



HIGH GEAR™

www.tonyblauer.com

FORCE-ON-FORCE COMBATIVE EQUIPMENT



HIGH GEAR
Will Change How
You Prepare for
Violence...

Guaranteed.



RIGOROUS. RELEVANT. REALISTIC.

Why HIGH GEAR?

- **Tactical Evaluation**

- Train, test and apply tactics in real time, at real speed in real environments

- **True-to-Life Scenarios**

- Allows the role-player to replicate all levels of resistance, from verbal and subtle pre-contact cues, to all out assaults

- **Integrated Training**

- Can be used for empty-hand defensive tactics, combatives, and even force-on-force with marking cartridge rounds

- **Enhanced Safety**

- Reduces the risk and effects of blunt trauma (like bruising, abrasions, cuts) when training realistically in realistic environments



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Law Enforcement & Security Operations

HIGH GEAR will improve the effectiveness of soldiers, agents, police officers, corrections during training and mission rehearsals for CQB, Defensive Tactics, prisoner/detainee handling, subject control and any other force-on-force exercise.



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Military

HIGH GEAR will enhance Personnel Performance and Warrior Sustainment by allowing soldiers to practice detainee handling, combatives and other close combat skills in real environments and at real speed.



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HIGH GEAR Features

- **Easy to ‘Suit Up’**
 - Role-players can be ready for training in 3 minutes
Less time waiting, more time training
- **Lightweight**
 - Complete suit weighs 7.5 - 9.8 lbs depending on size
(half the weight of other training suits)
- **Natural Movement**
 - Unparalleled range of motion, allows the role-player total flexibility to use any grappling, striking or fighting system
- **STXs**
 - Can be used in any scenario training from CQB to PSD
with training weapons or empty-hand techniques





When utilized by OPFOR,
the **HIGH GEAR** user will be
able to safely and intelligently
replicate the actions of a
true opponent



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HIGH GEAR Features

(continued)

▪ Impact Reduction Technology

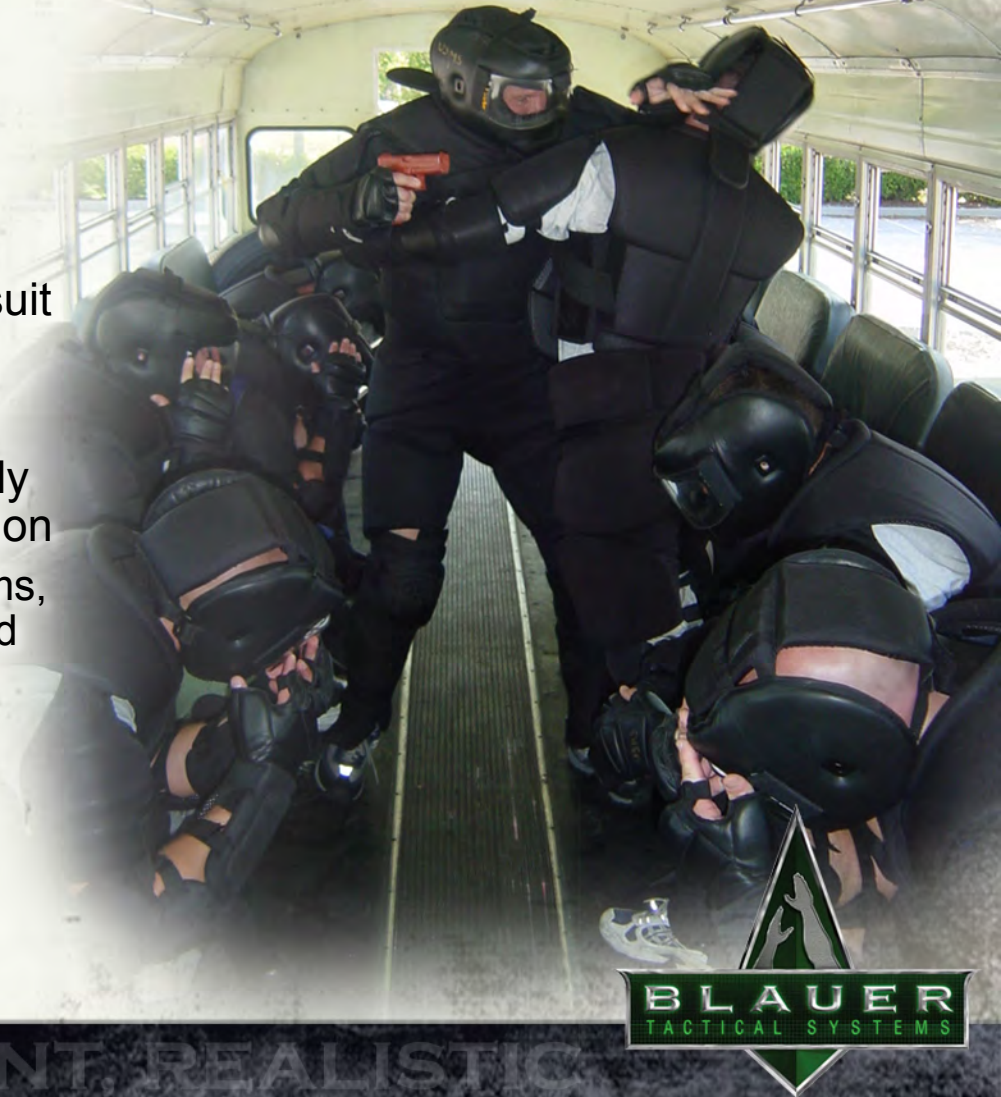
- Constructed of *Smart Foams*, engineered to dissipate impact while transmitting force to the wearer.
- Allows the user to experience realistic biofeedback when contact is made.



