

Equipment

Recruits must bring a complete set of leather or nylon gear for the first week of training (includes belt, holster, handcuffs, cuff case, flashlight holder and ammo or magazine carrier). This gear should conform to the recruit's employing agency's policy. However in the absence of specific agency requirements, DOCJT recommends a double or triple retention holster. Chemical agents and batons will be provided by DOCJT during the appropriate training exercises. **Weapons, chemical agents and batons are not needed during the first week of training.**

Recruits may choose to bring a computer and printer (both are provided in a computer lab utilized by recruits, though some bring their own). [[See Computer for further information](#)]

Recruits must have a bullet-resistant vest for practical exercises beginning in Week 4. If a vest is unavailable, the recruit must inform the Basic Staff within the first week of training.

Recruits should bring a backpack or some sort of book bag for classroom materials and books.

Physical Training and Defensive Tactics

Recruits must have an athletic type mouth guard. Male and female recruits must bring groin protection. Female recruits should also bring a sports bra.

It is also suggested recruits bring a navy blue or black watch cap (toboggan) and gloves when in recruit training during winter months. These are for running outdoors.

Firearms

Firearms training begins in Week 11. Unsafe or defective weapons will not be permitted at the academy. All weapons will be inspected prior to use.

Any .357 Sig, 9mm, .40 or .45 caliber semi-automatic pistol may be used, if it is authorized or required by the employing agency. The Department of Criminal Justice Training will provide ammunition for Basic Firearms Training for .357 Sig, 9mm, .40 and .45 caliber weapons. Recruits must use their on-duty weapon during firearms training. If the recruit carries a semi-automatic handgun that has an exposed hammer and is not double action only, it must have a decocking system that allows the hammer to be lowered without using the trigger. The "1911"-type handgun is not acceptable for basic training. Handguns without exposed hammers such as Glocks, Sigmas, etc., are permitted if authorized by the employing agency.

The recruit must bring three (3) magazines for their specific semi-automatic weapon.

Shotgun/Rifle training begins in Week 15. Shotguns/rifles and ammunition will be provided. Recruits may choose to bring a shotgun/rifle for use in training. If a recruit wants to bring a shotgun/rifle, it must be agency-owned or approved. Shotguns must be a police-type (12 gauge) weapon; rifles must be .223/.556 caliber carbine. Shotguns with folding stocks will not be permitted. Rifles must have iron sights; a sling is also required.

A flashlight is also necessary for firearms training. It must be police-type and the primary one carried on-duty. It should have a pressure/touch type switch. Common household flashlights of any type are unacceptable and will not be permitted during training.

Recruits must bring their own eye protection (safety glasses) and ear protection. The eye protection must meet ANSI standard Z-87. Eye protection must have side panels. Ear protection must have a minimum NRR rating (noise reduction rating) of 26. Ear protection must have foam ear cup liners and provide a tight protective seal. These will be worn in conjunction with DOCJT issued inner ear protection. Eye protection and ear protection will be inspected by the Firearms Section staff prior to any live fire exercises.