A BILL FOR AN ACT

RELATING TO ROADWAY MATERIALS.

2011-1382 SB698 SD1 SMA.doc

BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF HAWAII:

1	SECTION 1. Section 103D-407, Hawaii Revised Statutes, is
2	amended by amending subsection (a) to read as follows:
3	"(a) When purchasing roadway materials or other
4	high-value, end-use applications for public projects, state and
5	county agencies [shall, and county agencies] may[7] purchase
6	materials with minimum recycled glass content meeting
7	specifications adopted by the policy board which, at a minimum,
8	shall provide for:
9	(1) A minimum recycled glass content of ten per cent
10	crushed aggregate in treated or untreated basecourse
11	in paving materials that shall not reduce the quality
12	standards for highway and road construction; and
13	(2) The use of one hundred per cent aggregate in
14	nonstructural capital improvement applications.
15	(b) All highway and road construction and improvement
16	projects funded by the State or a county or roadways that are to
17	be accepted by the State or a county as public roads [shall] may
18	utilize a minimum of ten per cent crushed glass aggregate as

- 1 specified by the department of transportation in all basecourse
- 2 (treated or untreated) and subbase when the glass is available
- ${f 3}$ to the quarry or contractor at a price no greater than that of
- 4 the equivalent aggregate."
- 5 SECTION 2. Statutory material to be repealed is bracketed
- 6 and stricken. New statutory material is underscored.
- 7 SECTION 3. This Act shall take effect on July 1, 2050.

Report Title:

Roadway Materials; Recycled Glass Content Requirements

Description:

Clarifies that state agencies may purchase roadway materials with a minimum recycled glass content. Allows use of minimum glass of ten per cent crushed glass aggregate in all basecourse and subbase. Effective 7/1/2050. (SD1)

The summary description of legislation appearing on this page is for informational purposes only and is not legislation or evidence of legislative intent.