



# EXPERIENCE IN PROTECTION

THE #1 MFG OF PROTECTIVE GEAR FOR RIOT/CROWD CONTROL

## DAMASCUS GEAR RIOT CONTROL SHIELDS

Damascus Gear® Riot and Disturbance Control Shields offer state-of-the-art protection. The ergonomic handles and break-away straps are dielectric to prevent electrical pass through and can be reversed for left or right hand use. The wide nylon arm straps can be easily adjusted while in use. Damascus shields have superior optical quality and workmanship.

### FEATURES

- ERGONOMIC HANDLES
- LEFT AND RIGHT HAND USE
- ADJUSTABLE STRAPS
- CUSTOM UV PRINT OPTIONS
- PREVENT ELECTRICAL CONTACT
- SUPERIOR QUALITY



#### CUSTOM UV PRINT LETTERING AND LOGO OPTIONS

\* Currently available for the DRS3 and DRS4



INTERLOCKING DESIGN FOR SEAMLESS BARRIER!



#### DRS10 INTERLOCKING RIOT SHIELD

48" H x 24" W x 0.15" Thickness / 10.3 lbs

- Material: UV Stabilized Polycarbonate Construction
- 95% Transparency
- Interlocking Design Can Be Used To Create a Seamless Barrier
- Reversible Handle for Left and Right Hand Usage



#### DRS1 ROUND RIOT SHIELD

21" H x 21" W x 0.15" Thickness / 3 lbs

- Material: UV Stabilized Polycarbonate Construction
- 95% Transparency
- Lightweight and Simple to Use
- Dielectric handle to prevent electric pass through
- Reversible Handle for Left and Right Hand Usage
- Foam Padding for Forearm Protection



#### DRS3 RECTANGLE RIOT SHIELD

36" H x 20" W x 0.15" Thickness / 6 lbs

- Material: UV Stabilized Polycarbonate Construction
- 95% Transparency
- Lightweight and Simple to Use
- Dielectric handle to prevent electric pass through
- Reversible Handle for Left and Right Hand Usage
- Foam Padding for Forearm Protection



#### DRS4 RECTANGLE RIOT SHIELD

48" H x 24" W x 0.15" Thickness / 8.5 lbs

- Material: UV Stabilized Polycarbonate Construction
- 95% Transparency
- Lightweight and Simple to Use
- Dielectric handle to prevent electric pass through
- Reversible Handle for Left and Right Hand Usage
- Foam Padding for Forearm Protection



WWW.DAMASCUSGEAR.COM

# RIOT SHIELDS