HB 625, Engrossed 1

1	A bill to be entitled
2	An act relating to abandonment of roads; amending s.
3	316.006, F.S.; conforming a cross reference; transferring
4	and renumbering s. 316.00825, F.S., relating to a county's
5	authority to close and abandon roads and rights-of-way and
6	convey the county's interest to a homeowners' association;
7	providing an effective date.
8	providing an effective date.
9	Be It Enacted by the Legislature of the State of Florida:
10	be it inacted by the hegislature of the beace of fioria.
11	Section 1. Paragraph (c) of subsection (3) of section
12	316.006, Florida Statutes, is amended to read:
13	316.006 JurisdictionJurisdiction to control traffic is
14	vested as follows:
15	(3) COUNTIES
16	(c) If the governing body of a county abandons the roads
17	and rights-of-way dedicated in a recorded residential
18	subdivision, and simultaneously conveys the county's interest
19	therein to a homeowners' association for the subdivision in the
20	manner prescribed in s. <u>336.125</u> 316.00825 , that county's traffic
21	control jurisdiction over the abandoned and conveyed roads
22	ceases unless the requirements of paragraph (b) are met.
23	
24	Notwithstanding the provisions of subsection (2), each county
25	shall have original jurisdiction to regulate parking, by
26	resolution of the board of county commissioners and the erection
27	of signs conforming to the manual and specifications of the
28	Department of Transportation, in parking areas located on Page1of2

CODING: Words stricken are deletions; words underlined are additions.

hb0625-03-e1

2005

HB 625, Engrossed 1

29 property owned or leased by the county, whether or not such areas are located within the boundaries of chartered 31 municipalities. 32 Section 2. <u>Section 316.00825, Florida Statutes, is</u> 33 <u>transferred and renumbered as section 336.125, Florida Statutes.</u> 34 Section 3. This act shall take effect upon becoming a law.

Page 2 of 2

CODING: Words stricken are deletions; words underlined are additions.

2005