

In accordance with Article II, Section 17 of the Maryland Constitution, today I have vetoed House Bill 677 - *Harford County - Nuisance Abatement and Local Code Enforcement - Enforcement Authority*.

This bill authorizes the State's Attorney for Harford County to bring specified actions in the District Court for relief from specified nuisances within Harford County; and requires specified notices to the county code enforcement agency and to specified tenants and property owners before a nuisance abatement action may be brought.

Senate Bill 577, which was passed by the General Assembly and signed by me, accomplishes the same purpose. Therefore, it is not necessary for me to sign House Bill 677.

Sincerely,

Martin O'Malley
Governor

House Bill 677

AN ACT concerning

**Harford County - Nuisance Abatement and Local Code Enforcement -
Enforcement Authority**

FOR the purpose of authorizing ~~certain community associations,~~ the State's Attorney for Harford County, ~~the County Attorney for Harford County and the city attorneys for the incorporated municipalities of Aberdeen, Havre de Grace, and Bel Air~~ to bring certain actions in the District Court for relief from certain nuisances within Harford County; requiring certain notices to the county code enforcement agency and to certain tenants and property owners before a nuisance abatement action may be brought; providing that a political subdivision may not be subject to certain actions; providing for certain remedies; providing for the construction of this Act; defining certain terms; and generally relating to the right of ~~community associations,~~ the State's Attorney for Harford County, ~~the County Attorney for Harford County and the city attorneys for the incorporated municipalities of Aberdeen, Havre de Grace, and Bel Air~~ to seek judicial abatement of certain nuisances in Harford County.

BY repealing and reenacting, with amendments,
Article - Courts and Judicial Proceedings
Section 4-401(7)
Annotated Code of Maryland
(2006 Replacement Volume)