

Tactical Close Combat Training System International

"This report provides an historical account and analysis of the U.S. Army Research Institute's (ARI) research and development (R & D) efforts on structured simulation-based training (SST). These R & D efforts have led to the development of 30 research reports, 14 conference papers, and over 200 training support packages (TSPs). The developed TSPs focused on optimizing the simulation-based training opportunities for armor and mechanized infantry platoons and companies, and their battalion and brigade staffs. The TSPs have also been developed for representatives of a battalion's or a brigade's combat support and combat service support elements. This report's findings indicate that the developed TSPs would, if utilized properly, help the U.S. Army more fully exploit its advanced simulation-training systems. In addition, 43 lessons learned have been derived from these SST projects. The present report provides a central information source on ARI's SST efforts, and has important implications for future SST research and development efforts."--Stinet.

Boaz Aviram is the Third in Lineage Israel Defense Forces (IDF) Krav Maga Chief Instructors at the Combat Fitness Academy succeeding Immi Lichtenfeld and Eli Avikzar. The original IDF Krav Maga Curriculum entailed twenty-one hour core training curriculum in which ballpark two hundred and fifteen techniques were drilled in specialized sequences to maximize efficiency and tactical navigation of reaching opponent's pressure points first with devastating results. This twenty-One Hour Core Curriculum was rehearsed over three week period to allow instructors' evaluations and sufficient training. In this manual the author is about to make anyone with sufficient one hundred hours of intensive training in the original Core Curriculum a Krav Maga and hand-to-hand Combat Expert. Current Hand-to-hand Combat Training Methods and Martial Arts at large tend to neglect the human reaction limits and therefore add many drills and techniques that are not suitable to Hand-to-hand Combat!

Armor

Hearings Before a Subcommittee of the Committee on Appropriations, House of Representatives, One Hundred Fourth Congress, Second Session

Journal of the House of Representatives of the United States

Military Construction Appropriations for 1998

Design, Implementation, and Applications

Hearings Before a Subcommittee of the Committee on Appropriations, House of Representatives, One Hundred Fifth Congress, First Session

Some vols. include supplemental journals of "such proceedings of the sessions, as, during the time they were dependent on, were ordered to be kept secret, and respecting which the injunction of secrecy was afterwards taken off by the order of the House." This Handbook, with contributions from leading experts in the field, provides a comprehensive, state-of-the-art account of virtual environments (VE). It serves as an invaluable source of reference for practitioners, researchers, and students in this discipline. It also provides practitioners with a reference source to guide their development efforts and addresses technical concerns, as well as the social and business implications with which those associated with the technology are likely to be faced. Each chapter has a strong theoretical foundation, practical implications are derived and illustrated via the many tables and figures presented throughout the book. The Handbook presents a systematic and extensive coverage of the primary areas of research and development within VE technology. It brings together a comprehensive set of contributed articles that address the full range of issues to define system requirements and design, build, evaluate, implement, and manage the effective use of VE applications. The contributors provide critical insights and principles associated with their given area of expertise to provide extensive detail on VE technology. After providing an introduction to VE technology, the Handbook organizes the body of knowledge into five main parts: *System Requirements--specifies multimodal system requirements, including physiological characteristics and system design. *Design Approaches and Implementation Strategies--addresses cognitive design strategies; identifies design illusions that can be leveraged in VE design; discusses navigational issues, such as becoming lost within a virtual world; and provides insights into structured approaches to content design. *Health and Safety Issues--covers direct physiological symptoms, neurophysiology and physiological correlates of motion sickness, perceptual and perceptual-motor adaptation concerns. *Evaluation--addresses VE usability engineering and ergonomics, human performance measurement in VEs, and protocols; and provides means of measuring and managing visual, proprioceptive, and vestibular aftereffects, as well as engendering sense of presence. *Selected Applications of Virtual Environments--provides a compendium of VE applications. The Handbook closes with a brief review of the history of VE technology. The final chapter provides information on the VEs, providing those interested with a number of sources to further their quest for the keys to developing the ultimate virtual environment.

