

HOUSE BILL 1282

N1, D3

11r2422

By: **Delegate Grammer**

Introduced and read first time: February 8, 2021

Assigned to: Environment and Transportation

A BILL ENTITLED

1 AN ACT concerning

2 **Real Property – Nuisance Actions – Rodent Harborage**

3 FOR the purpose of authorizing an individual to bring a nuisance action for damages caused
4 by rodent harborage on real property against an owner of the property; authorizing
5 the court to award certain damages to a prevailing plaintiff; providing that certain
6 rights and remedies are in addition to other rights and remedies; defining a certain
7 term; and generally relating to nuisance actions and rodent harborage.

8 BY adding to

9 Article – Real Property

10 Section 14–133

11 Annotated Code of Maryland

12 (2015 Replacement Volume and 2020 Supplement)

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

15 **Article – Real Property**

16 **14–133.**

17 **(A) IN THIS SECTION, “RODENT HARBORAGE” MEANS A CONDITION THAT:**

18 **(1) PROVIDES SUSTENANCE OR SHELTER FOR MICE OR RATS OR**
19 **PROMOTES THEIR REPRODUCTION AND CONTINUED EXISTENCE ON A PROPERTY;**
20 **AND**

21 **(2) (I) CREATES OR CONTRIBUTES TO PROPERTY DAMAGE;**

EXPLANATION: CAPITALS INDICATE MATTER ADDED TO EXISTING LAW.

[Brackets] indicate matter deleted from existing law.



1 **(II) IS INJURIOUS TO PUBLIC HEALTH, SAFETY, OR THE**
2 **WELFARE OF PROPERTY OWNERS; OR**

3 **(III) OBSTRUCTS THE REASONABLE USE OF PROPERTY.**

4 **(B) A NUISANCE ACTION FOR DAMAGES CAUSED BY RODENT HARBORAGE**
5 **ON REAL PROPERTY MAY BE BROUGHT AGAINST AN OWNER OF THE PROPERTY.**

6 **(C) THE COURT MAY AWARD COMPENSATORY AND PUNITIVE DAMAGES TO A**
7 **PREVAILING PLAINTIFF UNDER THIS SECTION.**

8 **(D) THE RIGHTS AND REMEDIES PROVIDED UNDER THIS SECTION ARE IN**
9 **ADDITION TO ANY OTHER RIGHTS OR REMEDIES THAT MAY EXIST AT LAW OR IN**
10 **EQUITY.**

11 SECTION 2. AND BE IT FURTHER ENACTED, That this Act shall take effect
12 October 1, 2021.