

## **New Zealand Transport Agency (Speed Limits on State Highways) Amendment Bylaw 2020/23**

Pursuant to section 61(3) of the Government Roading Powers Act 1989, and the Land Transport Rule: Setting of Speed Limits 2017, the NZ Transport Agency hereby makes the following bylaw.

### **Bylaw**

**1. Title and commencement**—This bylaw is the New Zealand Transport Agency (Speed Limits on State Highways) Amendment Bylaw 2020/23 and will come into force on and from 4 December 2020.

**2. Amendments**—The New Zealand Transport Agency (Speed Limits on State Highways) Bylaw 2010/10\* is hereby amended by:

- Amending line 1087 in Schedule 1 to read:

*“Line No.: 1087*

*Region: 13*

*SH No.: 90*

*Locality: Tapanui*

*Section of State Highway: From 680m north of Sussex Street to 530m west of Kent Street.*

*Speed Limit (km/h): 50*

*Date Revoked: 04/12/2020*

*Speed Limit Rule: Setting of Speed Limits Rule 2017*

*New Zealand Gazette Reference: 13/11/2020, Notice No. 2020-au5213”*

- Inserting line 1087(1) in Schedule 1 to read:

*“Line No.: 1087(1)*

*Region: 13*

*SH No.: 90*

*Locality: Tapanui*

*Section of State Highway: From NZTM 2000 1310287, 4906267, approximately 680m north of Sussex Street to NZTM 2000 1309273, 4905256, approximately 730m west of Kent Street.*

*Speed Limit (km/h): 50*

*Effective date: 04/12/2020*

*Speed Limit Rule: Setting of Speed Limits Rule 2017*

*New Zealand Gazette Reference: 13/11/2020, Notice No. 2020-au5213”*

### **Explanatory Note**

*This note is not part of the bylaw, but is intended to indicate its general effect.*

This bylaw, which comes into force on and from 4 December 2020, amends the New Zealand Transport Agency (Speed Limits on State Highways) Bylaw 2010/10.

Dated at Wellington this 13th day of November 2020.

Signed on behalf of the NZ Transport Agency by:

VANESSA BROWNE, Senior Manager, Operational Policy, Planning and Performance, Transport Services, NZ Transport Agency.

\*Supplement to the [New Zealand Gazette, 1 September 2010, No. 112, page 2967](#).