

KEY: ~~stricken~~ = old language to be removed

underscored = new language to be added

NOTE: If you cannot see any difference in the key above, you **need to** [change the display](#) of stricken and/or underscored language.

[Authors and Status](#) ■ [List versions](#)

**S.F No. 1792, as introduced: 83rd Legislative Session (2003-2004)** Posted on Feb 4, 2004

- 1.1 A bill for an act
- 1.2 relating to state government; requiring that state
- 1.3 agency contracts for services be performed by United
- 1.4 States citizens or by individuals authorized to work
- 1.5 in the United States; proposing coding for new law in
- 1.6 Minnesota Statutes, chapter 16C.
- 1.7 BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF MINNESOTA:
- 1.8 Section 1. [16C.075] [WORK PERFORMED UNDER SERVICE
- 1.9 CONTRACTS.]
- 1.10 (a) A contract for services entered into by an agency must
- 1.11 specify that services under the contract, or under any
- 1.12 subcontract awarded under the contract, may be performed only by:
- 1.13 (1) a citizen of the United States; or
- 1.14 (2) an individual legally authorized to work in the United
- 1.15 States.
- 1.16 (b) This section applies both to a contract for
- 1.17 professional or technical services, as defined in section
- 1.18 16C.08, and to a contract for nonprofessional or technical
- 1.19 services.
- 1.20 (c) For purposes of this section, "agency" includes the
- 1.21 Minnesota State Colleges and Universities, and an entity in the
- 1.22 legislative branch, in addition to entities defined in section
- 1.23 16C.02, subdivision 2.
- 1.24 (d) This section does not apply to:
- 1.25 (1) a contract for legal services entered into by the
- 1.26 attorney general;
- 2.1 (2) a contract entered into by the State Board of
- 2.2 Investment; or
- 2.3 (3) a contract relating to the importation of prescription
- 2.4 drugs from another country.
- 2.5 Sec. 2. [EFFECTIVE DATE.]
- 2.6 Section 1 is effective the day following final enactment,
- 2.7 and applies to a contract entered into on or after that date.