

# TITLE 24

## CHAPTER 55. BAIL ENFORCEMENT AGENTS

### § 5507 Licensing.

(d) An applicant, to be licensed under this chapter as a bail enforcement agent, must meet and maintain the following requirements:

- (1) Must be at least 21 years of age;
- (2) Must not have been convicted of any felony;
- (3) Must not have been convicted of any misdemeanor involving moral turpitude or any charge or been involved in any conduct that may impair the performance of the bail enforcement agent and endanger public safety as determined by the Professional Licensing Section;
- (4) Must not have been convicted of any misdemeanor involving the act of theft within the last 7 years;
- (5) Must not have been convicted of any misdemeanor involving drug offenses within the last 7 years;
- (6) Must not have been, as a juvenile, adjudicated as delinquent for conduct which, if committed by an adult, would constitute a felony, unless and until that person has reached their twenty-fifth birthday;
- (7) Must not have been convicted, within the last 7 years, of any 2 of the following misdemeanors: offensive touching or assault III;
- (8) Must not have been convicted of any offense involving the impersonation of a police officer or a person of trust as defined in Title 11;
- (9) Must not have been convicted of any criminal offense involving organized gang activity as defined in Title 11;
- (10) If served in the armed forces, must not have received a dishonorable discharge;
- (11) Must not be a member or employee of any law-enforcement organization, as defined by the Council of Police Training, or a member or employee of a law-enforcement organization of any other state or federal jurisdiction;
- (12) Must meet and maintain the qualifications set and approved by the Board pursuant to this chapter and the rules and regulations as promulgated by the Board and approved by the Secretary of Safety and Homeland Security.

## RULES & REGULATIONS

### 5.0 Baton, Nightstick, Pr24, Chemical Spray, and Handcuffs

5.1 To carry the above weapons/items a BEA must have completed a training program on each and every weapon/item carried and all certifications must be on file in the Professional Licensing Section to be valid to carry/use. Under no circumstances would a person be permitted to carry any other type weapon/item, unless first approved by the Professional Licensing Section.