



Decorum Rules

Legislative Committee Meetings | 2024 General Session

Chair to preserve order and decorum

[HR3-3-101](#) & [SR3-4-101](#) & [JR7-1-302](#)

- (1) The chair shall preserve order and decorum during a committee meeting by:
 - (a) ensuring nothing obstructs a walkway or the view of a meeting attendee;
 - (b) ensuring the meeting is free from any audible or visual disturbance;
 - (c) protecting state property from damage or disarray;
 - (d) prohibiting speech likely to incite or produce imminent lawless action, fighting words, or obscenity; and
 - (e) prohibiting any activity or item that poses a danger to the safety of a meeting attendee.
- (2) To preserve order and decorum in accordance with Subsection (1), the chair may:
 - (a) prohibit the following:
 - (i) standing, waving, yelling, or clapping;
 - (ii) loud noises;
 - (iii) food or drink, other than water in a closed container;
 - (iv) musical instruments;
 - (v) any item that may require excessive cleanup; or
 - (vi) to the extent necessary to preserve order and decorum, any other item or activity the chair determines necessary;
 - (b) clear the meeting room of one or more individuals;
 - (c) recess the meeting without a motion; or
 - (d) request assistance from:
 - (i) the sergeant-at-arms; or
 - (ii) the Utah Highway Patrol.

Prohibited items and activities

[HR3-3-102](#) & [SR3-4-102](#) & [JR7-1-104](#)

A member of the public attending a meeting of a committee may not:

- (1) bring into the meeting room, or possess while in the meeting room, any of the following:
 - (a) a sign, poster, banner, or placard;
 - (b) glitter or confetti;
 - (c) a laser pointer;
 - (d) paint;
 - (e) an open flame;
 - (f) an incendiary device;
 - (g) a noise maker;
 - (h) flammable liquid; or
 - (i) any harmful or hazardous substance; or
- (2) engage in any of the following while in the meeting room:
 - (a) commercial solicitation;
 - (b) leafletting;
 - (c) throwing an item; or
 - (d) adhering any item to a furnishing, wall, or other state property.