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HIGH GEAR Features (continued)

- **Ergonomic Design Allows Role-Player to:**
 - Wear duty gear or clothing over suit
 - Improve timing and accuracy
 - Utilize any combative tactic
 - Speak clearly because of specially designed mouth and chin protection
 - Train in real environments like rooms, halls, elevators, vehicles, buses and so on...



BLAUER
TACTICAL SYSTEMS

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HIGH GEAR Features (continued)

- **Ability to Flex Cuff**
 - The only training gear in the world that allows the role-player to be flex-cuffed or handcuffed
 - Close the fight like in real life



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HIGH GEAR Features (continued)

- **Marking Cartridge Compliant**
 - Our MCR helmet is the only close quarter helmet approved for Simunition[®], UTM[®] and AirSoft[™]



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Elite Organizations Train With HIGH GEAR

(Partial List)

▪ International Forces

- Australian Protective Service
- Australia Department of Justice
- Singapore Police
- Hong Kong Police
- National Crime Squad
- United Nations
- Royal Canadian Mounted Police (RCMP)
- Ministry of Correctional Services (Canada)
- Public Works and Government Services (Canada)
- Surete du Quebec (Canada)
- Canadian Military
- Canadian Special Operations Regiment
- Canadian Department of National Defense
- Canadian Border Service Agency
- Canadian Police College
- Justice Institute of B.C.
- Ecole Nationale de Police (France)
- Ministere de l' Interieur (France)
- Dutch National Police Academy
- Police Academy of the Netherlands
- Metropolitan Police (U.K.)
- British Transport Police (U.K.)
- Civil Nuclear Constabulary (U.K.)

▪ Federal Agencies (U.S.A.)

