SENATE BILL 656

E1, E4 3lr2867

By: Senator Carter

Introduced and read first time: February 6, 2023

Assigned to: Judicial Proceedings

A BILL ENTITLED

2

Criminal Law - Failure to Properly Store Firearm - Death of Another

- FOR the purpose of prohibiting a person from storing or leaving a loaded firearm in a location where the person knew or should have known that a certain ward would gain access to the firearm; prohibiting a person from storing or leaving a loaded firearm in a location where the person knew or should have known that an unsupervised child or a certain ward would gain access to the firearm resulting in the child or ward using the firearm and causing the death of another; and generally relating to failure to properly store firearms.
- 10 BY repealing and reenacting, with amendments,
- 11 Article Criminal Law
- 12 Section 4–104
- 13 Annotated Code of Maryland
- 14 (2021 Replacement Volume and 2022 Supplement)
- 15 SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF MARYLAND.
- 16 That the Laws of Maryland read as follows:

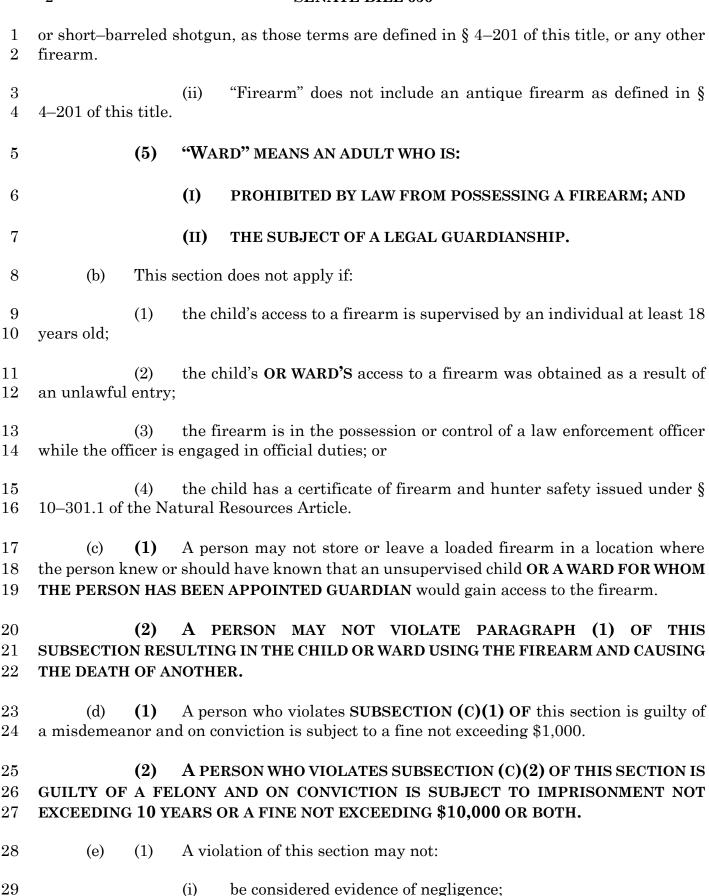
17 Article - Criminal Law

- 18 4–104.
- 19 (a) (1) In this section the following words have the meanings indicated.
- 20 (2) "Ammunition" means a cartridge, shell, or other device containing 21 explosive or incendiary material designed and intended for use in a firearm.
- 22 (3) "Child" means an individual under the age of 16 years.
- 23 (4) (i) "Firearm" means a handgun, rifle, shotgun, short–barreled rifle,



30

(ii)



be considered evidence of contributory negligence;

| 1 | (111) limit liability of a party or an insurer; or |
|---------------|---|
| $\frac{2}{3}$ | (iv) diminish recovery for damages arising out of the ownership maintenance, or operation of a firearm or ammunition. |
| 4 5 | (2) A party, witness, or lawyer may not refer to a violation of this section during a trial of a civil action that involves property damage, personal injury, or death. |
| 6 | SECTION 2 AND RE IT FURTHER ENACTED That this Act shall take effect |

October 1, 2023.