First Regular Session Seventieth General Assembly STATE OF COLORADO

INTRODUCED

LLS NO. 15-0502.01 Michael Dohr x4347

HOUSE BILL 15-1291

HOUSE SPONSORSHIP

Melton, Buckner, Esgar, Fields, Salazar

SENATE SPONSORSHIP

(None),

House Committees

Senate Committees

Judiciary

101

A BILL FOR AN ACT

CONCERNING PROHIBITING THE USE OF A CHOKEHOLD BY A PEACE

102 OFFICER.

Bill Summary

(Note: This summary applies to this bill as introduced and does not reflect any amendments that may be subsequently adopted. If this bill passes third reading in the house of introduction, a bill summary that applies to the reengrossed version of this bill will be available at http://www.leg.state.co.us/billsummaries.)

The bill prohibits a peace officer from using a chokehold. The bill makes an exception if the officer believes his or her life is in danger.

1 Be it enacted by the General Assembly of the State of Colorado:

1	SECTION 1. In Colorado Revised Statutes, add 18-3-210 as
2	follows:
3	18-3-210. Chokehold by a peace officer - definitions. (1) A
4	PEACE OFFICER AS DESCRIBED IN ARTICLE 2.5 OF TITLE 16, C.R.S., SHALL
5	NOT USE OR APPLY A CHOKEHOLD.
6	(2) It is not an offense under this section if the officer
7	REASONABLY BELIEVES THAT IT IS NECESSARY TO USE A CHOKEHOLD
8	BECAUSE HIS OR HER LIFE IS IN DANGER.
9	(3) A PEACE OFFICER WHO VIOLATES SUBSECTION (1) OF THIS
10	SECTION COMMITS A CLASS 1 MISDEMEANOR.
11	(4) FOR THE PURPOSES OF THIS SECTION, "CHOKEHOLD" MEANS TO
12	WRAP AN ARM AROUND OR GRIP THE NECK IN A MANNER THAT LIMITS OR
13	CUTS OFF EITHER THE FLOW OF AIR BY COMPRESSING THE WINDPIPE OR THE
14	FLOW OF BLOOD THROUGH THE CAROTID ARTERIES ON EACH SIDE OF THE
15	NECK.
16	SECTION 2. Effective date - applicability. This act takes effect
17	July, 1, 2015, and applies to offenses committed on or after said date.
18	SECTION 3. Safety clause. The general assembly hereby finds,
19	determines, and declares that this act is necessary for the immediate
20	preservation of the public peace, health, and safety.

-2- HB15-1291