Enrolled Copy H.B. 238

CRIMINAL PENALTY FOR COMMITTING OFFENSE WHEN USING BODY ARMOR

2001 GENERAL SESSION STATE OF UTAH

Sponsor: Duane E. Bourdeaux

This act modifies the Criminal Code to provide an increased sentence for a person convicted of a violent felony if the person used a dangerous weapon and body armor in commission of the felony.

This act affects sections of Utah Code Annotated 1953 as follows:

ENACTS:

76-3-203.7, Utah Code Annotated 1953

Be it enacted by the Legislature of the state of Utah:

Section 1. Section **76-3-203.7** is enacted to read:

76-3-203.7. Increase of sentence for violent felony if body armor used.

- (1) As used in this section:
- (a) "Body armor" means any material designed or intended to provide bullet penetration resistance or protection from bodily injury caused by a dangerous weapon.
 - (b) "Dangerous weapon" has the same definition as in Section 76-1-601.
 - (c) "Violent felony" has the same definition as in Section 76-3-203.5.
- (2) A person convicted of a violent felony may be sentenced to imprisonment for an indeterminate term, as provided in Section 76-3-203, but if the trier of fact finds beyond a reasonable doubt that the defendant used, carried, or possessed a dangerous weapon and also used or wore body armor, with the intent to facilitate the commission of the violent felony, and the violent felony is:
- (a) a first degree felony, the court shall sentence the person convicted for a term of not less than six years, and which may be for life;
- (b) a second degree felony, the court shall sentence the person convicted for a term of not less than two years nor more than 15 years, and the court may sentence the person convicted for a term of not less than two years nor more than 20 years; and

H.B. 238 Enrolled Copy

(c) a third degree felony, the court shall sentence the person convicted for a term of not less than one year nor more than five years, and the court may sentence the person convicted for a term of not less than one year nor more than ten years.