## Personal Mobility Devices (Motorized Wheelchairs and Medical Scooters)

Do not require registration, licence plates, driver's licence or vehicle insurance

Persons operating motorized wheelchairs are treated in the same way as pedestrians.

The expected behaviour of people who use wheelchairs to improve their mobility, is generally established by municipal by-laws.



Operators should check with their local municipality to ensure by-laws permit their use on sidewalks.

A sidewalk should be the first choice for someone using a wheelchair or medical scooter. When there is no wheelchair accessible curb, the person should return to the sidewalk at the first available opportunity.

If there is no sidewalk available, people using wheelchairs or personal mobility devices should travel, like pedestrians, along the left shoulder of the roadway facing oncoming traffic

## CITY OF BARRIE BY LAW 80-130 - Traffic By-Law

1 (hh) – "Vehicle" includes a motor vehicle, motor assisted bicycle, trailer, traction engine, farm tractor, road building machine and any vehicle drawn, propelled or driver by any kind of power, including muscular power, but does not include a motorized snow vehicle, or the cars of electric or steam railways running upon rails.

6 (16) Driving and Parking Prohibited on Sidewalk – No person shall drive or operate a vehicle, except a vehicle drawn, propelled or driver by muscular power or any automobile wheelchair, within any sidewalk area or boulevard at any time, except at a permanent or temporary driveway, nor shall any person park a vehicle within any sidewalk area or boulevard...

## HIGHWAY TRAFFIC ACT

Wheelchair – Means a chair mounted on wheels driven by muscular or any other kind of power, including that is designed for and used by a person whose mobility is limited by one or more conditions or functional impairments

## CRIMINAL CODE OF CANADA

Motor Vehicle – means a vehicle that is drawn, propelled or driven by any other means than muscular power, but does not include railway equipment.