

PROPERTIES OF SURVIVAL



PRIMARY ELEMENTS

1. Awareness
2. Assessment
3. Response

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COLOR CODES

WHITE:



Unprepared for violence, not alert to symptoms or signs of violence. Going about your business in an ignorant daze. Many car accidents happen because drivers are in condition white.

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COLOR CODES

YELLOW:



Relaxed alertness. Not tense or nervous, but maintaining mental awareness of surroundings and possible intent of others. Looking and noticing who is present and knowing routes of escape in every situation you find yourself in.

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COLOR CODES

ORANGE:



Perception of a threat, but unknown in nature.
IE: The sound of glass breaking which could indicate a burglar or just a cat knocking something over. This heightened state causes BAR (Body Alarm Reaction) .

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COLOR CODES

BAR:

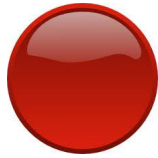
Causes increase in blood pressure, pulse and rate of respiration Generally caused by a quick and threatening perception.

IE: A car moves into your lane and you must quickly react to avoid a collision

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COLOR CODES

RED:



You perceive immediate danger to you. With a direct threat, you immediately take cover, draw your firearm, control the lane of egress, and use verbalization to engage and challenge the threat.

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COLOR CODES

BLACK:



The level corresponds to a direct lethal assault in progress, a non-negotiable situation. This action requires the need to neutralize the situation by shooting to stop the attacker.

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BENEFITS OF AWARENESS

1. You can escape trouble by avoiding it.
2. Creates time for planning.
3. If the assailant knows you are aware and possibly prepared – he may decide to find another victim.

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THREAT ASSESSMENT

1. You must understand the level of jeopardy facing you. The attacker may mask his true intentions. The severity of potential harm may not be completely evident.
2. Your response needs to be appropriate to the perceived threat level.
3. Overreaction will cause you legal problems.

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ELEMENTS OF RESPONSE

In order of importance:

1. Proper tactics.
2. Skill with the weapon.
3. Proper choice of weapon.

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CONSIDER....

A hit with a 9mm is better than a miss with a .45.

A slow hit is better than a fast miss.

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RULES FOR A GUNFIGHT

If you know you are going into a gunfight – DON'T GO!

Be courteous to everyone. Drop your guard for no one.

Be polite and professional. Realize everyone you see or don't see can present a threat. Immediately formulate a plan to neutralize every threat you encounter.

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RULES FOR A GUNFIGHT

Have a backup plan. Your primary plan will probably not work.

Use a firearm that works flawlessly every time with your carry ammunition.

Act quickly and decisively but don't act too soon or overreact.

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RULES FOR A GUNFIGHT

USE COVER

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RULES FOR A GUNFIGHT

Anything worth shooting is worth shooting more than once. Don't stop shooting until the threat has stopped.

A slow hit is better than a fast miss.

Realize every shot you fire hit somewhere. A miss on your attacker may be a hit on an innocent person. Take bystanders and backstops into consideration.

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RULES FOR A GUNFIGHT

A hit with a small caliber round is better than a miss with a small caliber round.

Move away from your attacker. Distance is your friend.

In ten years nobody will remember the make and model of the firearm used...only who lived.

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RULES FOR A GUNFIGHT

If you are not shooting you should be:

Communicating

Reloading

And / Or Running

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RULES FOR A GUNFIGHT

Win at any cost (except at the expense of harm to innocents).

There is no such thing as a fair fight. Someone will have the advantage – make sure it's you!

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RULES FOR A GUNFIGHT

Flank your adversary when possible and protect your own flanks.

Watch the hands. Eyes are the windows to the soul but it's the hands that kill.

After you stop the assailant – scan for others

When scanning for bad guys...look for body parts (arms, feet, etc.) Not just a full body.

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RULES FOR A GUNFIGHT

**THE SOONER THE
FIGHT ENDS
THE LESS SHOT
YOU WILL GET!**

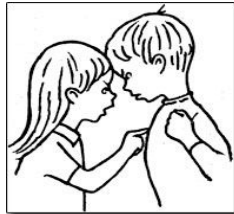
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NON VIOLENT DISPUTE RESOLUTION



What is conflict?

- **“A struggle to resist or overcome; contest of opposing forces or powers; strife; battle. A state or condition of opposition; antagonism; discord. A painful tension set up by a clash between opposed and contradictory impulses.”**



From Conflict to Cooperation

Essential Skills

- **Neutralizing**
 - Any action that neutralizes negative behavior in order to meet them where they are and move to common ground
- **Redirecting**
 - Any behavior that changes the direction of an interaction. Neutralizing precedes redirecting.

Neutralizing

- Neutralize with body and facial expressions
- Neutralize vocally with volume and speed
- Don't Engage -- Probe!
- Listen to understand -- it is not "mine or theirs"
 - Empathize
 - Backtrack
 - Clarify
 - Summarize what you've heard
 - Confirm to make sure you got it right

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EMOTIONALLY DETACH FROM VERBAL AGGRESSION.

Don't identify with the situation or take it as an physical attack.

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