

## Q&A(ttitude)

### Is the Alpha Jacket bulletproof?

Really? No, it is NOT bulletproof, but it is cut with enough room to wear over CBA (concealable body armor). If you're wearing a plate carrier, the cat is out of the bag for subtlety, so just wear the PC over your Alpha.

### Is it FR? (flame/flash resistant)

No. In the field, at the range, grilling at the cabin, or sitting around a campfire you will be fine. If you're in close contact with sputtering thermite, your jacket is the least of your worries.

### Will the RFID pocket take my phone (and me) totally off the grid?

No, but SCOTTEVEST sells an accessory that does exactly that, called the Blackout Pocket Level II. Never leave home base without it.

### Will wearing this jacket get me arrested?

No. As long as you are legally allowed to carry the stuff you have in the pockets, in the jurisdiction where you are carrying that stuff, you are GTG. Don't do anything illegal in your Alpha Jacket, please, but by all means exercise your rights, freedoms and personal beliefs. As long as you are carrying TSA-approved items, you won't even need to empty the pockets at the airport... just send it right through the x-ray machine.

### Any questions?

Email [tactical@scottevest.com](mailto:tactical@scottevest.com) with any Alpha related questions and we will get back to you as soon as possible. Your question may even wind up in a future update to the Brad Thor Alpha Jacket Operator Manual.

# BRAD THOR ALPHA JACKET by SCOTTEVEST

**OPERATOR MANUAL  
VERSION 1.3 :: 10.25.2013**

  
BRAD THOR



# Pocket Directory

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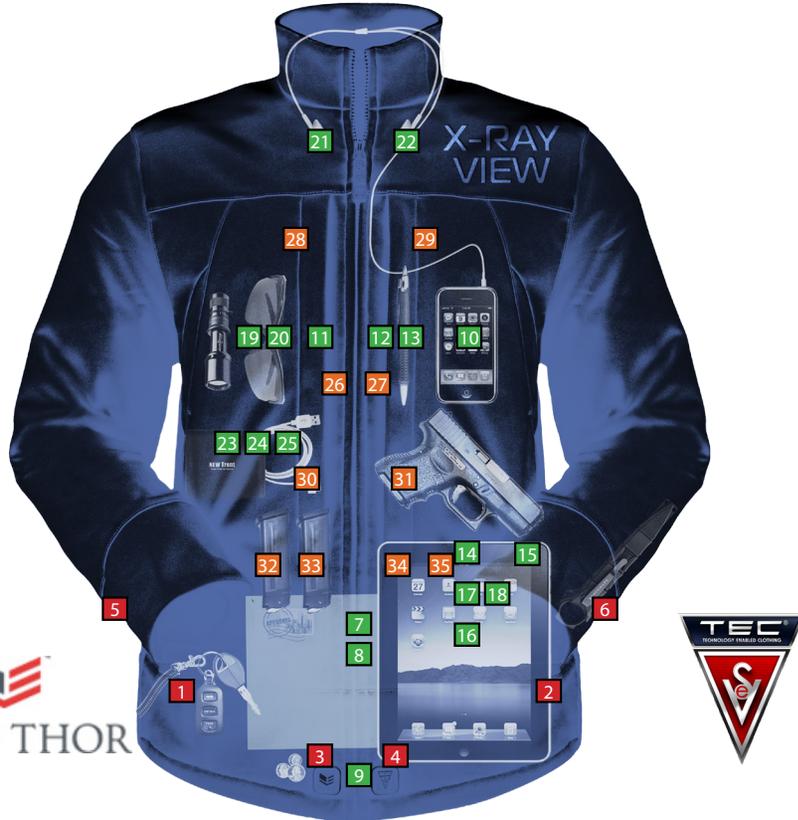
## MID-LAYER POCKETS

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28,29 Square accessories pockets

30,31 Top angled slash pockets (left and right)

32-35 Divided slash pockets with PALS (l & r)



# TEC-Technology Enabled Clothing® Features

## Personal Area Network (PAN)

All large pockets contain our patented Personal Area Network (PAN) routing system to run wires for power or communications from nearly any pocket to nearly any other pocket. This allows you to wire the jacket in a variety of ways to suit your mission. Battery packs have come a long way, and they make it easy to go all day without needing to recharge phones, radios or other devices from an outlet.

## Earbud Loops

To use the PAN, string a wire through any of the access ports, which look like buttonholes, on the interior of pockets. For headphones/earbuds, there is an exit port on either side to get the headphone out of the lining of the jacket. An elastic loop on either side of the neck holds the headphone in place, and the Bud Buckets keep them neat and organized.

## Sleeve Microphone Loops

If you use a sleeve mic, you can run the wires through the lining of the jacket from your radio to the sleeve. One loop in each sleeve helps hold the microphone in place so it is where you need it, when you need it.

## RFID-blocking Pocket

See page 5 for full details.

## 21-22 Bud Buckets (left and right)

Small pockets where your earbuds or in-ear protection can be stowed. They are deeper on the Alpha than on other SCOTTEVEST jackets, and you may find other uses for them.

