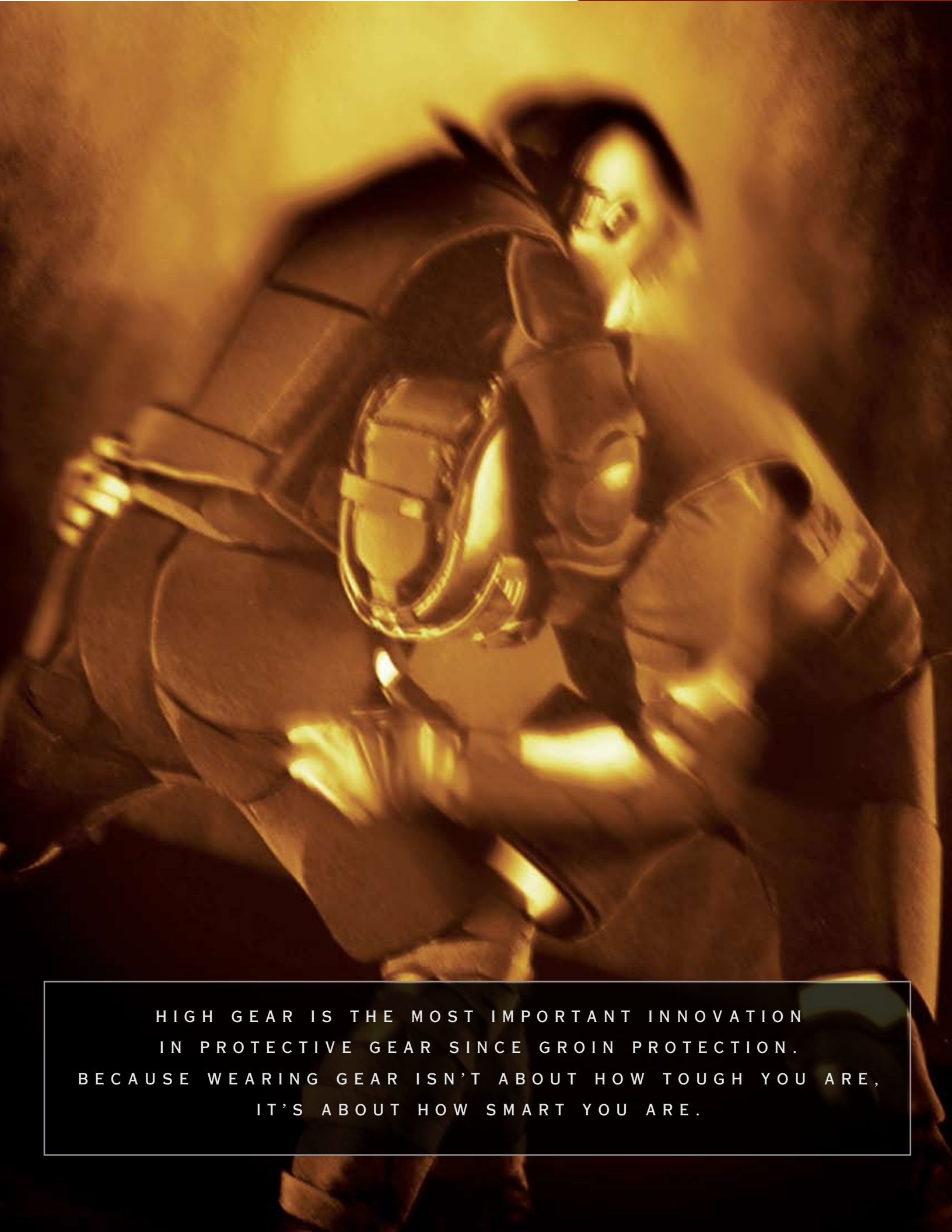


TRAIN LIKE YOU FIGHT



HIGH GEAR®
THE WORLD'S BEST TRAINING EQUIPMENT

WWW.BLAUERTACTICAL.COM



HIGH GEAR IS THE MOST IMPORTANT INNOVATION
IN PROTECTIVE GEAR SINCE GROIN PROTECTION.
BECAUSE WEARING GEAR ISN'T ABOUT HOW TOUGH YOU ARE,
IT'S ABOUT HOW SMART YOU ARE.



