



The CIAC Paddle

Helping You Navigate the IA Continuum



11th Edition, February 2013 - Supplement

“Top Ten” Focus Area #9

Gear Issue

Provides clear guidance on the gear issue policy and requirements that IA Sailors are required to adhere to when gear is issued and returned.

Pre-Deployment, Man, Train & Equip, Re-Deployment

a) Gear Issue occurs in stages

- Some uniforms/gas mask issued at NMPS (~1 sea bag)
- Remainder of gear (e.g. weapons and additional uniforms) issued at follow on training (typically ~3 ½ sea bags)
- Many IA Sailors are issued gear in excess of what their mission requires, however due to mission shifts in theater, new missions or change in location may require the issued gear!
- IA Sailors would not have the time to return to CONUS to get the extra gear.

b) Expect to turn in all gear

- If you signed for it, expect to turn it in
- Exceptions are those items that touch your body (see list below)
- You will be charged for gear not turned in during redeployment!

c) Ignore all the rumors; take all issued gear to the field!

d) Items that won't be turned in

- Issued Uniforms (ACU, DCU, OCP, Type II or III), Boots, socks, T-shirts, Thermal Underwear, Cover(s), Gloves, Watch cap, and Issued Sunglasses

CAMP ATTERBURY ONLY: Expect to return gloves, neck gaiter and eye protection

e) For more information visit the [WTP](#) webpage for Gear Turn-In information.