

## ***EQUIPMENT***

### ***Upon Arrival –***

Recruits must bring a complete set of leather or nylon gear for the first week of training> The gear should include any items or carriers that is normally carried by the recruit while on duty such as belt, holster, handcuffs, cuff case, flashlight holder and ammo or magazine carrier. All gear should conform to the recruit's employing agency's policy.

In the absence of specific agency requirements for holster, DOCJT recommends a double or triple retention holster. Chemical agents and batons will be provided by DOCJT during the appropriate training exercises. It is required that if an employing agency normally carries those items on duty, the carriers should be brought week one.

Note: It is imperative that all recruit training be conducted with the equipment that a recruit will carry on duty. **Weapons, chemical agents and batons are not needed during the first week of training.**

For Physical Fitness/Defensive Tactics, recruits are required to have an athletic type mouth guard. Male and female recruits must bring groin protection. Female recruits should also bring a sports bra. Optional - 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.

Optional - Recruits may choose to bring an electronic device such as a tablet, computer and/or printer (computers and printers are provided in a computer lab utilized by recruits, though some bring their own). [See Computer for further information]

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

### ***Training Week 2 -***

Recruits must have a bullet-resistant vest beginning in Week 2. If a vest is unavailable, the recruit must inform the Basic Staff within the first week of training.

### ***Training Week 4 -***

First Aid/CPR training begins in Week 4. Recruits should bring a CPR mask with a one way valve for this training.

Handgun training also begins in Week 4. 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 handgun during firearms training.*

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

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. If a recruit has a weapon with a mounted light, the recruit must bring a second tactical light.

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.

***Training Week 7 -***

Recruits are required to have a police whistle for vehicle operations training.

***Training Week 13 -***

Shotgun/Rifle training begins in Week 13. 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. Slings are also required for rifle and shotgun training.