



# The CIAC Paddle

*Helping You Navigate the IA Continuum*



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## **Navy IA Sailor Top Focus Area #9** **Gear Issue**

**Guidance on the gear issue policy for the IA Sailors is explained below. CIACs should emphasize the importance of adhering to the requirements as it pertains to gear issue and returns. Failure to do so could result in out-of-pocket costs for the IA Sailor.**

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

**a) Gear Issue occurs in stages.**

- Some uniforms, including the gas mask are issued at NMPS. (~1 sea bag).
- The remainder of gear (e.g. weapons and additional uniforms) is issued at follow-on training. (typically ~3 ½ sea bags).
- Many IA Sailors are issued gear in excess of what their mission requires. Due to the possibility of mission shifts in theater, new missions, or change in location the Sailor may require the extra gear provided.
- IA Sailors will not have the time to return to CONUS to get the extra gear. Therefore it is imperative that the Sailor brings all of his/her issued gear to theatre!

**b) Ignore all of the rumors; Sailors should take all issued gear to theatre!**

**c) Expect to turn in all gear.**

- If the gear was signed for, The Sailor is expected to turn it in.
- Exceptions to this rule are those items that touch their body. (See list below.)
- Sailors will be charged for gear not turned in during redeployment!

**d) Items that are not required to 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 on the Navy IA website for additional Gear Turn-In information.**