G-1 Simulation

ATM – Directions and Timelines

Description:

- Defender is approaching, processing and withdrawing money from an ATM machine.
- Defender notices the attacker (ability, tool and intention) at different times, distances and directions. Attacker's action starts at a distance of about 3-5 meters, and ends up close from sides or rear
- Problems include different level of confrontations and threats. Knife threat included.

Essence:

- Direction and distance-related timeline.
- Dealing with knife threats from side and rear.
- Evaluation of types of intentions and levels of dangers.

Pre-fight

- Body language, posture and scanning
- Retreat and avoidance; prevention using verbal communication;
- Strong and determined preemptive attack should be used at the appropriate situation

Fight (assuming the defender failed in performing the pre-fight options/solutions)

- Dealing with minor problem (not dangerous)
- Early phase - Turn to attacker and do frontal techniques of defend and counter attack at long or middle range
- Dealing with mid-level problems as choke from behind and push of head to the wall
- Neutralize knife threats at long or middle ranges from the side - Deflect and counter attack.
- Neutralize knife threats at long or middle ranges from the rear - Deflect and counter attack

Post-fight

- Dealing with a returning attacker – kicking or striking with circular attacks (suitable for 360 defenses)
- Positioning; scanning; getting belongings, escape
- Verbal continuation
- Body scan and injury check
- Recruiting assistance

Upgrade - for higher grades/levels

- The attacker can have a pistol
- More than one assailant
- Accompanied defender to exercise 3rd part consideration and protection

G-2 Simulation

Two Attackers in a Bar / Confined Area

Description:

- Two attackers against the defender; Location: Bar; Restaurant; Relatively small room with furniture.
- At first, the attackers approach from the front; Quarrel starts and deteriorates; Time line for aggression is included in this simulation *(based on P2 material)*
- At the next stage, attackers take a divided approach, approaching from different directions.

Essence:

- Composed threats and dangers;
- Timeline of aggression;
- Defender's actions including:
  - Tactical behavior for prevention and de-escalation
  - Defending oneself against different armed and unarmed attacks
  - Use of common objects; creating openings and "passing through" objects and people
  - Advanced option - Considering and defending a 3rd party;

Pre-fight

- Early escape
- Verbal to de-escalate
- Acquiring a common object (chair, stick, stone-like objects) - to act or threaten (posturing)
- Preemptive attacks; use of objects; use of other people in the area (recruiting assistance);

Fight (assuming the defender failed in performing the pre-fight options/solutions)

- Reposition with counter attacks
- Use of corners and walls
- Use of objects
- Relevant defenses, releases, counters

Post-fight

- Considering the tight space, fast exit from the hostile environment
- Use of objects
- "Regular tactics"

Upgrade

- Three Attackers