System Specification for Close Combat Tactical Trainer Device 17-159

Structured Simulation-based Training Program for a Digitized Force

Management Framework Improved, But Challenges Remain : Report to the Chairman, Committee on Armed Services, House of Representatives

Research Report

Military Construction Appropriations for 1997: Justification of the budget estimates, appropriation request for fiscal year 1997
Training Model for Contingency Operations

"This report describes the work done on the "Structured Training for Units in the Close Combat Tactical Trainer-2" (STRUCCTT-2) Project, a follow-on to the STRUCCTT Project. The purposes of this project were to (a) develop additional exercises for inclusion in the initial training support packages (TSPs) and (b) develop an orientation course TSP and exercises which are necessary to support the Close Combat Tactical Trainer (CCTT) complete system fielding. This report first summarizes the background (the use of structured simulation-based training in CCTT) and identifies the technical objectives for the project. The development section discusses the processes used to create the TSBs. The formative evaluation section details the project evaluation strategy and method and includes a description of exercise and TSP testing and modification. Following this segment, the lessons learned present issues regarding this project's processes and product development which provide insight and direction for additional development work. The final section of the report contains a discussion of recommendations for future TSP development."--Stinet.

"This report discusses the Army's initial research into converting Force 21 Training Program (FXXITP) products to meet the increasingly pressing training needs of digital battle staffs. The report describes the activities and outcomes of the U.S. Research Institute for the Behavioral and Social Sciences (ARI) Force 21 Training Program Digital (FXXITP-D) project. The project developed an approach that supports the conversion of existing training products in order to meet new training needs. During the project, the conversion approach was employed to research and enact conventional to digital conversions of selected FXXITP products, including the Battle Staff Training System (BSTS) and Combined Arms Operations at Brigade Level, Realistically Achieved Through Simulation (COBRAS) vignettes, Brigade Staff Exercise (BSE), and Brigade and Battalion Staff Exercise (BBSE). In addition to the conversion approach and prototype digital training products, the project identified a number of lessons for the continuing development of digital training and the digital force."--Stinet.

U.S. Marine Close Combat Fighting Handbook

The Tactical Skills Of Hand-to-Hand Combat

List of U.S. Army Research Institute Research and Technical Publications

Simulation Training

United States Statutes at Large

Report on Development and Lessons Learned

Volumes for 1950-19 contained treaties and international agreements issued by the Secretary of State as United States treaties and other international agreements.

Today's Marines operate within a continuum of force where conflict may change from low intensity to high intensity over a matter of hours. Marines are also engaged in many military operations other than war, such as peacekeeping missions or noncombatant evacuation operations, where deadly force may not be authorized. During non-combative engagements, Marines must determine if a situation warrants applying deadly force. Sometimes Marines must decide in a matter of seconds because their lives or the lives of others depend on their actions. To make the right decision. Marines must understand both the lethal and nonlethal close combat techniques needed to handle the situation responsibly without escalating the violence unnecessarily. Marine Corps Reference Publication (MCRP) 3-02B, Close Combat, provides the tactics, techniques, and procedures of Marine Corps close combat. It also provides the doctrinal basis for the Marine Corps Close Combat Training Program (MCCCTP). This manual contains the following chapters: Overview of Close Combat 1. Purpose of Close Combat 2. Continuum of Force 3. Marine Corps Tactical Concepts Chapter 1. Fundamentals of Close Combat 1. Ranges of Close Combat 2. Weapons of the Body 3. Target Areas of the Body 4. Pressure Points of the Body 5. Basic Warrior Stance 6. Angles of Approach and Movement 7. Balance and Off-Balancing 8. Falls Chapter 2. Lethal and Nonlethal Weapons Techniques 1. Bayonet Techniques 2. Nonlethal Rifle and Shotgun Retention Techniques 3. Nonlethal Handgun Retention Techniques 4. Firearm Disarmament Techniques Chapter 3. Hand-Held Weapons 1. Fundamentals of Knife Fighting 2. Knife Fighting Techniques 3. Weapons of Opportunity 4. Fundamentals of Combative Stick 5. Combative Stick Techniques 6. Blocking Techniques 7. Unarmed Against Hand-Held Weapons 8. Counters to Hand-Held Weapon Attacks Chapter 4. Strikes 1. Principles of Punches 2. Punches 3. Strikes with the Upper Body 4. Strikes with the Lower Body 5. Counters to Strikes Chapter 5. Throws 1. Turning Throw 2. Hip Throw 3. Leg Sweep Chapter 6. Chokes and Holds 1. Types of Chokes 2. Chokes 3. Counters to Chokes and Holds Chapter 7. Ground Fighting 1. Offensive Ground Fighting 2. Defensive Ground Fighting 3. Ground Fighting Chokes Chapter 8. Nonlethal Techniques 1. Unarmed Restraints and Manipulation 2. Nonlethal Baton Appendix A. Pugil Stick Training 1. Pugil Stick Training 2. General Rules and Regulations Governing Pugil Stick Bouts 3. Directions for Making Pugil Sticks Appendix B. Safety Precautions During Training 1. General Safety Precautions 2. Safety Precautions for Individual Techniques

