

outstanding on July 1, 1997, shall return the certificate of purchase and remit the appropriate deed issuance fee to the county treasurer within ninety calendar days from that date.

Approved April 13, 2000

CHAPTER 1086

HOUSEHOLD HAZARDOUS MATERIAL COLLECTION

S.F. 2326

AN ACT relating to funding of certain household hazardous material collection efforts and events.

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

Section 1. Section 455E.11, subsection 2, paragraph a, subparagraph (2), subparagraph subdivision (f), Code 1999, is amended to read as follows:

(f) Eight and one-half percent to the department to provide additional toxic cleanup days or other efforts of the department to support permanent household hazardous material collection systems and special events for household hazardous material collection, and for the natural resource geographic information system required under section 455E.8, subsection 6. Departmental rules adopted for implementation of toxic cleanup days shall provide sufficient flexibility to respond to the household hazardous material collection needs of both small and large communities. Repayment of moneys¹ from the Iowa business loan program for waste reduction and recycling pursuant to section 455B.310, subsection 2, paragraph "b", Code 1993, and discontinued pursuant to 1993 Iowa Acts, chapter 176, section 45, shall be placed into this account to support household hazardous materials programs of the department.

Approved April 13, 2000

CHAPTER 1087

CREATION OF REAL ESTATE IMPROVEMENT DISTRICTS

S.F. 2342

AN ACT relating to the creation of a real estate improvement district.

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

Section 1. Section 358C.1, subsection 2, paragraph d, Code 1999, is amended to read as follows:

d. "District" means a real estate improvement district as created in this chapter. ~~A real estate improvement district shall not be created after June 30, 2000.~~

Approved April 13, 2000

¹ The phrase "Repayment moneys" probably intended