

Second Regular Session

Sixty-second General Assembly

LLS NO. 00-0832.01 Julie Pelegrin

HOUSE BILL 00-1208

STATE OF COLORADO

BY REPRESENTATIVES Clapp, Berry, Dean, Decker, Fairbank, Hefley, Hoppe, Johnson, King, Larson, Lee, May, McKay, Nunez, Paschall, Scott, Sinclair, Spence, Spradley, Taylor, Witwer, Young; also SENATOR Teck.

A BILL FOR AN ACT

101 CONCERNING LIMITATIONS ON CIVIL ACTIONS REGARDING FIREARMS.

Bill Summary

(Note: This summary applies to this bill as introduced and does not necessarily reflect any amendments that may be subsequently adopted.)

Prohibits any civil suit in tort, other than a products liability action, against a firearms or ammunition manufacturer, importer, or dealer or against any firearms trade association for any remedy arising from any physical or emotional injury, physical damage, or death caused by the discharge of a firearm or ammunition. Prohibits any type of action that would hold a firearms or ammunition manufacturer, importer, or dealer liable for the actions of another person. Instructs the court to dismiss any such prohibited civil action and to award reasonable attorney fees and court costs to each defendant named in the action.

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

2 **SECTION 1.** Part 5 of article 21 of title 13, Colorado Revised
3 Statutes, is amended BY THE ADDITION OF A NEW SECTION to
4 read:

5 **13-21-504.5. Limitations on actions - award of fees.** (1) A
6 PERSON OR OTHER PUBLIC OR PRIVATE ENTITY MAY NOT BRING AN ACTION
7 IN TORT, OTHER THAN A PRODUCT LIABILITY ACTION, AGAINST A FIREARMS
8 OR AMMUNITION MANUFACTURER, IMPORTER, OR DEALER OR AGAINST ANY

1 FIREARMS TRADE ASSOCIATION FOR ANY REMEDY ARISING FROM PHYSICAL
2 OR EMOTIONAL INJURY, PHYSICAL DAMAGE, OR DEATH CAUSED BY THE
3 DISCHARGE OF A FIREARM OR AMMUNITION.

4 (2) IN NO TYPE OF ACTION SHALL A FIREARMS OR AMMUNITION
5 MANUFACTURER, IMPORTER, OR DEALER OR A FIREARMS TRADE
6 ASSOCIATION BE HELD LIABLE AS A THIRD PARTY FOR THE ACTIONS OF
7 ANOTHER PERSON.

8 (3) THE COURT, UPON THE FILING OF A MOTION TO DISMISS
9 PURSUANT TO RULE 12(b) OF THE COLORADO RULES OF CIVIL PROCEDURE,
10 SHALL DISMISS ANY ACTION BROUGHT AGAINST A FIREARMS OR
11 AMMUNITION MANUFACTURER, IMPORTER, OR DEALER OR AGAINST ANY
12 FIREARMS TRADE ASSOCIATION THAT THE COURT DETERMINES IS
13 PROHIBITED UNDER SUBSECTION (1) OR (2) OF THIS SECTION. UPON
14 DISMISSAL PURSUANT TO THIS SUBSECTION (3), THE COURT SHALL AWARD
15 REASONABLE ATTORNEY FEES, IN ADDITION TO COSTS, TO EACH
16 DEFENDANT NAMED IN THE ACTION.

17 **SECTION 2.** 13-21-501, Colorado Revised Statutes, is amended
18 to read:

19 **13-21-501. Legislative declaration.** (1) The general assembly
20 hereby declares that it shall be the policy in this state that product liability
21 for injury, damage, or death caused by the discharge of a firearm or
22 ammunition shall be based only upon an actual defect in the design or
23 manufacture of such firearm or ammunition and not upon the inherent
24 potential of a firearm or ammunition to cause injury, damage, or death
25 when discharged.

26 (2) THE GENERAL ASSEMBLY FURTHER FINDS THAT IT SHALL BE THE

1 POLICY OF THIS STATE THAT A CIVIL ACTION IN TORT FOR ANY REMEDY
2 ARISING FROM PHYSICAL OR EMOTIONAL INJURY, PHYSICAL DAMAGE, OR
3 DEATH CAUSED BY THE DISCHARGE OF A FIREARM OR AMMUNITION SHALL
4 BE BASED ONLY UPON AN ACTUAL DEFECT IN THE DESIGN OR
5 MANUFACTURE OF SUCH FIREARM OR AMMUNITION AND NOT UPON ANY
6 OTHER THEORY OF LIABILITY. THE GENERAL ASSEMBLY ALSO FINDS THAT
7 UNDER NO THEORY SHALL A FIREARMS OR A AMMUNITION MANUFACTURER,
8 IMPORTER, OR DEALER OR FIREARMS TRADE ASSOCIATION BE HELD LIABLE
9 FOR THE ACTIONS OF ANOTHER PERSON.

10 **SECTION 3. Effective date - applicability.** This act shall take
11 effect upon passage, and shall apply to causes of action arising on or after
12 said date.

13 **SECTION 4. Safety clause.** The general assembly hereby finds,
14 determines, and declares that this act is necessary for the immediate
15 preservation of the public peace, health, and safety.