

MILITARY AFFAIRS

Military Property Program, Program Requirements
[LFB Paper #443]

Motion:

Move to require the following under the military property program (Section 1033 program):

1. Require that state or local law enforcement agencies receive approval from the appropriate state or local approval entity in order to acquire weapons and machines under the program. Further, specify that specific policies must be developed by the appropriate state or local approval entity as to when such weapons, machines or parts of such weapons or machines may be fully or partially utilized by law enforcement, and the training that is required to utilize such weapons or machines.

2. Require law enforcement agencies to report on the use of weapons or machines, or parts of such weapons or machines, obtained under the military property program to the law enforcement agency's state or local approval entity within 14 days of use of such weapons or equipment. Such a report must be accompanied by a report detailing the circumstances when such weapons or machines have been utilized.

3. Require that the appropriate state or local approval entity develop policies that would specify the appropriate use of equipment acquired under the military property program. Further, require that the developed policies specify what would happen to any equipment acquired under the program that has been utilized inappropriately, as specified by the state or local approval entity's policies.

4. Require that state or local law enforcement agencies requesting to obtain equipment under the military property program publish a notice of such a request on a publicly accessible website within 14 days of submitting a request. Further, require that the state or local law enforcement agency report on the receipt of any items under the military property program on the same publicly accessible website within 14 days of receipt.

Note:

This motion would create oversight regarding state or local law enforcement agencies' participation in the military property program.