Proceedings and Debates of the ... Congress

The Krav Maga Expert - Mental Training to become Pure Krav Maga and Hand-to-hand Combat Expert

Hearings Before a Subcommittee of the Committee on Appropriations, House of Representatives, One Hundred Third Congress, First Session

Military Construction Appropriations for 1994: Justification of the budget estimates, Army

Military Construction Appropriations for 1998: Justification of the budget estimates, appropriation request for fiscal year 1998

Structured Training for Units in the Close Combat Tactical Trainer

This is not a book about techniques. Black Belt Hall of Famer and Tier One tactical instructor, Ernest Emerson opens the doors to the previously hidden Strategies, Tactics, and Mentality of the world's deadliest warriors, giving you the tools to upgrade your training in any system, into a truly effective program of combat ready skills. Emerson's genius is in being able to break down human conflict (combat) into its most basic component parts and then explain them in terms that make perfect sense. Then in turn, he gives you the ability to train and supercharge those components individually so that when they are reassembled the result is an Abrams tank powered by jet engines. But again, you must be cautioned, if you're looking for a book on how to block a punch, you won't find it here. This is about giving you the means to create a supercharged capability to take what you already know to the elite level, ready for actual combat. The difference between tier one operators and the rest of us is not that they know more techniques or possess secret skills. They know the same things as we do. They just know how to do them much better. Emerson takes you into his classroom to teach you the real secrets, the forbidden knowledge of the warrior elite, America's Special Operations and Black Ops Units. The problem with training for real-world hand-to-hand combat skills is that almost all martial arts are over 200 years removed from actual combat and have been softened up or "sporterized" to be palatable to the general public. The difference between conventional training and combatives training is defined by two simple words; intent and intensity. Each needs the other to be maximally effective and conventional martial arts lack both. Without truly knowing if something will actually work in live combat, how can an instructor teach combat skills to someone whose life may depend on those skills? If you are ever in a situation where you're face-to-face with pure evil, one who is hellbent on your destruction, and you're not both physically and mentally prepared for violent, deadly combat, then that is the day you will likely die. The author shows that you must be able to bring violence of action against the bad guy to such a degree that it doesn't