- Federal Air Marshal Service
- U.S. Capitol Police
- U.S. Secret Service
- U.S. Customs and Border Patrol Academy
- Department Homeland Security
- Department of Energy
- Police Corps
- Federal Protective Service
- Federal Probation
- Federal Bureau of Investigation (FBI)
- Bureau of Alcohol, Tobacco, Firearms and Explosives (ATF)
- Bureau of Land Management
- U.S. Department of Education
- Federal Law Enforcement Training Center (FLETC)
- National Aviation Training Center

▪ U.S. Military

- Army
- Navy
- Marine Corps
- Air Force
- Coast Guard
- National Guard
- 1st Special Forces Group
- 320 Special Tactics Squadron
- 64th MP Company
- Air Mobility Warfare Centre
- Asymmetric Warfare Group (U.S. Army)
- Army Special Forces at USASOC, USASFC, USAJFKSWCS
- Navy SEALs
- Naval Special Warfare
- USAF Pararescue School
- AF Office of Special Investigations

▪ Local and State Agencies (U.S.A)

- Nevada Department of Public Safety
- Las Vegas Metro Police Department
- Texas State University Police Department
- Texas A&M University
- Arizona Counter Drug Procurement
- Southwest Florida Criminal Justice Academy
- New York/New Jersey Port Authority
- North Carolina State Bureau of Investigation
- North Carolina Department of Corrections
- Florida Department of Corrections
- New York State Fugitive Task Force
- Florida Department of Law Enforcement
- Penn State University
- Minnesota Department of Corrections
- University of Georgia Police
- Oregon State Police
- University of Nebraska
- And many other agencies and training groups



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Capabilities Statement

- **HIGH GEAR** can be used at any phase of training from recruit level to pre-mission rehearsals. Our gear will improve the readiness and effectiveness of all personnel in the private security, law enforcement and military communities.

- **Uses:**
 - Combatives
 - Defensive Tactics
 - Subject Control
 - Prisoner/Detainee Handling
 - Force-on-Force Training
 - CQB and Room-Clearing
 - Extreme Close Quarter Confrontations
 - Scenario Training & Real World Environments
 - Grappling and Mixed Martial Arts
 - Marking Cartridge Training



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HIGH GEAR™

FORCE-ON-FORCE COMBATIVE EQUIPMENT

Accessories:



TRAINER'S CHEST GUARD

- Lightweight, portable and extremely durable
- Can be used for any defensive tactics, combatives, or martial art system
- Custom design protects carotid region
- Lethal and Less-lethal target lines



MCR HELMET (Marking Cartridge Ready)

- Integrated Training: Users can combine Shoot / No-Shoot CQB, hand-to-hand and detainee handling drills in the same scenario, including contact shots
- Constructed with fire retardant fabric
- Full Plexiglass shield and leather encased plastic protects chin, jaw, cheekbone and eye sockets
- Reduces equipment costs (no need for separate Sim/combatives equipment)



DECON ZONE

- Sanitizes multiple HIGH GEAR suits (all components) in approximately 14 minutes
- Uses a process to significantly reduce harmful bacteria, virus, mold, and odor in your equipment
- Kill rate of greater than 99.9% on the Staphylococcus aureus (Staph) and MRSA bacteria



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Versatility Matrix



- Jab
- Cross
- Hook
- Uppercut
- Front Kick
- Side Kick
- Round House
- Shin Kick
- Knee
- Clinch
- Grapple
- Take downs
- Control Tactics
- Role-player Wardrobe
- Wear Duty Gear
- Flex-Cuff/Handcuff
- Training Batons



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HIGH GEAR Specs (continued)

Padded assailant and combatives training suit made up of 8 ergonomic components that are inserted with pre-cut, heated & molded plastics along with a 'smart foam' construction used to create impact reduction properties during contact drills and to reduce slipping during contact drills. Entire suit must weigh approximately 7.5 pounds. Headgear must be finished in 100% leather. Gear must be extremely lightweight, flexible, maneuverable and built with an extremely low profile design so that it:

- a) provides unrestricted mobility during grappling or stand-up fighting.
- b) allows fighters to wear grappling clothing over chest guard (gi top).
- c) allows role-players to wear clothing during scenario-based drills.
- d) allows soldiers to sling or holster training weapons during force-on-force drills.
- e) allows soldiers to flex-cuff role-players during detainee handling scenarios.





HIGH GEAR Quotes & Inquiries

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