## 1996 LAWS OF MARYLAND

- (2) PERSONS hired by the boards of education in the counties and Baltimore City specifically for the purpose of guarding public school property[, or to persons];
- (3) PERSONS engaged in organized shooting activity for educational purposes; OR
- (4) PERSONS WHO, WITH A WRITTEN INVITATION FROM THE SCHOOL PRINCIPAL, DISPLAY OR ENGAGE IN HISTORICAL DEMONSTRATIONS USING WEAPONS OR REPLICAS OF WEAPONS FOR EDUCATIONAL PURPOSES.
- (c) Any person who violates this section shall, upon conviction, be guilty of a misdemeanor and shall be sentenced to pay a fine of no more than [one thousand dollars (\$1,000.00),] \$1,000 or shall be sentenced to the Maryland Department of Correction for a period of not more than [three (3)] 3 years. Any such person who shall be found to carry a handgun in violation of this section, shall be sentenced as provided in § 36B of this article.

## 36A-1

- (A) A PERSON MAY NOT REMOVE A LAW ENFORCEMENT OFFICER'S FIREARM FROM-THE OFFICER'S PERSON, OR OTHERWISE-DISARM A LAW ENFORCEMENT OFFICER, WITH THE INTENT TO THREATEN OR USE-THE FIREARM AGAINST THE OFFICER OR ANOTHER PERSON.
- (B) A PERSON WHO VIOLATES SUBSECTION (A) OF THIS SECTION IS GUILTY OF A FELONY AND UPON CONVICTION SHALL BE SENTENCED TO NOT LESS THAN 10 YEARS' IMPRISONMENT OR FINED \$10,000 OR BOTH.

## DISARMING A LAW ENFORCEMENT OFFICER

## 36A-1.

- (A) A PERSON MAY NOT KNOWINGLY REMOVE OR ATTEMPT TO REMOVE A FIREARM FROM THE POSSESSION OF ANOTHER PERSON IF:
- (1) THE OTHER PERSON IS LAWFULLY ACTING WITHIN THE COURSE AND SCOPE OF EMPLOYMENT; AND
- (2) THE PERSON HAS KNOWLEDGE OR REASON TO KNOW THAT THE OTHER PERSON IS EMPLOYED AS:
- (I) A LAW ENFORCEMENT OFFICER WHO, IN AN OFFICIAL CAPACITY, IS AUTHORIZED BY LAW TO MAKE ARRESTS;
  - (II) A SHERIFF, DEPUTY SHERIFF, OR ASSISTANT SHERIFF; OR
- (III) AN EMPLOYEE OF THE DIVISION OF CORRECTION, THE PATUXENT INSTITUTION, THE DIVISION OF PRETRIAL DETENTION AND SERVICES, THE DIVISION OF PAROLE AND PROBATION, ANY COUNTY JAIL OR DETENTION CENTER, OR ANY BOOKING FACILITY.