just counter his attack, but destroys him, for attempting to do you harm. You will learn how to evaluate your current training against the criteria of the perfect technique, to judge everything you do as to whether it will work in real combat or not, and avoid wasting your valuable time doing things that are of no value. Learning and applying principles and concepts outlined in this book will give you the confidence you need, to never again wonder "Will this really work or Can I do this? You will learn that the true mastery of fighting skills is not just based on confidence in the techniques but ultimately in the confidence you have in yourself. Some of the subjects covered in detail include;1. The principles, strategies, and tactics of combat2. The physical, physiological, and psychological effects of combat on the human body and how to use them to your advantage3. The 3 Laws of Combat and the 6 Instinctual Triggers4. The high art of preemptive self-defense5. The importance of being able to distinguish between capability and capacity Combative fighting skills is not a martial art. It is hard, intense, painful training along with the development of the Warrior Mindset, which is really more valuable than any other skill you possess. Without that mindset and the iron will to win, you are only using half of your power. The other half is in the mind. You will learn how important it is to never neglect one for the other. Ernest Emerson has worked with members of the Naval Special Warfare Community, Navy SEALs for over 25 years. He carried a DOD top secret clearance for 15 years. He is the owner of Emerson Knives, Inc. and the Black Shamrock Combat Academy in Los Angeles California.

Professional publication of the RD & A community.

Final prototype development

Surviving in the Arena of Life and Death

A Professionals' Guide to 24 Urban Self-Defence and Close Quarter Combat Systems

An Historical Review of Selected DARPA Projects

DARPA Technical Accomplishments

Weapon Systems

Report establishing the performance, design, development, and inspection requirements for the Close Combat Tactical Trainer (CCTT) prime item.

Describes the evolving coordination of simulation activities under the auspices of the Defense Modeling and Simulation Office within DoD. Also addresses the Army's efforts to strengthen the management of its simulation programs, with a particular focus on the acquisition of the Close Combat Tactical Trainer (CCTT). Also includes a review of the Army's CCTT acquisition plan to ensure that it provided for: high level mgmt. oversight, system interoperability, and integration of the system with more traditional forms of training for greater cost effectiveness.

Conference Report (to Accompany H.R. 2647).

Follow-on Development of Structured Training for the Close Combat Tactical Trainer
Design, Development, and Lessons Learned

National Defense Authorization Act for Fiscal Year 2010

Congressional Record

History and Lessons Learned

"This report describes the third in a series of projects to design and develop the Commanders' Integrated Training Tool (CITT) for the Close Combat Tactical Trainer (CCTT), a system of armored vehicle manned-module simulators and workstations that allows units to train collective armor and infantry tasks at the platoon through battalion task force level. The CITT provides unit commanders and other trainers with comprehensive information on CCTT and on structured training as well as the ability to produce exercise Training Support Packages. Previous projects produced the design for the objective CITT and prototype applications in desktop and web-based formats. The current project produced a fully-fieldable CITT including the embedded CCTT Exercise Initialization Tool. This version was expanded to include stability and support operations capabilities, use of CCTT enhancements, and increased flexibility of file use to allow it to run on any computer with sufficient resources. Near-, mid-, and long-term implementation strategies and fielding plans were developed and are presented along with lessons learned and recommendations for future actions."--DTIC.

This report describes the design of the Commander's Integrated Training Tool (CITT) for the Close Combat Tactical Trainer (CCTT), a system of armored vehicle manned module simulators and workstations that allows units to train collective armor and infantry tasks at the platoon through battalion task force level. CITT will allow commanders and other unit trainers to select, create, or modify structured training exercises for use when the unit trains using the CCTT. Although the project focused on the CITT design, it also included the development and refinement of a CITT prototype in standalone and distributed in tern et accessible versions. Additionally, the project included the development of an information overview presented in the form of videotapes and included in the CITT prototype, and the development of an implementation strategy and fielding plan. This report describes the activities involved in the development of the listed products along with the lessons learned during project completion.

