

Ground Combat Instructor

This is a 2.5 day 24 hours skill building program was developed to educate, train and certify agency level instructors in "Ground Combat Tactics" and was developed by law enforcement professionals with a strong background in military, and both traditional and mixed martial arts, and real world street fighting.

With the growing interest in martial arts across the country and in mixed martial arts (MMA) officers are faced with the strongest possibility that they will be confronted with skilled attackers. This program will discuss why developing your own definitions and terminology is vital to winning in the courtroom and why your programs must have a legal-medical-tactical soundness, how to develop your own fighting profile and work within your own physical limitations, defend against chokes, learn how to defeat limb and neck submissions, weapons control in and out of the holster, defense from conventional and unconventional weapons in ground attacks, and much more.

<u>Topics covered in the program include:</u>

- Defending the take down
- Advanced falling techniques
- Limb control techniques and control methods
- Cross trapping and mounting tactics
- Transition for ground positions
- Control and stabilization tactics
- Weapon defense ground defense positions
- Controlling the pace and breathing
- Baton deployment from the ground
- Disarming tactics for blunt instruments
- Escapes & counters from the ground
- Grip and hold techniques
- Weapon retention in and out of the holster
- Integrated use of force options
- Power locks & grips
- Maintaining your DT program

Duration: 2.5 Days **Tuition:** \$549.00

Equipment Required: Clothing and footwear for defensive tactics instruction, with whistle and lanyard. Duty belt with holster, training weapons, inert aerosols, body armor, impact weapon, protective equipment, groin protection and mouthpiece.

This is a physically demanding course and follows our ground defense format. Learn the same techniques that work either standing or on the ground!