REAL SPEED. REAL CONTACT. REAL FEEDBACK.

IT'S TIME TO KICK YOUR TRAINING REGIMEN INTO HIGH GEAR®!

Only HIGH GEAR provides trainers, coaches and their students these real-time options and a chance to test, train and apply real tactics in a realistic environment ... every training evolution or scenario can take on a real-life feel by replicating real life dynamics. This includes handcuffing a suspect or arm barring an opponent. Only HIGH GEAR allows the role-player to effectively replicate true behavior like resistance, pre-contact cues and verbal aggression.

Whether you're responsible for training in law enforcement, the military, self-defense or progressive training, liability issues and common sense dictate using the HIGH GEAR suit for the closest simulation of real world action.

Only HIGH GEAR allows the officer or soldier, martial artist or MMA athlete to tactically engage with realistic movement, including grappling, ground fighting, prisoner handling, cuffing, weapon retention and so on. No other suit allows for such a diverse experience. The result is that trainers and participants can hone their skills under 'scenario' pressure. These are the skills that save lives.

HIGH GEAR works! Military units, SWAT teams, law enforcement agencies and martial art and MMA schools around the world currently use the gear. If you're looking to take your training to another level, HIGH GEAR is a must-have component. Understanding the rationale behind HIGH GEAR will convince you that this is the gear for your training regimen.



What really separates our gear from other gear is our philosophy of function; the gear, its design and its purpose must be congruent. Training gear must educate and then illuminate weakness in training. This can only be achieved when the gear doesn't interfere with scenario.

QUICK REFERENCE

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HIGH GEAR IS AN
INVESTMENT
IN CONFIDENCE BUILDING
AND IMPROVED SAFETY.

TRAINING ADVANTAGES



PORTABILITY Gear that is too bulky will not be used as often. Our gear is sleek, fitted and lightweight. In fact, two full HIGH GEAR suits will fit in a normal suit case making mobile training simple and efficient.



TACTICAL REALITY HIGH GEAR role-players move with natural movement, and the actual 'size' of the attacker is proportional to a real person. What you do in training replicates what you must do in the real confrontation.



SIZE Gear that is bulky inhibits evasion during spontaneous survival movements and perpetrates an imagined 'insulation' from injury. This 'insulation' syndrome occurs in oversized gear and accounts for many training injuries in conventional simulations. HIGH GEAR is so streamlined that true movement is available for both participants in a force-on-force evolution.



TIME Most oversized gear takes 15 to 20 minutes to suit up. HIGH GEAR takes a little over 3 minutes to put on solo. This time is cut dramatically when training partners assist.



TARGET ACQUISITION Gear that is too bulky distorts proximity sense so that the targets often struck in training are not the same as in the street. The ability to make contact with a realistic target while in motion is a byproduct of the HIGH GEAR design.

WEIGHT Gear that weighs too much, slows down the aggressor. This cannot create true tactical decision making speed. A single HIGH GEAR suit weighs about 8 lbs. head-to-toe, incredibly light compared to other training suits.



TACTICAL CLOSURE Oversize suits do not allow for the all important theoretical closure of the close quarter struggle, which for the LEO or soldier is handcuffing or prisoner handling, for the MMA athlete its a submission move. Only the HIGH GEAR suit allows for cuffing, groundfighting, clinching, weapon control and so on.



SCENARIO AUTHENTICITY Oversize suits do not allow role players to dress up so that officers/soldiers or citizens learn to make distinctions and decisions based on identity and behavior rather than size and color. HIGH GEAR can be worn with clothing on top, so that scenarios can be taken to another level of reality.



ENVIRONMENTAL AUTHENTICITY Oversize suits do not allow training in realistic environments like vehicles, elevators, small rooms etc. HIGH GEAR can be taken into realistic environments like elevators, cars, and corridors.



FEEDBACK Gear that is too bulky does not transfer impact so feedback and pain management are never introduced in training. Penalty is a key component in creating risk/fear in training, HIGH GEAR is deliberately referred to as IMPACT REDUCTION GEAR, directly implying that 'impact' will result.



