



Commanding General's Policy on Unit Safety



Our Training Command mission is to consistently produce officer and enlisted entry-level military occupational specialty, career progression, and career enhancement skills trained Marines and Sailors to meet force generation and operating force requirements. Training Command is also charged with reinforcing our warfighting ethos and facilitating the growth and resiliency of our permanent personnel, students, and families. In order to accomplish this mission, and to keep the force postured for the eventuality of war, we will ensure the safety of our people in all that they do.

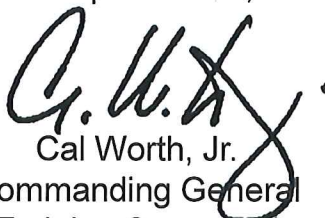
I charge all leaders to work diligently to apply risk management efforts daily, on and off-duty. As the proponent for all entry-level military occupational specialty training, we will set the example, and set the conditions for success, in order to ensure that safe training is paramount for every Marine and Sailor within this Command.

Risk Management and Force Preservation principles will be incorporated into every phase of the instructional process for all planning, preparation, and execution of training. Be mindful and deliberate as we evaluate standards-based training to ensure that the safety mindset is stringently adhered to during all training evolutions.

Mishaps are preventable if properly mitigated. There is no excuse for serious injuries or deaths in the training environment. Loss of life or serious injury as a result of neglect or complacency is unacceptable and will not be tolerated.

Leaders, use every resource to protect our most precious asset: our Marines and Sailors. Train them hard and bring them back safely from their well-deserved liberty periods. Maintain an aggressive approach toward reducing off-duty incidents through individual education, support, and accountability. Meet this task, and we will continue to accomplish our mission of generating the greatest warriors the world has ever known.

Semper Fidelis,



Cal Worth, Jr.
Commanding General
Training Command