



24 Hours

Principled Policing: Train the Trainer Course

POST Plan V

Dates: 2023-2024

~~Nov. 13-15, 2023~~

~~5270-12426-23001~~

~~Sheraton Garden Grove~~

~~March 4-6, 2024~~

~~5270-12426-23002~~

~~Sheraton Garden Grove~~

~~CANCELLED~~

May 1-3, 2024

5270-12426-23003

Sheraton Garden Grove

This course provides a “how to” on teaching policing approaches that emphasize respect, listening, neutrality, and trust (Procedural Justice) while also addressing the common implicit biases that can be barriers to these approaches (Implicit Bias).

Law enforcement can improve trust and relationships between law enforcement agencies and their communities by using these principles to evaluate their policies, procedures, and training within their departments. The course covers instruction on how law enforcement agencies can prepare to teach the one day (8 hour) course “Principled Policing: Procedural Justice & Implicit Bias” with a focus on ensuring an effective, high quality training without compromising officer safety.

SUBJECT AREAS WILL INCLUDE:

***Procedural Justice and how it relates to your community
Implicit Bias and how it affects the Criminal Justice System
Developing solutions to current problems and issues
Instructors will assist students in developing the skills to
facilitate this course***

LOCATION(S):

**Sheraton Garden Grove
12221 Harbor Blvd
Garden Grove, CA 92840**

CENTER FOR CRIMINAL JUSTICE
RESEARCH AND TRAINING
CALIFORNIA STATE UNIVERSITY, LONG BEACH

1250 Bellflower Blvd, HSD-118
Long Beach, CA 90840-5607

For Registrations:

Phone: (562) 985-4940

Fax: (562) 985-2448

Email: chhs-ccj@csulb.edu

Class hours are from 8:00 AM to 5:00 PM
Course information available at our website:
www.csulb.edu/centers/ccj

Make checks payable to *CSULB Foundation*. Payment is preferred on the first day of class. If you cannot provide a check the first day, your agency can be invoiced. Credit cards are now accepted. Payment restrictions and policies can be found on our website under General Information.