**FASTER, HARDER,
MEANER...
TRAIN LIKE
YOU FIGHT!**

MIXED MARTIAL ARTS & NHB TRAINING

**PRO BOXERS WOULDN'T DARE TRAIN WITHOUT HEADGEAR
AND GLOVES... NEITHER SHOULD COMBATIVE PRACTITIONERS.**



Tony Blauer's revolutionary HIGH GEAR Impact Reduction suit allows you to create role-playing scenarios, jump into MMA (Mixed Martial Arts) & NHB (No Holds Barred) style training, stick fight or simply spar with greater mobility, flexibility and confidence. Our company has been teaching force-on-force and contact simulations since 1982. We can help you and your colleagues experience greater confidence and endurance with our breakthrough HIGH GEAR Impact Reduction Suit.

MISCONCEPTIONS ABOUT PADDING

Not all padding is built the same. While MMA is about tactics, it is also about toughness, so we've designed HIGH GEAR so it still transfers impact but protects against cuts and major bruising, but also transfers pain.

CONTACT & FEEDBACK

Because HIGH GEAR transfers pain, fighters still get feedback on the effectiveness of tactics. HIGH GEAR can also be used to protect sparring partners. As fight night approaches, Pro fighters can "turn it up & on" to begin peaking. The gear is an excellent way to provide targets without the usual risk. The gear can also be used to test and improve amateur fighters working to enter the professional ranks as well as by the pros to isolate and test new tactics.

PROMOTE MMA & PROTECT YOUR TEAM

We're trying to help MMA competition & competitors by providing gear that allows them to train hard, experiment, expand their arsenals and protect their bodies. Legend Randy Couture uses HIGH GEAR to train his students & MMA team.



SAFETY

Integrating state-of-the-art protective gear also sends a professional message regarding safety and preparation. We know real fights take place without gear, but there are important and intelligent evolutions in pre-fight preparation that could improve performance and increase a fighter's career longevity. Pro boxers integrate heavier protection to prepare for fight night, MMA fighters should as well.



Training should be like a
bloodless battle so that battle
is just like bloody training.

Roman Legion Maxim

LAW ENFORCEMENT & MILITARY TRAINING

HIGH GEAR WILL CHANGE HOW YOU PREPARE FOR VIOLENCE!

HIGH GEAR will change how you prepare for violence! Incorporating lightweight, flexible gear in your scenario training is way 'outside the box' for many. But if we as a community are going to enhance the survivability of the officers & soldiers we train, it's necessary to replicate the stresses of real life confrontations as safely and scientifically as possible.

About the gear: HIGH GEAR has been on the market since 1996. It's currently used by law enforcement and military groups to improve their force-on-force simulations. Recognize that you are a part of a fast growing elite group of trainers who recognize that spontaneity and movement is crucial to evaluating tactics and developing confidence. HIGH GEAR is the only training suit that allows your role players and participants to move with near natural speed and movement, as if they weren't wearing any gear.

Here is a partial list of agencies & departments who have purchased HIGH GEAR suits and equipment:

Federal Law Enforcement Training Center, DOD, Seminole City Sheriff's Office, FBI, Las Vegas Metro PD, U.S Customs, RCMP, Canadian Police College, DOE, Colorado State Patrol Academy, City of Glenview PD, Corpus Christi PD, US Coast Guard, Thames Valley PD, UK, Bexar County, City of Port Orange PD, City of Franklin PD, Mercyhurst College Police Academy, Youth Authority Training Center, City of Slidell PD, FT. Pierce PD, Pasco Cty Sheriff, U.S. Border Patrol Academy, Lafourche Parish Sheriff's Office, Macon County Probation, Dept of Army, Kennedy Space Center, Justice Institute of BC, NAVSPECWARCEN Coronado & Little Creek, US Marine Corps., U.S Probation, TSA, Dept. Homeland Security, Australian PS, Police Corps, Tampa PD, National Parks Service, Champaign PD and many other agencies & training groups.



FROM ORIGINAL SKETCH TO WORKING PROTOTYPE, HIGH GEAR TOOK 7 YEARS TO COMPLETE. EVERY SUIT IS HAND-CRAFTED AND REQUIRES OVER 500 ASSEMBLY STAGES. HI-TECH FOAMS & PLASTICS ARE USED TO PRODUCE UNIQUE IMPACT REDUCTION PROPERTIES THAT ALLOW THE USER TO FEEL THE CONTACT AND MAINTAIN REALISTIC MOBILITY.



