CQB-LF 01

Intensive CQB course with live fire



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www.ProjectGecko.info









CQB-LF?

The course.

The Close Quarters Live Fire course is an intensive CQB course which consists of the use of both Airsoft & live fire training modules. This unique program spans over the course of three complete days and is suitable for people with basic CQB & shooting experience.

The level.

In the first 2 days of the course we will focus on different structure shapes and tactics. We will practice the learned tactics and procedures with Airsoft guns and intensive Force on Force (FoF).

The final day of this course is in the range with live fire summary. For more information regarding the progress, check out the content of the modules in the next pages.











Our Methodology.

Our System.

The methodology at Project Gecko is based on our field experience, influenced by science and dictated by constantly changing reality of threats. With that being said, we at Project Gecko are committed to teach and develop our CQB system to the highest standards while sticking to science based principles & facts.

The Origins.

The origins of our methodology are in the Israeli tactics. Our CQB - lead instructor is a former Israeli SF member with an extended experience in the field of closed quarters.











Human behaviour.

We believe that its not all about the technique or equipment, but the human behind it. In extreme situations, such as violence, the human being is effected by the weight of emotions, mental capacity & several physical changes. From experience, these factors are what will eventually effect and turn the person into working in a default manner.

Not all tactics are behavior compliance, most tactics actually fall within the first moment of engagement.

The tactics we use, as well as our approach, are backed by science and not only years of experience in the Israeli Defense Forces.

Our work is based on psychology, neuroscience, motor skills and the human behavior as important guidelines in our work to create and deliver a reality relevant, cutting - edge CQB system.











Your reward.

Its all about the human performance. So is our system.

In our courses we focus on survivability, human behavior and additional science based factors, that are the key for reality relavent tactics or procedures.

In this course you will learn how to work, react and assess under extreme stress while sticking to a very systematic way of solving geometry based problems.

In the end of this course you will be familiarized with architecture, behavior based tactics and reality based scenarios that will proof the relevance of our system.



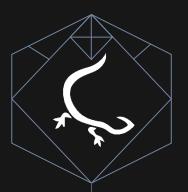


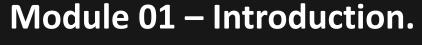






TRAINING MODULES





Introduction to the art of CQB, its principles as well as terminolgy. In this module we will also focus on the anatomy of rooms, shapes & the geometry that is involved in room clearing.

The goal – understanding the danger & effect of shapes as well as geometry.

Module 02 – Combat stance.

Your body language speaks volumes. So does performance. In this module the students will be introduced to the CQB combat stance based on the Israeli principles.

Goal -

- Rifle manipulations in tight environment
- Muscle memory & performace improvment
- Improving motor skills & situational awareness

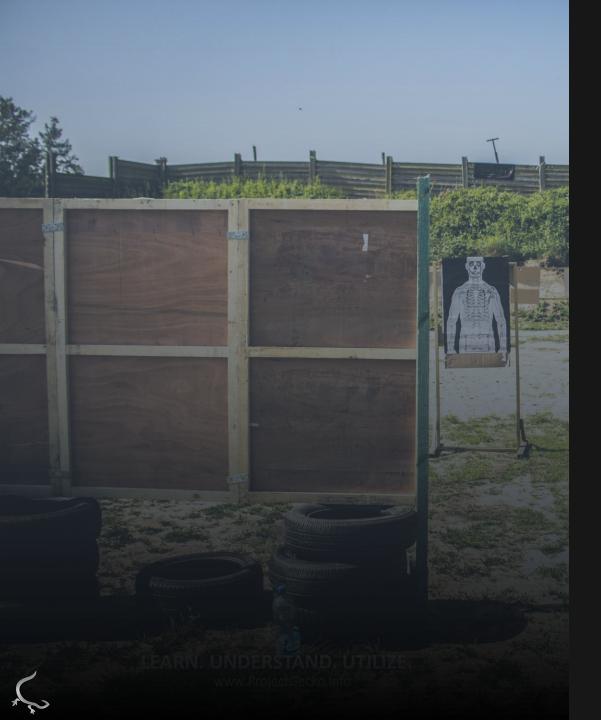






Get the Intel.





Module 03 – Framework

In this module the students will be introduced to the art of angles manipulations. The students will learn the most effective techniques for slicing angles from outside of the room.

The goal.

