

By: Moody

H.B. No. 3545

A BILL TO BE ENTITLED

AN ACT

relating to civil liability arising from a firearm hold agreement.

BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF TEXAS:

SECTION 1. The heading to Subchapter B, Chapter 128, Civil Practice and Remedies Code, is amended to read as follows:

SUBCHAPTER B. CIVIL ACTIONS AGAINST SPORT SHOOTING RANGES

SECTION 2. Chapter 128, Civil Practice and Remedies Code, is amended by adding Subchapter C to read as follows:

SUBCHAPTER C. LIABILITY ARISING FROM FIREARM HOLD AGREEMENTS

Sec. 128.101. DEFINITIONS. In this subchapter:

(1) "Federal firearms licensee" means any person licensed under 18 U.S.C. Chapter 44.

(2) "Firearm" means any device designed, made, or adapted to expel a projectile through a barrel by using the energy generated by an explosion or burning substance or any device readily convertible to that use.

(3) "Firearm hold agreement" means a private transaction between a federal firearms licensee and an individual firearm owner in which the licensee takes physical possession of the owner's lawfully possessed firearm at the owner's request, holds the firearm for an agreed period of time, and returns the firearm to the owner according to the terms of the agreement.

Sec. 128.102. IMMUNITY FROM LIABILITY. (a) A person does not have a cause of action against a federal firearms licensee

1 operating lawfully in this state for any act or omission arising
2 from a firearm hold agreement that results in personal injury or
3 death, including the return of a firearm to the owner by the
4 licensee at the termination of the agreement.

5 (b) The immunity from civil liability provided by
6 Subsection (a) does not apply to a cause of action arising from the
7 unlawful conduct or gross negligence of the licensee.

8 SECTION 3. Subchapter C, Chapter 128, Civil Practice and
9 Remedies Code, as added by this Act, does not apply to a cause of
10 action that accrued before the effective date of this Act.

11 SECTION 4. This Act takes effect September 1, 2023.