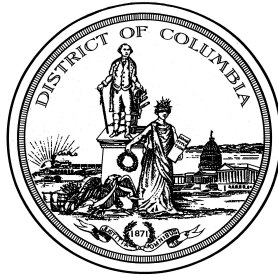


DISTRICT OF COLUMBIA

City Council



Ordinance No. 6

Introduced by: Councilman JustinIsNotWeird (upon request by Arrighi)

An Ordinance for an amendment entitled “Criminal Sanity Preservation Act”

An Ordinance to preserve the sanity of the District’s people by criminalizing the atrocity of “cuff rushing”, in which law enforcement officers swipe an assailant mid-combat with their handcuffs.

Section 1 – Definitions

- a. “Cuff rushing” shall refer to the act of equipping the in-game “arrest” tool and running towards an assailant with deliberate intent to incapacitate them mid-combat with the game’s arrest mechanics.
- b. For the purposes of this Ordinance, an individual is considered “mid-combat” where they have discharged a weapon, or used a medical kit, within the previous five (5) seconds.

Section 2 – Findings

- a. Whereas the D.C. City Council has found that the denizens of the District are frequently subject to an unfair, infuriating, and embarrassing experience of being cuff-rushed by law enforcement.
- b. The D.C. City Council is entrusted with the exercise of the general policing power, and the protection of its residents’ interests.

- c. Where the people are subject to the most heinous forms of abuse, the District is equally entitled to act to protect its peoples interests. Even if an assailant is actively committing murder, the cruelty inflicted in cuff rushing cannot be justified. Therefore, the District must act.
- d. As cuff rushing is a violation of a person's integrity, it is therefore a crime against the person. Therefore, the District is entitled to enforce its protections against both federal agents and municipal officers alike; this is a matter of general criminal law, not policing policy.

Section 3 – Amendments

- a. A new offense shall be codified in D.C. Criminal Code § 3.15, under the name “Cuff Rushing”.
- b. The text of this section shall be as follows:
 - ‘Cuff rushing shall be the act of equipping the in-game “arrest” tool and running towards an active assailant with deliberate intent to incapacitate them with the game’s arrest mechanics. An assailant shall be considered “active” for the purposes of this section if they have discharged a firearm or used a medical kit within the previous five (5) seconds, and are not otherwise incapacitated by death or a taser.’
- c. Cuff Rushing shall be a Class C offense under the D.C. Criminal Code’s sentencing guidelines outlined in § 1.05.

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