

HOUSE BILL 134

M2

2lr0865

By: **Carroll County Delegation**

Introduced and read first time: January 23, 2012

Assigned to: Environmental Matters

A BILL ENTITLED

1 AN ACT concerning

2 **Carroll County – Archery Hunting – Safety Zone**

3 FOR the purpose of establishing for archery hunters in Carroll County a safety zone of
4 a certain size within which archery hunting may not take place except under
5 certain circumstances; and generally relating to archery hunting in Carroll
6 County.

7 BY repealing and reenacting, with amendments,
8 Article – Natural Resources
9 Section 10–410(g)
10 Annotated Code of Maryland
11 (2007 Replacement Volume and 2011 Supplement)

12 SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF
13 MARYLAND, That the Laws of Maryland read as follows:

14 **Article – Natural Resources**

15 10–410.

16 (g) (1) Except as provided in paragraph (2) of this subsection, a person,
17 other than the owner or occupant, while hunting for any wild bird or mammal may not
18 shoot or discharge any firearm or other deadly weapon within 150 yards, known as the
19 “safety zone,” of a dwelling house, residence, church, or other building or camp
20 occupied by human beings, or shoot at any wild bird or mammal while it is within this
21 area, without the specific advance permission of the owner or occupant.

22 (2) For archery hunters in **CARROLL COUNTY OR** Frederick County,
23 the safety zone described in paragraph (1) of this subsection extends for 50 yards from

EXPLANATION: CAPITALS INDICATE MATTER ADDED TO EXISTING LAW.

[Brackets] indicate matter deleted from existing law.



1 a dwelling house, residence, church, or any other building or camp occupied by human
2 beings.

3 (3) During any open hunting season, a person, other than the owner or
4 occupant, may not hunt or chase willfully any wild bird or mammal within the safety
5 zone without the specific advance permission of the owner or occupant.

6 SECTION 2. AND BE IT FURTHER ENACTED, That this Act shall take effect
7 October 1, 2012.