Agency Prohibited Items List

The following Items are **PROHIBITED,** unless authorized by the Facility Security Committee (FSC). Should they be detected, the owner must remove the item from the premises.

On duty Police (Federal, State and Local) will be allowed to carry their weapons into the building. However, they must have official business in the facility (Reference: Title 41, Section 102-74.429 of the Code of Federal Regulation and 18 U.S.C. § 930)

- **Firearms and Ammunition of any type including:**
  - BB and Pellet Guns (includes compressed gas guns i.e. C02 and Green Gas)
  - Flare Pistols
  - Realistic replicas of firearms
  - Parts of guns and firearms
  - Spear guns
  - Starter pistols
  - Stun guns/cattle prods/shocking devices
  - Ammunition reloading components (including Primers, Powder, Bullets, and Shell Casings)
  - Crossbows and Bows
  - Black Powder Firearms
- **Bladed, Edged or Sharp Objects of any type including:**
  - Axes and hatchets
  - Arrows and Bolts, (for bows and crossbows)
  - Ice axes/Ice picks
  - Knives, sabres, swords, daggers, and other bladed devices of any length
  - Throwing stars and knives(Martial Arts)
- **Club-like Items and Striking Devices:**
  - Billy clubs
  - Blackjacks
  - Brass Knuckles
  - Crowbars
  - Martial arts weapons, including numchucks and kubatons
  - Night sticks
- **All Explosives including:**
  - Ammunition (including blanks)
  - Blasting caps
  - Dynamite
  - Fireworks
  - Flares in any form
  - Gun powder
  - Hand grenades
  - Plastic explosives
  - Realistic replicas of explosives
- **Incendiaries** including realistic replicas of incendiaries
- **Disabling Chemicals and Other Dangerous Items such as:**
  - Compressed gas cylinders (excluding fire extinguishers)
  - Tear gas