



Handcuff Cases

ASP Handcuff Cases are a benchmark blend of the finest materials in a series of clean, functional designs. Each case incorporates an integral back pocket and auxiliary handcuff key. Centurion, Duty, Federal and Double cuff carriers are available in Black, Basketweave, Ballistic and ASPtec®.

Centurion, Duty and Federal cases are produced using inset construction. Double and Combination carriers have elastic side walls. Tactical carriers are constructed from ballistic nylon and incorporate a hook and loop flap.

Investigator and Combination cases in Black and Ballistic are concealable and attach rapidly to the belt with one-direction snaps. Combo cases retain a Tactical Baton® with Chain or Hinge Handcuffs.



Classic Carriers with a Hidden Advantage

Centurion cases incorporate a protective cover and are constructed with an inset back.



Each ASP Handcuff case incorporates a key pocket.

Duty carriers incorporate a self adjusting cover. Their elastic side walls secure Chain, Hinge or Rigid cuffs.



Double Cuff cases secure restraints with a protective cover and elastic side wall technology.

Federal cases have an inset back and pull through retention strap.



Investigator cases are compact and concealable.

	Centurion Chain · Hinge	Centurion Rigid	Duty Chain · Hinge · Rigid	Double Chain · Hinge · Rigid	Federal Chain · Hinge	Federal Rigid	Investigator Chain · Hinge	Investigator Rigid
Black	56146	56164	56131	56160	56138	56168	56134	56154
Basketweave	56147	56165	56132	56161	56139	56169	–	–
Ballistic	56148	56166	56133	56162	56140	56170	56135	56155
ASPtec	56149	56167	56137	56163	56141	56171	–	–



Tactical cases retain ASP restraints with an adjustable hook and loop cover.



	Tactical Chain · Hinge	Tactical Rigid
Ballistic	56136	56150



Combo cases combine elastic side wall retention with pull through restraint security. They place two essential tactical tools (Baton and Handcuffs) conveniently at hand.

	Combo Chain · Hinge
Black	35632
Ballistic	35635



"Protecting Those Who Protect"