PLEASE NOTE: The Office of the Revisor of Statutes *cannot* perform research, provide legal advice, or interpret Maine law. For legal assistance, please contact a qualified attorney.

## **Public Law**

123rd Legislature

Second Regular Session

Chapter 652 S.P. 754 - L.D. 1960

## An Act Regarding Axle Weight on Tri-axle Farm Trucks

## Be it enacted by the People of the State of Maine as follows:

**Sec. 1. 29-A MRSA §2357, sub-§2, ¶C,** as enacted by PL 1993, c. 683, Pt. A, §2 and affected by Pt. B, §5, is amended to read:

C. For a tri-axle unit, 54,000 pounds; and

**Sec. 2. 29-A MRSA §2357, sub-§2, ¶D,** as enacted by PL 1993, c. 683, Pt. A, §2 and affected by Pt. B, §5, is amended to read:

D. On the tri-axle unit of a 4-axle single-unit vehicle hauling forest products, 64,000 pounds-; and

Sec. 3. 29-A MRSA §2357, sub-§2, ¶E is enacted to read:

E. On the tri-axle unit of a 4-axle single-unit vehicle registered as a farm truck under section 505 and hauling potatoes, 64,000 pounds. This paragraph is repealed October 1, 2013.

**Sec. 4. Report.** The Chief of the State Police and the Commissioner of Transportation shall report no later than January 15, 2013 to the joint standing committee of the Legislature having jurisdiction over transportation matters an evaluation of the impact on roads and bridges of axle weight tolerances for tri-axle units of 4-axle single-unit vehicles used to haul forest products and potatoes. The report must include accident report data and citations for violations of the Maine Revised Statutes, Title 29-A, section 2357, subsection 2, paragraphs D and E and must also include recommendations for continuance, discontinuance or modification of tri-axle weight tolerances for 4-axle single-unit vehicles used to haul forest products and potatoes. The joint standing committee of the Legislature having jurisdiction over transportation matters may submit legislation related to the subject matter of the report under this section to the First Regular Session of the 126th Legislature.