.~~

Sec. 5. Section 362.5, Code 2003, is amended by adding the following new subsection:

NEW SUBSECTION. 13. A contract that is a bond, note, or other obligation of the city and the contract is not acquired directly from the city, but is acquired in a transaction with a third party who may or may not be the original underwriter, purchaser, or obligee of the contract.

Approved April 17, 2003

CHAPTER 37

LICENSING OF HUNTING, FISHING, AND RELATED ACTIVITIES — MILITARY PERSONNEL — RESIDENCY STATUS

H.F. 411

AN ACT providing resident license fees for hunting, fishing, trapping, and related activities to certain persons in the armed forces of the United States.

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

Section 1. Section 483A.1A, subsection 7, paragraph d, Code 2003, is amended to read as follows:

d. Is a member of the armed forces of the United States who is serving on active duty, claims residency in this state, and has filed a state individual income tax return as a resident pursuant to chapter 422, division II, for the preceding tax year, or is stationed in this state.

Approved April 17, 2003