

IDENTIFICATION REQUEST AMENDMENTS

2019 GENERAL SESSION

STATE OF UTAH

Chief Sponsor: Karen Mayne

House Sponsor: Lee B. Perry

LONG TITLE

General Description:

This bill relates to a peace officer's authority to stop and question a suspect of a crime.

Highlighted Provisions:

This bill:

- ▶ modifies the type of information a peace officer may request from a suspect the officer stops to question about a crime; and
- ▶ makes technical changes.

Money Appropriated in this Bill:

None

Other Special Clauses:

None

Utah Code Sections Affected:

AMENDS:

76-8-301.5, as enacted by Laws of Utah 2008, Chapter 293

77-7-15, as last amended by Laws of Utah 2018, Chapter 281

Be it enacted by the Legislature of the state of Utah:

Section 1. Section **76-8-301.5** is amended to read:

76-8-301.5. Failure to disclose identity.

(1) A person is guilty of failure to disclose identity if during the period of time that the person is lawfully subjected to a stop as described in Section **77-7-15**:

(a) a peace officer demands that the person disclose the person's name or date of birth;

30 (b) the demand described in Subsection (1)(a) is reasonably related to the
31 circumstances justifying the stop;

32 (c) the disclosure of the person's name or date of birth by the person does not present a
33 reasonable danger of self-incrimination in the commission of a crime; and

34 (d) the person fails to disclose the person's name or date of birth.

35 (2) Failure to disclose identity is a class B misdemeanor.

36 Section 2. Section **77-7-15** is amended to read:

37 **77-7-15. Authority of peace officer to stop and question suspect -- Grounds.**

38 A peace officer may stop any [person] individual in a public place when the officer has
39 a reasonable suspicion to believe the [person] individual has committed or is in the act of
40 committing or is attempting to commit a public offense and may demand the [person's]
41 individual's name, address, date of birth, and an explanation of the [person's] individual's
42 actions.