



# Modern Warrior Project Comprehensive Situational Control

Student Hand-Out

## Knowledge & Awareness

**2 Golden Rules: It Can Happen to You & Trust Your Instincts**

Critical Situation = ↑ Risk + ↑ Stakes

Targets Represent VALUE & OPPORTUNITY

Threats Possess ABILITY + OPPORTUNITY + DESIRE to Harm

### Aggressors

Unsophisticated - Sophisticated  
Goals: Dominate, Acquire, Escape  
Tools: Fear, Despair, Disgrace, Disguise  
Being Aggressive ≠ Being the Aggressor

### Threats

1) Developing  
2) Obvious  
3) **Disguised**  
Not All Aggressors are Threats,  
But All Threats are Aggressors

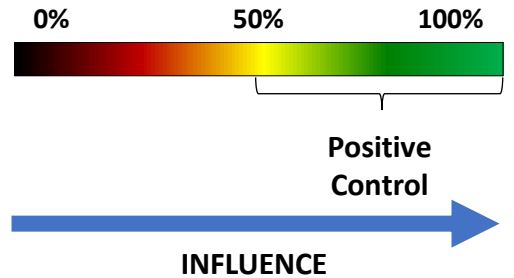
### Levels of Awareness

Green (Best), Yellow (Most Common), Red (Most Dangerous)

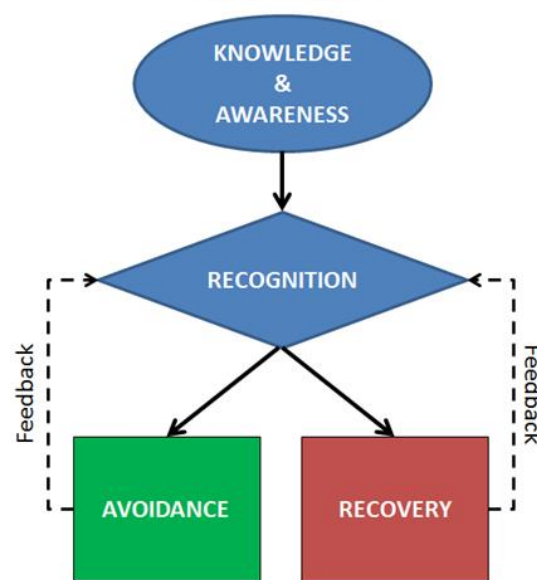
### Situational Awareness

5 W's; What's going on and how will it change as time/variables change?  
"Keep Your Head on a Swivel!" + Applying Basic Threat ID

## LIKELIHOOD OF FAVORABLE OUTCOME



## CSC Chain™



## Avoidance

### Security Plan

Physical + Procedural

### INFOSEC

Don't Share Anything You  
Wouldn't Tell an Aggressor

### Casual Defensive Posture

The "Default" stance

### The 5 P's of Avoidance

- Points of Influence:** Cover/Concealment, Circle of Action, Reactionary Gap
- Proper Use of PEDs:** Prioritize SA, Division of Attention
- Planned Advantages:** Pre-Selected, Carried or Stored, Convenient
- Proactive Attitude:** Wargame From Aggressor POV, "What If" Right Now
- Pre-Conflict Cues:** Take Earliest Action Possible Upon Recognition

### Value/Opportunity Management

If Value is HIGH, Opportunity Must Be LOW

### Basic Threat ID

Hands + Eyes + Surroundings

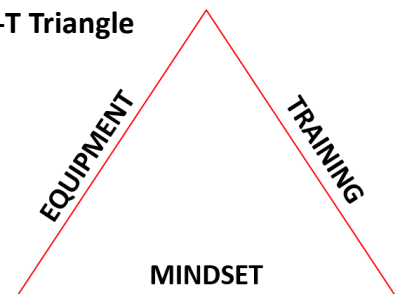
### Control

A.I.M. + Basic Threat ID

### De-Escalation

Slow Movements  
Submissive Speech  
Apparent Compliance  
Evaluate Circle of Action  
Respect Trigger Points  
Time the Recovery

