

1.1 moves to amend H.F. No. 1717, the delete everything amendment
1.2 (H1717DE2), as follows:

1.3 Page 39, after line 27, insert:

1.4 "Sec. 2. Minnesota Statutes 2016, section 17.984, subdivision 1, is amended to read:

1.5 Subdivision 1. **Authority.** To carry out the commissioner's enforcement duties under
1.6 chapter ~~32~~ 32D, the commissioner may, upon presenting appropriate credentials, during
1.7 regular working hours and at other reasonable times, inspect premises subject to the
1.8 commissioner's enforcement and licensing authority for reasons related to the commissioner's
1.9 enforcement and licensing authority; request information from persons with information
1.10 relevant to an inspection; and inspect relevant papers and records, including business records.
1.11 The commissioner may issue notices in lieu of citations for minor violations if a notice is
1.12 in the public interest."

1.13 Page 43, line 23, after "account" insert "; appropriation"

1.14 Page 43, line 24, delete "shall" and insert "must" and delete "into" and insert "in" and
1.15 delete everything after "fund" and insert a period

1.16 Page 43, delete line 25 and insert "Money in the account, including interest, is
1.17 appropriated to the commissioner for purposes of administering this chapter."

1.18 Page 44, line 19, delete "pursuant to section 32D.07" and insert "under subdivision 2"

1.19 Page 45, line 16, delete "subdivision 4,"

1.20 Page 48, line 17, before "from" insert "other than Grade A"

1.21 Page 54, line 11, after "pasteurized" insert ", as defined in section 32D.01, subdivision
1.22 15,"

1.23 Page 54, line 12, delete "as defined in section 32D.01, subdivision 15,"

2.1 Page 58, after line 27, insert:

2.2 "Sec. 31. Minnesota Statutes 2016, section 34A.01, subdivision 1, is amended to read:

2.3 Subdivision 1. **Applicability.** The definitions in this section and chapters 28, 28A, 29,

2.4 30, 31, 31A, ~~32~~ 32D, and 34 apply to this chapter. The definitions in this section apply to

2.5 chapter ~~32~~ 32D."

2.6 Renumber the sections in sequence