#### Criminal Justice: Law Enforcement Standard Certificate

The Criminal Justice Program is designed to accommodate the needs of officers currently employed in the various criminal justice professions as well as novice students who are planning to enter the criminal justice field. The law enforcement curriculum option contains a core of academic and criminal justice courses essential to the well-rounded law enforcement officer. Following successful completion of 9 SH of credit toward the standard certificate (CER) graduates of the Alabama State Trooper Academy are eligible for 15 semester hours of transfer credit for CRJ 110, CRJ 116, CRJ 216, CRJ 220, and a PED elective. Following successful completion of 9 SH of credit toward the standard certificate (CER) graduates of the Alabama Police Academy are eligible for 9 semester hours of transfer credit for CRJ 110, CRJ 116, and a PED elective. (Application to offer the Standard Certificate (CER) Law Enforcement Option pending approval by the Alabama Department of Postsecondary Education and the Alabama Commission on Higher Education. Anticipated available date: 2012 spring semester)

**Program:** Criminal Justice **Type:** Standard Certificate

## Area I: Written Composition

Item #	Title	Credits
ENG 101	English Composition I	3

### Area II: Humanities and Fine Arts

Item #	Title	Credits
	SPH 106 or SPH 107	3

### Area III: Natural Sciences and Mathematics

Item #	Title	Credits
CIS 146	Microcomputer Applications	3
	MTH 116 or higher	3

# Area V: Additional General Education Courses, Major Courses and Electives

Item #	Title	Credits
CRJ 100	Introduction to Criminal Justice	3
CRJ 110	Introduction to Law Enforcement	3
CRJ 116	Police Patrol	3
CRJ 140	Criminal Law and Procedure	3
CRJ 146	Criminal Evidence	3
CRJ 150	Introduction to Corrections	3
CRJ 178	Narcotics/Dangerous Drugs	3
CRJ 208	Introduction to Criminology	3
CRJ 209	Juvenile Delinquency	3
CRJ 216	Police Organization and Administration	3
CRJ 220	Criminal Investigation	3
	PED Elective	3
	Total credits:	48