



Citizen-Defender: *Just Get Home!*

(400 rounds of ammunition are required)

Just Get Home! is named after your ultimate mission and fills the **dangerous knowledge and experience gaps** that are present in both basic permit classes and advanced shooting courses.

Students will be equipped with a suite of cross-spectrum skills and prepared responses via a highly effective combination of pre-class video and sequential task learning followed by scenario-based validation. **Students will be mentally prepared and physically equipped for prompt decisive action to *Just Get Home!***

THE CITIZEN-DEFENDER DIFFERENCE!

Situational ACTION!

- ▶ Time and Timing
- ▶ Skill Cycling
- ▶ The Mouth Game
- ▶ Pepper Spray
- ▶ Stop Hemorrhaging
- ▶ Pre-decisions and REAL Speed
- ▶ Pre-Assault Indicators
- ▶ Conflicts and Boundary Enforcement



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