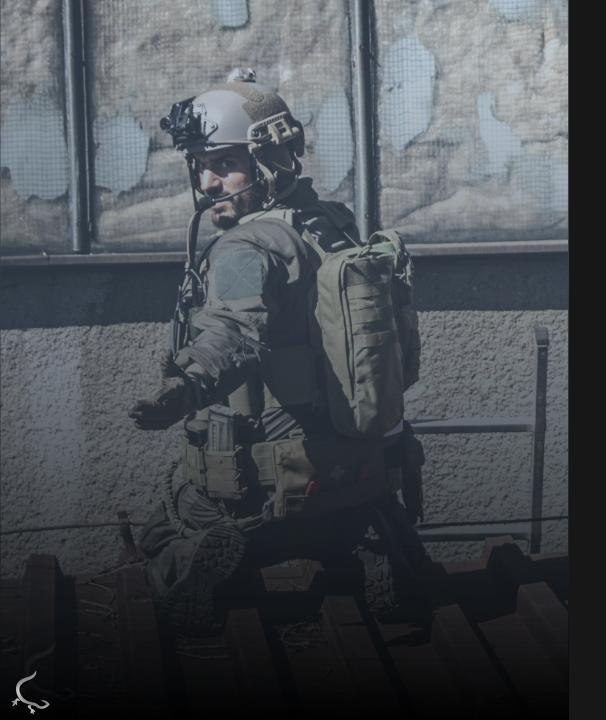
- Proper foot & stance work
- Safety guidelines
- Several techniques (search / offensive)

Module 04 – Wingman concept

This module is set to highlight the importance as well as possabilities within the proper use of wingman. Its all about maximizing capabilities, protection as well as efficiency.

The goal.

- Weapon flow
- Learning how to work safe in close proximities
- Angular efficiency & the rainbow method
- Split link up



Module 05 – CeFed Techniques

The first room clearing module. The students will discover the reality of room clearing within Center Fed rooms. We will do that by highlighting the threat, realm of possabilities and more.

This module will begin with 2 men techniques and we will gradually bring the students all the way up to the performance level of a 4 men. This module its focus is on box shaped rooms.

Goals.

- DLP to LP techniques
- Communication & responsabilities
- Weapon & movement flow
- The module will consist on both dry as well as Force on Force simulations.
- This module will focus on empty rooms

Module 06 – High Low

In this module the students will learn the high low technique and its application within different scenerios. Why, how and when we will use this technique.

This module will orient around communication & situational awareness of both Individuals.



Module 07 – CoFed Techniques

In this module we will focus with the students on Corner Fed rooms, its structural affect as well as geometry difference to the previous taught. We will do that by highlighting the threat, realm of possabilities and more.

This module will begin with 2 men techniques and we will gradually bring the students All the way up to the performance level of a 4 men. This module focus is on box shaped rooms.

Goals.

- DLP to LP techniques
- Communication & responsabilities
- Weapon & movement flow
- The module will consit on both dry as well as Force on Force simulations.
- This module will focus on empty rooms

Module 08 – Post Entry

A very detailed module, where the participiants will be introduced to the post entry phase or simply the – "After entry". The students then will practice the learned techniques in rooms full with obstacles and difficulties.

The focus.

- Over penetration
- Fields of fire & its impact on safety
- Maneuverability & Secondary corners



Module 05 – Tubular shapes

Tubular shapes such as corridors, passages or tunnels are part of any urban terrain. Its principles are the same, but its complexity varies.

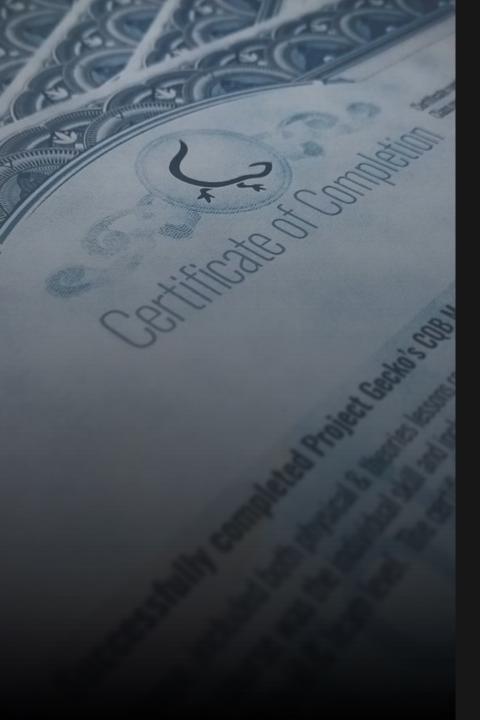
In this informative module we will:

- Understand offset exposure by regular / iregular frames
- How to work with T sections
- How its geometry interacts with FF
- Understand the difference & principles

Module 06 – Limited Penetration

... are clearing techniques based on the IDF SF procedures. In this techniques, the students will learn how to solve the majority of the room from the outside, or how to manage complicated situations from the door. We will focus on working 2 to full team cells.