## M-E-T Triangle



## Recovery

### Barriers to Recovery

- Poor SA/Late Recognition
- Fight, Flight, or Freeze
- Startle, Surprise, & Capture Shock
- Physical/Chemical Restraints

### Fundamentals of Recovery "ACTS FELT"

- A:** A.I.M.      **F:** Fully Commit or Appear to Comply  
**C:** Control the Battle Space      **E:** Establish Trigger Points/Disengage Criteria  
**T:** Time the Recovery      **L:** Look For Work  
**S:** Speed, Surprise, Violence      **T:** Transition to the Post Event Sequence

### Post Event Sequence

- Gain and Maintain SA
- Move to a Safe Location
- Contact the Authorities

### Critical Communication

Calm, Clear, Concise



# Modern Warrior Project

## Comprehensive Situational Control

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### Definitions

- **Aggressor** – the individual or group whose actions unlawfully endanger others
- **A.I.M. (Assess, Inventory, Manage.)** – a Tactical Decision Making Process (TDMP) model that individuals use to assess a Critical Situation, inventory the tools and skills available to influence the outcome, and manage the situation through the Avoidance or Recovery stages
- **Avoidance** – before or during a Critical Situation, the action of preventing something from happening
- **Awareness** – regarding the CSC Chain; perception of a situation
- **Basic Threat ID** – the initial evaluation of a person’s hands, eyes, and surroundings for indicators of danger
- **Casual Defensive Posture (CDP)** – a basic athletic stance with hands folded in close proximity to the chest; the position appears non-threatening but allows quick reaction to a Threat; similar to the law enforcement “interview stance”
- **Circle of Action** – the area around an individual that allows for valid Avoidance or Recovery strategies
- **Close Quarters** – any location in which the environment (i.e. proximity of objects, structures, and Threats) provides a limited Circle of Action and minimal opportunities for Avoidance
- **Circle of Action** – the area around an individual that allows for valid Avoidance or Recovery strategies
- **Combatives** – any system of hand-to-hand combat that provides an individual with the ability to protect their self, counter-attack their Aggressor, reduce or Neutralize a Threat, or create an Opportunity to escape
- **Comprehensive Situational Control (CSC)** – a system of practices and techniques designed to provide individuals with the ability to Recognize and Avoid Critical Situations, or Recover control during them
- **Concealment** – any object that provides visual obscuration but does not offer protection from harmful projectiles
- **Course of Action (COA)** – a procedure adopted in response to a given situation; designed to achieve a specific outcome
- **Cover** – any object that provides physical protection from harmful projectiles and generally offers visual obscuration as well
- **Critical Situation** – a set of circumstances for which the Risk and Stakes are exceptionally high
- **CSC Chain** – Knowledge and Awareness lead to Recognition and Avoidance or Recovery
- **De-escalation** – the process of reducing the likelihood for or intensity of a conflict or violent situation; an Avoidance strategy
- **Extreme Close Quarters (ECQ)** – an environment in which an individual is in such close proximity to a Threat that there is little to no definable Reactionary Gap
- **Fight, Flight, or Freeze** – the body’s automatic physiological response to fear or a perceived danger
- **Fundamentals of Recovery** – the framework for an effective approach to regaining control and ending a critical situation; these 8 fundamentals are easily remembered with the acronym “ACTS FELT”
- **Hazard** – an inanimate object, event, or condition (e.g. steep terrain, vehicular traffic, house fire, poor weather, low light environment) that serves as a potential source of danger
- **Influence** – in a Critical Situation, any action, behavior, or item that helps improve or restore Positive Control
- **Knowledge** – regarding the CSC Chain; facts, information, and skills acquired through experience or education
- **M-E-T Triangle** – the Mindset, Equipment, and Training an individual relies on to Influence Critical Situations
- **Neutralize** – to render a Threat or Hazard ineffective or harmless
- **OODA Loop** – a Tactical Decision Making Process (TDMP) model whereby an individual continuously observes the environment, orients their mental and physical capabilities around a problem set, decides on a course of action, and acts to resolve the situation
