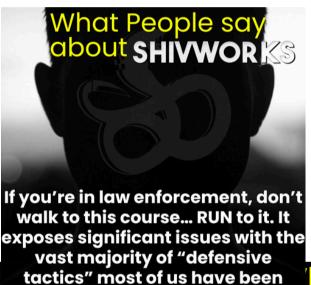


# Shivworks Dangerous CHAOS!

# Is this high liability training?

Dangerous uncontrolled chaos or a carefully curated experience?

We always ask for reviews following in-person courses and read them ALL to help inform future course development. There was a recent one that commented about pairings. After seeing some people exert a lot of force with minimal control during the evolutions, he expressed some anxiety and concern about not wanting to get paired with them. It is a wholly expected feeling and a valuable tool in providing an emotional anchoring experience. But let's peek behind the curtain for a moment.



trained on

What People about **SHIVW**.

Thave been to trainings that
consist mainly of war stories and
instruction that made little sense...
Both of you were clear and concise
in your explanation, friendly, and
more than willing to answer
questions or repeat
demonstrations as needed so
everyone understood the
concepts and the drills

hat People say pout SHIVWORKS

big takeaways include deescalation techniques along with creating a realistic image in my head about what a fight with a knife would look like and it's not a John Wick movie.



## Let's talk Pairings?

Pairing is one of the most challenging parts of the course. We never randomly make pairings. From the moment the course starts, we evaluate everyone to give them the experience we think they need.

# Every interaction we have is an assessment.

How does the person react a quip?

When pressure is placed on the have base?



We start by assessing emotional control, physical skill, and technical ability. During every drill we know what characteristic are more likely to be prominently observable. What does that mean? Just because the goal for the drill was stated as wining hand control does not mean our goal is to assess your ability to control the hands.



What the hell does that mean?

## What are we looking at?

- **Emotional Control:** regardless of what happens, win/lose, pressure, can the person remain composed and controlled?
- **Physical Skill:** athletic, strong, weak, injured, sick, mobility limitations
- Technical Ability: grappling, striking, firearm, knife, level of training

# That is the entire list?

Absolutely not, this is the reductive minimums. Every category can be elaborated on, but we limit the evaluation to ensure it can be effectively implemented within the brief time available. Consider the context. We have about 10 hours from first meeting a person to pair them with another individual who we also do not know. We are going to ask those two people to "compete" in an evolution that simulates extreme violence. As we get to know each person, the assessment continuously improves. That is how we mitigate risk.

It allows us to run courses with 75-year-olds along side athletic 21-year-olds and have an extremely low injury rate. Most injuries don't even come from training. It happens on break when people are joking around and trip.

