

HARRISVILLE POLICE DEPARTMENT

March 13, 2013
Maxwell V. Jackson

Chief of Police

Governor Gary Herbert
 350 North State Street, Suite 200
 Salt Lake City, UT 84114-2220

Governor Herbert,

Harrisville City stands with the Utah League of Cities and Towns, the Utah Chiefs of Police Association, and the Law Enforcement Legislative Committee in opposition to HB 76 - *Concealed Weapon Carry Amendment*.

Governor Herbert, we encourage you to veto HB 76.

HB 76 represents a dramatic change in Utah's concealed carry permitting process that has been fair for the public, public safety, and concealed carry permit holders.


The reasons for our opposition to the proposal include the following:

- In order to qualify for a concealed firearm permit under Utah Code Ann. 53-5-704 & (3) a person must be screened to see that the person has not been convicted of:
 - A misdemeanor crime of violence other than domestic violence;
 - An offense involving the use of alcohol; or
 - A misdemeanor offense involving moral turpitude.
- Additionally a person may be disqualified from a permit for behavior demonstrating a danger to himself or others by a past pattern of behavior involving unlawful violence, threats of unlawful violence, or misdemeanor violations of state weapons laws.
- HB 76, however, would allow any person over age 21 to carry a concealed firearm regardless of any history of those convictions or behaviors.

Current law allows a person with a concealed firearm permit to carry a loaded firearm concealed or openly. A person who does not possess a concealed firearm permit may openly carry an unloaded firearm. If HB 76 is not vetoed, any person who is 21 years of age or older who may lawfully possess a dangerous weapon may carry a loaded firearm openly or concealed.

We are worried that the potential enactment of HB 76 abridges the ability of public safety officers from responding to the concerns of our residents and businesses.

Signed,


 Maxwell Jackson
 Police Chief Harrisville City

City of the Centennial Trees