- **Opportunity** – a set of circumstances that make it possible to do something
- **P.A.C.E. Planning** – an approach to planning where a Primary, Alternate, Contingency, and Emergency method for accomplishing a Course of Action is established
- **Planned Advantage** – an item intentionally pre-positioned or carried for the purpose of Influencing Critical Situations
- **Point of Domination (POD)** – a physical location occupied by force as part of a Recovery strategy; provides for Situational Awareness, reaction time, protection, and a tactical advantage
- **Point of Influence (POI)** – a physical location opportunistically occupied as part of an Avoidance strategy; provides for Situational Awareness, reaction time, protection, and a tactical advantage
- **Positive Control** – in a Critical Situation, the ability to secure the outcome you desire; the goal of Recovery action; the individual or group with the greatest ability to drive the outcome in their favor is said to have Positive Control of the situation
- **Post Event Sequence** – the actions taken once an individual has regained control of a Critical Situation; 1. Gain and maintain situational awareness 2. Move to a safe location 3. Contact the authorities
- **Pre-Conflict Cues** – a signal for action based on Aggressor’s behavioral indicators of their impending decision to act
- **Proactive Attitude** – the process of determining the most likely Critical Situation to occur for a given set of circumstances and working to prevent it
- **Proper Use of PEDs** – prioritizing Situational Awareness and division of attention over personal electronic devices
- **Reactionary Gap** – the time and/or distance needed to effectively react to a given Threat
- **Recognition** – regarding the CSC Chain; identification of a Threat, situation, or Hazard from previous encounters or knowledge
- **Recovery** – in a Critical Situation, the action or process of regaining Positive Control by force
- **Risk** – in a Critical Situation, the variability of outcome or the ease with which a situation can turn from positive to negative
- **Security Plan** – the combination of physical and procedural security measures in place to protect a person, location, or event; should be layered and oriented around a specific Threat
- **Situational Awareness** – the perception of environmental elements and events with respect to time and space, the comprehension of their meaning, and the projection of their status after some variable has changed
- **Speed** – 1) the rate at which an action is performed 2) a combat principle emphasizing pace, momentum, and pressure to overwhelm the opposition
- **Startle** – the involuntary, physiological, protective reflex to a sudden intense stimulus
- **Stake** – that which is in jeopardy of being won or lost
- **Surprise** – 1) the state of emotional distress and/or confusion that exists following an unexpected event 2) a combat principle emphasizing actions that are unexpected by the opposition
- **Tactical Decision Making Process (TDMP)** – in a Critical Situation, the systematic approach to the mental process used to consistently determine the best Course of Action in response to a given set of circumstances
- **Target** – regarding CSC; a person or object that has Value to and provides Opportunity for an Aggressor
- **Threat** – a person that one reasonably believes possesses the Ability, Opportunity, and Desire to endanger one’s life or the lives of those nearby
- **Developing Threat** – an individual or group whose actions are escalating towards becoming dangerous but not yet to the point where they can be classified as a Threat; an Aggressor whose actions are intensifying
- **Disguised Threat** – an individual or group that intentionally masks their Ability and Desire to harm you in an effort to increase their Opportunity
- **Obvious Threat** – an individual or group that clearly presents all 3 elements of a Threat
- **Transitional Space** – any location that connects multiple environments and provides Aggressors with a tactical advantage such as ease of access, an element of surprise, or a quick escape
- **Trigger Point** – in a Critical Situation, any event which compels Recovery action
- **Value** – the estimation of something’s worth
- **Violence** – a combat principle emphasizing organized and controlled aggression to dominate the opposition or seize control of a key location