## 23-25 Divided Camera/Power Pocket with Interior SD Pocket

Perfect for stowing a point-and-shoot camera, extra batteries, etc. Divided with a vertical hook-and-loop separator to keep your gear from rattling together. We prefer to use this as a Power Pocket to hold a portable battery pack wired to charge the electronic devices in other nearby pockets. It also has an SD card pocket inside.

## 26-27 Rapid Access Panels (RAPs, left and right)

The RAPs conceal several pockets and large areas to attach accessories inside. They are also pockets themselves, and can be used to carry an iPad, clipboard, laptop, newspaper or anything else that will fit. They are cavernous, and can be used as a dump pouch for mag changes or even for evidence collection or foraging in a survival/wilderness E&E situation. The lower 2/3 of the panel interiors are lined with tricot (non-crunchy soft side loop material, as on the interior of camera bags) for attaching hook-side Velcro accessories like holsters, mag holders and pouches.

At the top of the RAPs is a single PALS webbing strip (one row) designed to be a tether point for a static line (for an inverted knife) or carabiner keychain. You can also hook a pen or folding knife to it by your item's pocket clip, or even use it as an out of the way place to hold onto a badge or clip-on ID. We think a ResQMe or a small LED light would be great items to attach here.

## 28-29 Square Accessories Pockets (left and right)

Small square pocket at the top of the RAPs for a button compass, peanut lighter or small batteries.

## 30-31 Top Angled Slash Pockets (left and right)

Top angled slash pocket with velcro edge. A great general purpose (GP) pocket angled for easy cross draw access to the pocket contents. Perfect for a notepad, phone, EOD toolkit or lockpicking tools. A Batuca battery carrier fits well, or a spare pair of gloves.

## 32-35 Lower Divided Slash Pockets (left and right)

Lower divided slash pocket with PALS-spaced velcro edge. One horizontal row of four PALS sections made out of stiffened velcro form the edge of the lower pocket, while the full face of that pocket is tricot. Plenty of area to attach either velcro-backed accessories, a small MOLLE accessory (like magazine pouches/loops, or both). A CrossBreed Ohai Holster (Kydex with Velcro backing) attaches well and will support a Glock 19. If you attach a MOLLE holster, we suggest you use some Velcro dots for additional support at the bottom of the holster. The panels are large enough to attach up to a full-size 1911, BUT the angle, holster you use, and weight of your gun will determine whether the pistol prints or not.

The narrower side of the divided pocket is closest to the centerline, about 8" deep and almost 2" across. An elastic loop rides on the outside of this pocket below the opening. Depending on what style of collapsible baton you carry and whether it has a pocket clip or not, either the pocket or loop could be a convenient place to carry it. A tourniquet, long cable ties or spare magazines can also be held in place by the elastic loops. Some monoculars will fit or clip on.

The wide side of the pocket is furthest from the centerline, but wider and also about 8" deep. If you like cross draw pocket carry, this is an option for you, but please use a holster (like Raven Concealment's VanGuard) that covers your trigger guard. Please.

# Exterior Features

- Matte finish absorbs more light than typical softshell jackets.
- Soft and quiet (not crunchy) 100% poly softshell (machine washable).
- Generously sized for wearing over concealable body armor. This "armor cut" also helps conceal belt-carried gear without printing. See our sizing chart for more info.
- Subtle exterior pockets and panels. Front zipper pulls are ergonomic and have different shapes so you can feel whether you are opening the main front zipper or one of the Rapid Access Panels (RAPs). Zippers are large enough for positive purchase (good grip) while wearing gloves.
- High end sportswear/outdoor jacket appearance, does not scream (or even whisper) tactical, LEO or .MIL.
- IR-reduction treatment. While this will not make you invisible to night vision, it does help cut down the IR reflective signature over other non-uniform, "tactical" jackets. The IR treatment lasts 10+ washes. Do not bleach or use IR-reflective detergents or fabric softeners.
- Side seam zippers can be opened to allow easier access to belt mounted gear underneath.
- Completely removable exterior branding. Includes one hook-and-loop Brad Thor logo patch and one SeV logo patch. Logos can be stored on any of the tricot (soft-side/loop) panels in the RAPs. Cat eyes, IR reflectors or small (1x1) velcro-backed morale patches can be added to the exterior.

# Pockets and Pocket Features

## 1-2 Handwarmer Pockets (left and right)

Right (when wearing) handwarmer pocket has a wide elastic water bottle loop and an extendable, removable keychain. The attachment point for the keychain can also be used to tether a static line for pocket pistols, knife sheaths or to stay connected to critical gear. Small “locking” zippers prevent pockets from being accidentally opened.

## 3-4 Change/Weight Pockets (left and right)

Small pockets inside handwarmer pockets placed toward the centerline can be used to carry change or weights to speed up your drawstroke from a belt or IWB holster.

