LB 146

LEGISLATURE OF NEBRASKA

ONE HUNDRED THIRD LEGISLATURE

FIRST SESSION

LEGISLATIVE BILL 146

Introduced by Gloor, 35.

Read first time January 11, 2013

Committee: Banking, Commerce and Insurance

A BILL

FOR AN ACT relating to the Uniform Commercial Code; to amend section

4A-108, Uniform Commercial Code, Reissue Revised Statutes

of Nebraska; to change provisions relating to funds

transfers; to repeal the original section; and to declare

an emergency.

Be it enacted by the people of the State of Nebraska,

-1-

LB 146

1 Section 1. Section 4A-108, Uniform Commercial Code,

- 2 Reissue Revised Statutes of Nebraska, is amended to read:
- 3 4A-108 Exclusion of consumer transactions governed by
- 4 federal law. Relationship to Electronic Fund Transfer Act.
- 5 This—(a) Except as provided in subsection (b), this
- 6 article does not apply to a funds transfer any part of which is
- 7 governed by the Electronic Fund Transfer Act, of 1978, Title XX,
- 8 Public Law 95-630, 92 Stat. 3728, 15 U.S.C. 1693 et seq., as amended
- 9 from time to time. such act existed on January 1, 2013.
- 10 (b) This article applies to a funds transfer that is a
- 11 remittance transfer as defined in the Electronic Fund Transfer Act,
- 12 15 U.S.C. 16930-1, as such section existed on January 1, 2013, unless
- 13 the remittance transfer is an electronic fund transfer as defined in
- 14 the Electronic Fund Transfer Act, 15 U.S.C. 1693a, as such section
- 15 <u>existed on January 1, 2013.</u>
- 16 (c) In a funds transfer to which this article applies, in
- 17 the event of an inconsistency between an applicable provision of this
- 18 article and an applicable provision of the Electronic Fund Transfer
- 19 Act, the provision of the Electronic Fund Transfer Act governs to the
- 20 extent of the inconsistency.
- 21 Sec. 2. Original section 4A-108, Uniform Commercial Code,
- 22 Reissue Revised Statutes of Nebraska, is repealed.
- Sec. 3. Since an emergency exists, this act takes effect
- 24 when passed and approved according to law.