# COVERT VIDEO CAMERA SURVEILLANCE



PRESENTED BY LAW ENFORCEMENT VIDEO LLC

## COURSE DATE AND TIMES Wednesday, June 26, 2024

- 12pm-2pm (Eastern Time) 9am-11am (Pacific Time)
- A recording will be provided to students unable to attend the live webinar

#### **REGISTRATION FEE**

- \$95 per registration
- Discounts available for 3+ registrations
- The Zoom link will be provided to all paid students one day prior to class

#### **REGISTRATION LINK**

www.lawenforcementvideo.com



#### **INSTRUCTOR CONTACT**

Chris Knowles

chris@lawenforcementvideo.com

#### **COURSE OVERVIEW**

### Record better evidence with covert and pole cameras!

Participants who complete this course will be ready to record evidence-grade surveillance video on covert and hidden video cameras. Participants are presented with a variety of body-worn and hidden cameras--both commercially available and do-it-yourself components and parts lists.

Participants also receive an overview of using WiFi- or IP-enabled trail/game cameras, pole cameras, and concealed dome cameras to conduct long-term surveillance.

Numerous camera options are presented throughout this webinar, covering a range of equipment budgets, subscriptions, and agency capabilities. Equipment loan programs are also included.

#### WHO SHOULD ATTEND

This course is ideal for military, law enforcement, and public safety professionals, jail and correctional facility employees, school and campus security personnel, and independent investigators.

#### **COURSE TOPICS**

- Choosing Equipment for Covert Camera Employment
- Body-Worn Covert Camera Selection and Employment
- Hidden-Object Covert Camera Selection and Employment
- Scratch-Built Covert Camera Components and Resources
- IP/Pole Camera Selection and Employment
- Confirming Surveillance Location, Date, and Time on Covert Video Recorders

#### Please visit www.lawenforcementvideo.com to:

- View our complete course catalog
- Register for a Video Techniques course
- Host a Video Techniques course at your organization



