RP.5.1 RELLIS Other Weapons Authorization

Approved December 8, 2021 Next Scheduled Review: December 8, 2026



Procedure Summary

This RELLIS procedure establishes the process for the review and approval of possession and use of weapons other than concealed handguns on the RELLIS Campus.

Procedure

1. Requirements for Authorizing Other Weapons

The director, RELLIS Campus, has sole authorization for the approval to possess a weapon on the RELLIS Campus, other than a concealed handgun, in accordance with state law and System Regulation *34.06.02*, *Weapons*. Without written authorization, weapons other than concealed handguns are prohibited on RELLIS Campus property or in passenger transportation vehicles.

2. Application and Authorization Requirements for Weapons Other than Concealed Handguns

An individual must use the following process to apply for authorization to possess a weapon other than a concealed handgun on RELLIS.

- (a) An individual wishing to apply for authorization must submit a completed A&M System Weapon Authorization Request Form to <u>RELLIS Administration</u>.
- (b) The director, RELLIS Campus, will consider an individual's request for authorization on a case-by-case basis.
- (c) A copy of any approved form will be returned to the requesting individual and the individual's agency or organization's director.
- (d) The original form will be retained for RELLIS administrative records. This document must be kept with the individual when on the RELLIS Campus.
- (e) Authorization is valid from the date of approval until the end of the current fiscal year (August 31st), unless specifically restricted to the duration of a designated event or activity that will occur prior to the end of the current fiscal year.

Related Statutes, Policies, or Requirements

System Regulation <u>02.03.01</u>, <u>RELLIS Campus</u>

RELLIS Campus Standards, Procedures, and Delegations of Authority Library

Appendix

A&M System Weapon Authorization Request Form

Contact Office

RELLIS Administration (979) 317-1008