

DDMS REQUIRED EQUIPMENT LIST



The following is a list of equipment required for use while actively participating in team events as a patched member (including practice). Questions and concerns should be submitted via the chain of command as applicable. Candidates and probationary members should be actively working to acquire all required items on this list within their financial means.

1. Uniform

Uniforms consist of an approved top, pants, boots, belt, issued shirts, and issued patches. These may be modified to suit operational need as deemed necessary by team leadership. Uniforms will be worn in a clean and presentable manner, and uniform components should fit properly. Uniform patterns must match (i.e. M81 pants are not to be worn with a Multicam top, etc.). Any other clothing or equipment worn must be non-contrasting.

- Multicam
 - Combat Shirt/ Blouse
 - Pants
- M81 (OPTIONAL, highly recommended)
 - Combat Shirt/ Blouse
 - Pants
- Patches
 - Delta Number Patch
 - DDMS Team Patch (Issued)
 - DDMS Branch Tape (Issued)
 - DDMS Rank Patch (Issued)
 - US Flag Patch (Forward Flying on Right Arm)
- Boots
 - Combat Boots (Coyote Brown/ Desert Tan)
 - Hiking Boots (Conservative Colors)

2. Kit

Kit consists of any worn equipment other than the uniform. An individual's kit can and should be modified based on mission, position within the team, and personal preference. What is listed is the required standard for the team, although special accommodations may be made upon request. The majority of the individual's kit should be Coyote Brown or Multicam. Exceptions to the color policy may

be made if the gear was owned prior to joining DDMS. The use of black must be limited as much as possible, and is not acceptable for larger pieces of equipment (i.e. plate carrier.)

- Load Bearing Equipment
 - Plate carrier
 - Chest rig
- Belt
 - Web belt, rigger's belt
 - Battle Belt (OPTIONAL)
- Head Gear
 - Hats (Subdued or non-contrasting colors)
 - Baseball Cap
 - Boonie Hat
 - Helmet (Painted matte or with a cloth cover in subdued or non-contrasting colors)
 - ACH
 - Fast Helmet
 - MICH
 - Airframe
- ANSI Eye Protection
 - Goggles
 - Glasses
- Gloves
 - Coyote Brown or non-contrasting color
- Face Protection (HIGHLY RECOMMENDED)
 - Fabric face cover
 - Strike steel mask
 - Mouth Guard
- Hydration system
 - Camelbak or similar
 - Water bottle
- Pouches/ MOLLE Gear
 - Magazine Pouches
 - Enough to accommodate required 6 magazines
 - Radio Pouch
 - Dump Pouch
 - Admin/Miscellaneous Pouch

3. Equipment

- Midcap Magazines
 - No tactical maracas (hicaps)
 - Minimum Seven for Primary (Six + One in gun)
 - Pistol magazines (if carrying a sidearm)
- Dead rag

- Radio
 - Baofeng UV-5R OR UV-82
 - PTT
 - Headset or Earpiece
- Batteries or HPA System for Primary weapon
 - A personal Battery Charger is required
- Individual First Aid Kit-IFAK (HIGHLY RECOMMENDED)
- Required medical supplies for pre-existing conditions must be carried **AT ALL TIMES**
- BBs
 - Additional Ammunition (Does not have to be carried on person)
 - Speed Loader (Does not have to be carried on person, Odin style highly recommended)
- Lighter
- Flashlight (When attending night games)

4. Weapon Systems

Weapon Systems should be a standard factory color, or painted appropriately for operational conditions in flat, non-contrasting colors. AEG (electric) and HPA (high-pressure air) systems are authorized, not to exceed muzzle energy of 2 Joules. All non-explosive weapons must have a sighting system appropriate to the mission of the weapon.

- Primary Weapon
 - Must be STANAG type rifles (M4/M16, SCAR-L, Tavor, etc.)
 - Any specialty weapon systems must be approved by team leadership, and are subject to the needs of the team. This includes, but is not limited to:
 - Sniper Rifles (BAR-10, M24)
 - Designated Marksman Rifles (SR25, MK14)
 - Personal Defense Weapons (P90, MP7, MP5)
 - Light/ Medium Machine Guns (M249, M60, M240B)
 - Shoulder Launched Weapons (AT4, LAW, Homemade launchers)
 - Grenade Launchers (M320, M203, MGL32)
 - Shotguns (M500, M590)
- Secondary Weapon (HIGHLY RECOMMENDED)
 - NATO/US Style sidearm (M9, Glock, Sig P226, M1911)

Each member is responsible for his or her own equipment and may make adjustments to pouch locations, equipment storage methods, optics/weapon-mounted systems, and so on (within reason) at their discretion. It should be noted that glass or otherwise fragile components of some “real-steel” weapon-mounted equipment may be subjected to impact by BBs and other debris. Additionally, all equipment should be secured to avoid unnecessary jingling, rattling, flopping, or shifting during vigorous movement. Equipment should also be anti-reflective or painted in non-contrasting colors whenever possible. See your chain of command with any questions regarding this Required Equipment policy.