

1 **TARGET SHOOTING AND WILDFIRE REGULATIONS**

2 2013 GENERAL SESSION

3 STATE OF UTAH

4 **Chief Sponsor: Margaret Dayton**

5 House Sponsor: Curtis Oda

6

7 **LONG TITLE**

8 **General Description:**

9 This bill provides the state forester with the authority to restrict target shooting in areas
10 where hazardous conditions exist.

11 **Highlighted Provisions:**

12 This bill:

13 ▶ allows the state forester to restrict or prohibit target shooting in areas where
14 hazardous conditions exist.

15 **Money Appropriated in this Bill:**

16 None

17 **Other Special Clauses:**

18 None

19 **Utah Code Sections Affected:**

20 **AMENDS:**

21 **65A-8-212**, as renumbered and amended by Laws of Utah 2007, Chapter 136

22

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

24 Section 1. Section **65A-8-212** is amended to read:

25 **65A-8-212. Power of state forester to close hazardous areas -- Violations of an**
26 **order closing an area.**

27 (1) (a) If the state forester finds conditions in a given area in the state to be extremely



28 hazardous, he shall close those areas to any forms of use by the public, or to limit that use.

29 (b) The closure shall include the prohibition of open fires for the period of time he
30 finds necessary.

31 (c) The closure may include the restriction or prohibition of the use of firearms in
32 target shooting.

33 (2) Nothing in this chapter prohibits any resident within the area from full and free
34 access to his home or property, or any legitimate use by the owner or lessee of the property.

35 (3) The order or proclamation closing or limiting the use in the area shall set forth:

36 (a) the exact area coming under the order;

37 (b) the date when the order becomes effective; and

38 (c) if advisable, the authority from whom permits for entry into the area may be
39 obtained.

40 (4) Any entry into or use of any area in violation of this section is a class B
41 misdemeanor.

Legislative Review Note
as of 10-11-12 10:24 AM

Office of Legislative Research and General Counsel