



Ground Control Instructor Region XV

May 9, 2024 ◊ 8:00 AM - 5:00 PM
Florida Public Safety Institute
75 College Drive, Havana, FL 32333

Course Outline:

This law enforcement-based Ground Control Instructor course focuses on law enforcement grappling holds and techniques that work for police in the field. You cannot be in law enforcement during our current climate and not have skills for the ground encounter. The curriculum of the seminar is designed to comply with federal and state use of force laws. The training focuses on techniques for transitioning to control and handcuff positions in a systematic manner, enabling officers to learn and retain the skills effectively. The specific training topics covered in the seminar include takedowns, team takedowns, ground control and defense, team ground control, small and confined space subject control, contact communication, handcuffing, de-escalation, and weapon retention.

Our training is systematic and designed for officers to learn and retain. **Additionally, training will occur both with and without duty gear** to show the how the gear and help and hinder these techniques. Officers who complete this course will be granted access to email and phone support for future questions about defensive tactics and instructor related questions.

Equipment Requirements:

- Please bring BDU/tactical pants along with your duty belt and/or external vest if your agency uses them.
- Bring training firearm (blue gun). FPSI has extra if you cannot bring your own.
- Wrestling shoes or smooth soled shoes are allowed. NO BOOTS on the mat.

Who Should Attend: Sworn law enforcement

Cost: None

Prerequisite(s): None

Location: DT Building, FPSI, 75 College Drive, Havana, FL 32333

Instructor: Breno DeOliviera

Course Dates: May 9, 2024 8:00 AM – 5:00 PM

Enrollment Information

To register, Region 3 & 15 officers should contact their agency training coordinator(s); all others should email Mike Fraser at Michael.Fraser@tcc.fl.edu.
For further information please call 850-201-7081