

Chapter 748

(House Bill 889)

AN ACT concerning

Vehicle Laws – HOV Lanes – Tow Trucks

FOR the purpose of authorizing a tow truck to be driven in a high occupancy vehicle (HOV) lane at all times regardless of the number of passengers in the vehicle under certain circumstances; and generally relating to the use of HOV lanes by tow trucks.

BY repealing and reenacting, with amendments,
Article – Transportation
Section 21–314
Annotated Code of Maryland
(2012 Replacement Volume and 2016 Supplement)

SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF MARYLAND,
That the Laws of Maryland read as follows:

Article – Transportation

21–314.

(a) In this section, “HOV lane” means a high occupancy vehicle lane, the use of which is restricted by a traffic control device during specified times to vehicles carrying at least a specified number of occupants.

(b) Except as provided in subsection (c) of this section, a person may not drive a vehicle in an HOV lane unless authorized by a traffic control device.

(c) (1) The following vehicles may be driven in an HOV lane at all times regardless of the number of passengers in or on the vehicle:

(i) A bus;

(ii) A motorcycle; [and]

(iii) A plug-in electric drive vehicle displaying a valid permit issued under § 25–108 of this article; AND

(IV) A TOW TRUCK THAT IS PROPERLY REGISTERED IN ACCORDANCE WITH § 13–920 OF THIS ARTICLE AND IS USING ANY VISUAL SIGNAL THAT MEETS THE REQUIREMENTS OF § 22–218 OF THIS ARTICLE WHILE

RESPONDING TO A CALL FOR SERVICE *IF AN APPROPRIATE LAW ENFORCEMENT AGENCY HAS AUTHORIZED THE TOW TRUCK OPERATOR TO USE HOV LANES.*

(2) A qualified hybrid vehicle displaying a valid permit issued under § 25–108 of this article may be driven in the portion of U.S. Route 50 designated as an HOV lane, between Interstate 95/Interstate 495 and U.S. Route 301, at all times regardless of the number of passengers in or on the vehicle.

SECTION 2. AND BE IT FURTHER ENACTED, That this Act shall take effect October 1, 2017.

Approved by the Governor, May 25, 2017.