## MAINE STATE LEGISLATURE

The following document is provided by the

LAW AND LEGISLATIVE DIGITAL LIBRARY

at the Maine State Law and Legislative Reference Library

http://legislature.maine.gov/lawlib



Reproduced from scanned originals with text recognition applied (searchable text may contain some errors and/or omissions)

	(New Draft of H.P. 172, L.D. 206) FIRST REGULAR SESSION	
	ONE HUNDRED AND TWELFTH LEGISLATURE	
Legislative	Document No.	o. 1074
H.P. 772	House of Representatives, March 2	0, 1985
under Joint	by the Minority from the Committee on Judiciary and proceed and proceed by Representative Drinkwat onsored by Representative Whitcomb of Waldo.	
	EDWIN H. PERT	, Clerk
	STATE OF MAINE	
	IN THE YEAR OF OUR LORD NINETEEN HUNDRED AND EIGHTY-FIVE	
	AN ACT to Redefine Deadly Force.	
Be it en follows:	acted by the People of the State of Main	e as
	MRSA §2, sub-§8, as enacted by PL 1979 is amended to read:	5, c.
person knows to or seri reckless	Deadly force" means physical force which is ses with the intent of causing, or which create a substantial risk of causing, on the substantial risk of causing, or the substantial risk of causing a firearm in the direction person or at a moving vehicle constitution.	ch he death ly or

This new draft replaces the entire bill by simply making a one-word change in the current definition of "deadly force." The new draft replaces the phrase "serious bodily injury" in the definition with the phrase "permanent bodily injury."

Under the current definition of "deadly force," a person cannot use physical force which he knows creates a substantial risk of causing serious bodily injury to defend against the theft of his property, unless the theft is occurring inside his home. "Serious bodily injury" is defined to include substantial impairment of a bodily member or organ or extended convalescence. Thus, in defending property, that is not a home, a person cannot use physical force that might break an arm because that force might cause "serious bodily injury."

18 2643030885