

HOUSE BILL 413

C2

71r2087

By: **Delegates Love and Krysiak**

Introduced and read first time: February 5, 2007

Assigned to: Economic Matters

A BILL ENTITLED

1 AN ACT concerning

2 **State Board for Professional Engineers – Repeal of Authority to Issue**
3 **Limited Licenses**

4 FOR the purpose of repealing the authority of the State Board for Professional
5 Engineers to issue limited licenses to practice engineering on a specific job; and
6 generally relating to the State Board of Professional Engineers and the practice
7 of engineering.

8 BY repealing

9 Article – Business Occupations and Professions

10 Section 14–316

11 Annotated Code of Maryland

12 (2004 Replacement Volume and 2006 Supplement)

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

15 **Article – Business Occupations and Professions**

16 [14–316.

17 (a) The Board may issue a limited license to practice engineering on a
18 specific job to any applicant who:

19 (1) is licensed to practice engineering in any other state;

EXPLANATION: CAPITALS INDICATE MATTER ADDED TO EXISTING LAW.

[Brackets] indicate matter deleted from existing law.



- 1 (2) is not a resident of this State;
- 2 (3) does not have a place of business in this State;
- 3 (4) submits to the Board an application on the form that the Board
4 provides; and
- 5 (5) pays to the Board a license fee set by the Board.

6 (b) While a limited license is in effect, it authorizes the licensee to practice
7 engineering only for the specific job for which the limited license is issued, as set forth
8 in the limited license.

9 (c) (1) The Board shall set the term for each limited license issued under
10 this section and state the term in the limited license.

11 (2) The term for a limited license may not be set for more than 1 year.

12 (3) A limited license becomes effective and expires on the dates set by
13 the Board.]

14 SECTION 2. AND BE IT FURTHER ENACTED, That this Act shall take effect
15 October 1, 2007.