

## **CHAPTER 4. LOW PROFILE MOTORIZED VEHICLES**

### **10-4-1. Definition--low profile motorized vehicle.**

### **10-4-2. Operation restrictions.**

#### **10-4-1. Definition--low profile motorized vehicle.**

For purposes of this Chapter, a low profile motorized vehicle shall mean a motor vehicle, as defined in §41-6-1, *Utah Code Ann.*, that is designed to be operated from a seated position and measures less than 36 inches in height in its normal operating position, notwithstanding any flag, antenna, or other attachment or modification made thereto. This definition shall include but is not limited to miniature motorcycles, "pocket bikes", "go carts", and other similar vehicles characterized by short vehicle height and a low seating position.

(Ord. 2004-23, 12-15-04)

#### **10-4-2. Operation restrictions.**

(1) It is unlawful for any person to operate a low profile motorized vehicle upon any public property within Tooele City including but not limited to sidewalks, parks, recreational facilities, and parking lots.

(2) It is unlawful for any person to operate a low profile motorized vehicle upon a public roadway within Tooele City unless it is properly registered, insured, equipped, and otherwise in compliance with all applicable laws of the State of Utah, or the vehicle is otherwise allowed upon public roadways by the laws of the State of Utah.

(3) If a low profile motorized vehicle is allowed upon public roadways by the laws of the State of Utah, the operator shall be licensed with a state issued operator's licence of the appropriate class, as set forth by Utah law, and shall wear an appropriately fastened and adjusted helmet which meets the requirements of Utah law, unless otherwise exempted by the laws of the State of Utah.

(4) It is unlawful for an owner of any low profile motorized vehicle to knowingly permit the operation of the vehicle in violation of subsections (1), (2), and (3) above.

(5) A violation of any provision of this Chapter is a class C misdemeanor.

(Ord. 2004-23, 12-15-04)