

From the House New Laws for October

By Rep. Matt Ritter

Over 70 new laws go into effect on October 1. Most are technical in nature, but some are significant and deserve special attention. You can research all of the legislation through the Connecticut State Library or by using the research tools on the legislature's website at cga.ct.gov.

An Act Concerning Bump Stocks And Other Means Of Enhancing The Rate Of Fire Of A Firearm - This was one the capstones of the 2018 legislative session.

Bump stocks became part of vernacular after the Las Vegas massacre last year on the grounds of the Mandalay Bay Resort. The gunman, who murdered 58 people and injured more than 500, had 12 semiautomatic weapons that were fitted with bump stocks - a simple accessory that is designed to multiply the killing power of a firearm.

CT police chiefs [testified in favor of the ban](#) at the bill's public hearing.

These weapon accessories serve no other purpose than to increase the rate of fire to maximize the number of dead and wounded. This new law bans them in CT.

An Act Concerning Expedited Permitting Procedures By The Department Of Energy And Environmental Protection - This was part of our pro-business legislative agenda for 2018.

Every year when I talk to businesses at CBIA events or the Metro Hartford Alliance, I hear about the hoops they jump through and speedbumps to growth they face because of the state's tortoise-slow permitting process. This law cuts red tape and speeds things up so businesses can do business.

And on the consumer protection front....and everyday annoyance front... **An Act Concerning Robo Calls And Spoofing.**

We made it a Class A misdemeanor to intentionally use a blocking device or software to circumvent your caller ID. Telemarketers and scammers are constantly evolving and this is a new tool to keep them at bay.

In general, new legislation effective dates are January 1, July 1, and October 1. You can find the whole list of new law at the top slider of our legislative website, cga.ct.gov.