



THE
NEW ZEALAND GAZETTE
 EXTRAORDINARY.

Published by Authority.

WELLINGTON, MONDAY, MARCH 19, 1917.

Additional Regulations under the War Regulations Act, 1914.

LIVERPOOL, Governor.

ORDER IN COUNCIL.

At the Government Buildings at Wellington, this sixteenth day of
 March, 1917.

Present:

THE HONOURABLE SIR JAMES ALLEN, K.C.B., PRESIDING IN COUNCIL.

I, ARTHUR WILLIAM DE BRITO SAVILE, Earl of Liverpool, the
 Governor of the Dominion of New Zealand, acting by and with
 the advice and consent of the Executive Council of the said Dominion,
 and in pursuance of the War Regulations Act, 1914, and its amend-
 ments, do hereby make the following regulations under that Act;
 and do hereby declare that the regulations hereby made shall be read
 together with and deemed part of the War Regulations of the tenth
 day of November, one thousand nine hundred and fourteen.

REGULATIONS.

PROTECTION OF SOLDIERS AGAINST JUDICIAL AND OTHER PROCESS.

1. In the following regulations the term "soldier" means an officer,
 non-commissioned officer, or man of an expeditionary force under the
 Expeditionary Forces Act, 1915.

2. Without the previous consent in writing of the Attorney-General,
 it shall not be lawful for any person to issue or be concerned in the
 issue of any process of execution against the property of a soldier in
 pursuance of any judgment, decree, or order of any Court in its civil
 jurisdiction, whether obtained before or after the making of these regu-
 lations, or to continue or be concerned in the continuance of any such
 process of execution, whether commenced before or after the making of
 these regulations.

3. Without the previous consent in writing of the Attorney-General,
 it shall not be lawful for any person to seize or sell the property of any
 soldier by way of distress for rent.

4. Without the previous consent in writing of the Attorney-General,
 it shall not be lawful for any person to file a bankruptcy petition against
 a soldier.

F. W. FURBY,
 Acting Clerk of the Executive Council.