The students wil also get to learn about the human physiology in extreme situations.



Module 07 – Door anatomy

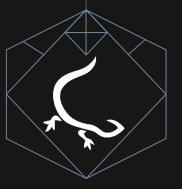
In this practical part of the DA, the students will learn how to:

- Frame sweep for traps / IEDs / obstacles
- Interact with different opening positions & directions of the door
- Offset / Dual stack on doors

Module 08 – Live Fire.

Final day & demanding part of the course. This module introduces the students to the live fire part of the course. During this module, the students will repeat several of the tactics & procedures learned in the previous days with live rounds.

*The progress as well as chronological order of the modules are subject to change and are based on the class progresssion and Educational development.



EQUIPMENT LIST

In the next page you will find the list of the required peice of gear you will need to bring. To make it simple for you: Train as you fight – Think comfortable, effective and in the context of CQB.



Head gear

- Helmet (not must)
- Eye & ear protection
- Head lamp

Load out

- Plate carrier / Chest rig
- Hydration pack
- Multitool
- IFAK

Protection

- Kneepads
- Gloves

Admin related

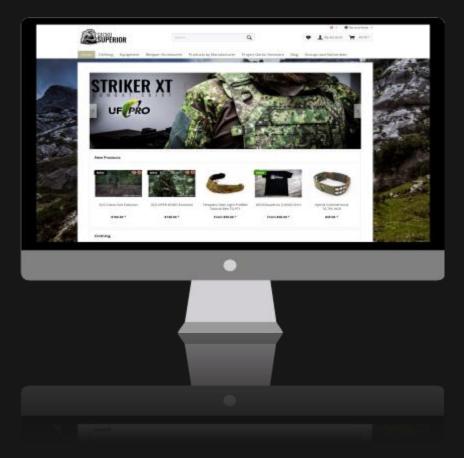
- Bluegun / Airsoft carbine
- Radios (not a must)
- Sleeping bag (etc)
- Writing tools (pen,notes,etc)

Clothing

- Tactical clothing (ufpro, 5.11,etc)
- Clothing for change

Tactical boots





Need equipment ? Check our shop! www.GeckoSuperior.com









Technical Information. Location – Price - Date



Class Duration & info.

- Start: Friday 0900
- End: Sunday 1700
- * Evey day starts at 0900 and ends at 1700.



Location.

- Prague, Czech Republic
- Location address will be given after registraiton.



Price.

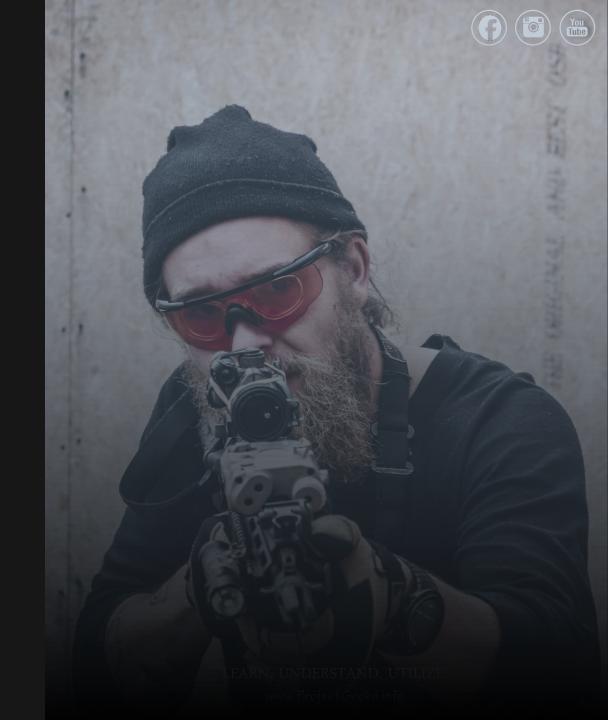
- 360€ (including rifle & bullets)
- Bullet count: 200 a day.



Accommodations.

- Not included.
- For posible options check the next page!













REGISTRATION

Without registration you will not be eligible to join this course. Please Click or follow the link below to fill up the registration formula

CLICK HERE TO REGISTER

COPY PASTE URL - HTTPS://GOO.GL/3UA38J