The Seven Strategies of Hand to Hand Combat

Army Modernization Plan, 2002

Management Framework Improved, But Challenges Remain

Army RD & A Bulletin

Force XXI Training Program-digital Project
Handbook of Virtual Environments

Not looking so much at traditional martial arts, but at the more urban and lesser known specific combat systems and styles, written by sensei and professional instructors around the world, 'A Professionals' Guide...' profiles the following 24 systems; Agni Kempo, Applied Eskrima, Awareness Response Delivery (ARD), Bartitsu, Combat Ju-Jutsu, Concept Martial Arts, Etiquette Close Quarter Combat & Control, Escrima Concepts, Fight Fortress, Hard Target Combat System, Israeli Krav Maga, Jeet Kune Do, Karate as a Self-Defense System, Knives & Edged Weapons Awareness Programme (KEWAP), Kwon Bup, MeanStreets, Muay Thai as a Self-Defense System, Pankration, Progressive Kenpo, Real Combat System, Stage Combat, Sphere Combat System, Total Krav Maga and V.I.P.A. Tactical Training System. With over 70 images, this is an excellent guide for anyone looking to find the right combat or self-defence training, and a thought-provoking insight into the mind-sets, philosophies and training principles of some of the most renown urban combat specialists in the world today.

"This report describes the Structured Training for Units in the Close Combat Tactical Trainer (STRUCCTT) Project. The purposes of this project were to: (a) design and develop a basic core set of exercises to support initial Close Combat Tactical Trainer (user testing and future fielding, and (b) develop an exercise framework within which future exercises can fit as part of a contextually complete family of exercises. This report first describes the background of this initiative (the use of structured simulation-based training in CCTT) and identifies the objectives laid out for project completion. It then discusses the project's design, development, and formative evaluation processes. The design section describes the processes and procedures involved in creation of the exercise mission scenarios and training objectives. The development section highlights the processes that comprise and contribute to the creation of completed exercises, to include training support packages and demonstrations of performance. The formative evaluation section describes the project evaluation strategy and methodology, and the processes by which exercise testing and modification were conducted. Following this section, the lessons learned section presents issues which framed the project's progress and development, and which may provide insight and directions for additional developmental work. A final concluding section discusses the ramifications of this project, with recommendations for future development efforts."--Stinet.

How the Army Runs: A Senior Leader Reference Handbook, 2011-2012

With Author and Subject Index

The United States Army ... Modernization Plan

Military Construction Appropriations for 1997

The Commanders' Integrated Training Tool for the Close Combat Tactical Trainer

Field Artillery

This report documents the process and the products of a study examining training and training support for units involved in deployments for contingency operations. The purpose of this study was to assist U.S. Army leaders and training resource managers to better train units, staffs, leaders and soldiers based on the realities and challenges of the 21st century operational environment. It was completed in support of a specific request made by the U.S. Army Training and Doctrine Command (TRADOC) for assistance in providing training support to Army ground forces preparing for, participating in, or returning from contingency operations. The study began by surveying the existing body of knowledge concerning U.S. military contingency operations and military deployments conducted in the 1990s. The survey's purpose was to identify and codify full spectrum training and training resource requirements for units participating in contingency operations. The survey's findings were then used to develop an improved training model and associated templates, and to recommend changes in current training policies and procedures. The eight principal recommendations address training strategies, training documentation, resourcing, decision-making, and training management.

When Bradley Steiner self-published *The Tactical Skills of Hand-to-Hand Combat (Self-Defense)* in the mid-1970s, it sold out two sizable printings within eight months. In it, Steiner outlined the 12 tactical principles of self-defense from his American Combato™ system, which he had created in 1975 and which he still teaches today. A fusion of World War II close-quarter combat, traditional martial arts and realistic self-defense – incorporating lessons from Rex Applegate, W.E. Fairbairn, E.A. Sykes and Charles Nelson, among others – Steiner's program also included modern weapons and the excellent (if unorthodox) "dirty tricks" of alley, street and prison fighting, with which he had become familiar through his training of and association with New York Police Department officers. An entertaining and enlightening new introduction by the author provides a concise and illuminating history of the early days of self-defense training in the United States. Paladin Press is pleased to add this legendary self-defense manual to its Combat Classics collection.

List of U.S. Army Research Institute Research and Technical Publications, October 1, 1998 to September 30, 1999

Design, Prototype Development, and Lessons Learned

Approach, Design, and Functional Requirements. Volume I
Infantry
Structured Simulation-based Training Programs
Army RD & A.