## 5-6 Sleeve Pockets (left and right)

Long, narrow pocket concealed on the inner wrist of each sleeve, with a wide elastic band inside and a velcro closure at the sleeve cuff. Designed to hold Benchmade’s SOCP dagger as a sleeve dagger (think OSS sleeve dagger). Used for primary weapon retention, defensive purposes and as a last-ditch tool. Many other knives fit as well: Cold Steel’s Spike series, Benchmade Nimravus Cub (depending on sheath), Gerber Guardian, CPG Poison Pen (cil), many folders with pocket clips, etc. Small flashlights, tactical pens, pepper spray, zip ties, lockpicks, etc. may also fit.

Sleeve pockets are lined with tricot (soft/loop side of hook-and-loop) and we recommend adding a hook side Velcro dot to whatever sheath you use to ensure it stays in place if you are moving aggressively. Only you can judge the best balance between secure storage and accessibility, but we have had no issues with retention in the pocket as long as retention between the blade and sheath is good.

## 7 Interior Back Documents Pocket

“Invisible” zipper in the small of back interior is sized to carry a dossier, file folder, full-size notepad or map.

## 8 Hanging Lumbar Pocket

Inside the document pocket is a hanging mesh pouch (lumbar position) designed to hold a blowout kit, Duram Mask or similar non-rigid item.

## 9 Back Hideaway Pocket

Secret, completely non-metallic (no zipper or snap) pocket for a hideaway \_\_\_\_\_ or even a length of Kevlar or Spectra \_\_\_\_\_ for \_\_\_\_\_ out of \_\_\_\_\_. (If you need this pocket, you have the stuff for this pocket. If you have the stuff for this pocket, you’ll know what to use this pocket for if ever you need it. If you are curious, email [tactical@scottevest.com](mailto:tactical@scottevest.com) and we will explain.)

## 10 Clear Touch Pocket

One interior clear touch cell phone pocket so you can see your touchscreen phone (and use it) through the clear material without removing it from your pocket.

## 11-13 Pen/Pointer/Probe Pockets

One large pen pocket (for fat pens or tactical pens) and two narrower pen pockets on the opposite side. The Embassy Pen sold by SCOTTEVEST fits well, as does the CRKT Tactical Pen by James Williams and many other models. Non-magnetic EOD probes, pen lights, carpenter pencils and some skinny Kubotans may fit as well.

## 14 PadPocket

This pocket is large enough to hold an iPad in sizes M and up. (All sizes hold an iPad in the exterior Rapid Access Panels).

## 15 USB Pocket

The PadPocket has an interior USB/Bluetooth Pocket. An IronKey USB drive is our preferred device, and the Peanut Lighter available from SeV also fits (tip: use a fob).

## 16 ID Pocket

Fine gauge mesh ID pocket. Keeps your ID, business cards or security pass handy.

## 17 Secure Travel Documents Pocket

This pocket is sized to hold a passport and boarding passes. It is closed with a red, large locking zipper and is protected by SCOTTEVEST’s \$1000 Pickpocket Proof Guarantee ([www.scottevest.com/pickpocket](http://www.scottevest.com/pickpocket) for details).

## 18 RFID-blocking Pocket

Inside the Secure Travel Docs Pocket is a Radio Frequency IDentification aka RFID-blocking interior pocket. It is sized to hold a passport and wallet or card holder. Think of this pocket as a powerful layer in your defense against tech attacks, but like all technology and tech countermeasures, there are important things to note. This metaphor explains the broad strokes well... the RFID-blocking pocket is like tech body armor: Kevlar can defeat pistol rounds but even a brick wall won’t necessarily stop a .50 BMG. The effectiveness of the pocket is determined by the level of threat it is facing.

Here is a vastly oversimplified rundown about RFID: There are generally two frequencies of RFID in common use. The first is low frequency and is used for things like inventory control, implanted pet IDs and some commercial-grade door access panels. The RFID pocket does NOT block this low frequency type of RFID from being read.

The second frequency of RFID (13.56 MHz) is used for things like passports, credit cards and more powerful door access panels. The RFID pocket DOES block this high frequency type of RFID from being read. A typical skimmer (device that collects RFID info from unsuspecting people) will be defeated by the pocket. A very powerful skimmer may NOT be defeated. Theoretically, the high-freq band of RFID can be read from 30+ yards with powerful enough equipment, so if you encounter a government-backed super nerd, even a steel box may not protect your RFID from being read, let alone a pocket.

Do you need total tech protection? We recommend the SecureSak (available through SCOTTEVEST). It offers mil-spec protection against not only RFID, but all radio and electromagnetic waves. It creates a flexible faraday cage around the contents, and it will black out your phone from all active and passive tracking aka it won’t find a signal and goes totally off grid. It’s easier to carry around than a SCIF, too.

## 19 Drop-in Glasses/Sunglasses Pocket

After the RFID pocket, this seems a little basic, but it is one of the most convenient interior pockets on this jacket. Just drop-in your glasses, sunglasses or eye protection. A short elastic band keeps the stem in place.

## 20 Zip-up Glasses/Sunglasses Pocket

If you are riding or shooting, this is a more secure place to store your “other” glasses. This pocket also contains a cleaning chamois tethered to the pocket interior by an elastic cord. The chamois is printed with a mini pocket-map so you can find your way around the jacket when you are out in the field.