

BILL ANALYSIS

H.B. 4955
By: Patterson
Transportation
Committee Report (Unamended)

BACKGROUND AND PURPOSE

The bill author has informed the committee that the use of flashing stoplamps in vehicles has been shown to be effective in reducing accidents, and that studies have found that the use of flashing stoplamps can increase the visibility of a vehicle to other drivers and help to draw attention to the fact that the vehicle is stopping, which can be particularly important in situations where the vehicle may be obscured from view, such as when it is in heavy traffic or when the driver is making a sudden stop. The bill author has also informed the committee that the use of flashing stoplamps can also help to reduce the likelihood of a rear-end collision, which is one of the most common types of accidents. H.B. 4955 seeks to make this important innovation in automobile safety available to consumers by clarifying that a high-mounted stoplamp is considered to comply with applicable federal standards under federal regulations.

CRIMINAL JUSTICE IMPACT

It is the committee's opinion that this bill does not expressly create a criminal offense, increase the punishment for an existing criminal offense or category of offenses, or change the eligibility of a person for community supervision, parole, or mandatory supervision.

RULEMAKING AUTHORITY

It is the committee's opinion that this bill does not expressly grant any additional rulemaking authority to a state officer, department, agency, or institution.

ANALYSIS

H.B. 4955 amends the Transportation Code to establish that, for purposes of the requirement for lighting, reflective devices, and associated equipment on a vehicle or motor vehicle to comply with the current federal standards in applicable federal regulations, a high-mounted stoplamp is considered to comply with those federal standards if the stoplamp varies in intensity four or fewer times but never deactivates when the vehicle brakes for not more than two seconds.

EFFECTIVE DATE

September 1, 2025.