HIGH GEAR: ENGINEERED FOR PERFORMANCE.



Shoot or fight! Let the role player decide just like in real life.

Only with HIGH GEAR and our Marking Cartridge Approved Head Gear* can you combine Shoot / No-Shoot CQB, hand to hand and prisoner handling drills all in the same scenario.

** The unit has been also tested and approved for 9mm FX[®] Simunition marking cartridges.*

MARKING CARTRIDGE APPROVED HEAD GEAR

A

Custom fitted HIGH GEAR hood constructed of special fire retardant material and designed to withstand 9mm marking cartridge projectiles.

B

The state-of-the art HIGH GEAR helmet fits perfectly under the marking cartridge hood. The same lightweight, leather & Plexi-glass helmet that allows for realistic role-player interaction is not affected with the new conversion package.

C

Genuine leather trim and patches reinforce and provide additional protection around the ear & mouth vents as well as the Plexi-glass visor from Murphy rounds during integrated combatives training (hand to hand and projectile).

D

Our stock visor undergoes some customization with dye-cut Velcro so that the hood and helmet fit securely and will not move during close quarter drills that demand shoot/no-shoot contact.



You can order your new HIGH GEAR suit marking cartridge ready. If you already own the HIGH GEAR head gear, you can order our MARKING CARTRIDGE CONVERSION KIT.

**WARNING: this item is designed and approved for use with the Blauer Tactical System HIGH GEAR headgear ONLY.*

CONVERSION INSTRUCTIONS



Step 1 Remove your stock visor.



Step 2 Replace with new custom visor.



Step 3 Secure the Velcro strip on the inside of the hood to the Velcro strip on the edge of the visor. Pull the hood over the chin piece and then over the entire head gear. A Velcro strip along the backside secures the hood in place so it's snug for integrated empty hand & marking cartridge drills.

Conversion takes approximately 1 minute.

TESTIMONIALS

"HIGH GEAR is the GREATEST tool for self-defense instructors ever! The gear allows my students to put some "torque" into their strikes. The benefit is that they have a real understanding about what will and what won't work. The gear allows me to role-play better because of the ease of movement. It is far less restrictive than other suits, so scenario training can be made more real. I love my HIGH GEAR! I wish I would've gotten one five years ago!"

Naso Karas

"We have used HIGH GEAR suits in the combat phase of our workshops for over a year, and the equipment has performed flawlessly. HIGH GEAR provides us the protection needed for high intensity combat raining and the flexibility to make that training realistic. Tony has upped the level of the protective equipment game."

Patrick Young

Combat Coordinator
Awakening the Warrior Within

"We've been using the High Gear (4 sets) for the last two years in our Force Scenario Training here at the Academy. We've had great results and couldn't do the training and testing we have in place without it."

Officer Joe Engman

Control and Defensive Tactics Instructor

"In keeping with the "train to realism" philosophy, the High Gear suit is second to none; using the suit allows the operator real-time speed and agility without bulky equipment to interfere. Every time my students saw me in a High Gear suit, they knew it was "Game On!" The level of reality just moved up several notches. After CQB runs with the High Gear Suits, introducing Blauer's No Time to Shoot/No Room to Shoot scenarios, students would thank me for the "Real" training, saying that was the first time they were allowed to "go that far"... Did the suit stop me from feeling all the punches and kicks? I wouldn't want it to, I want to know what punch is working and when a kick didn't hurt. I want to be able to give true feedback to students without getting injured. High Gear allows me to do that. I know incorporating the High Gear suits into my training has helped save lives in Afghanistan, Iraq and other parts unknown."

FC (Ret) Phil Crowley

CQB/Combative instructor

"All equipment that is strapped on a fighter has some limitations to it. We have found however that the HIGH GEAR allows the highest level of movement, with a minimum level of restriction and just the right amount of protection. We have 6 full suits and a few partial suits at our training academy and they are a great training tool."

Joe Mullings

The Armory

"When it comes to reality-based training there are few people that have really pioneered training or forced advancements in the field of combative sciences. Tony Blauer is one of those individuals. His approach to breaking down confrontations and development of the Ballistic Micro-Fight allows trainers and warriors to understand close quarter tactics at the deepest level. His HIGH GEAR suit is also an invaluable addition to the world of scenario-based training. Tony's ideas on what 'protective' suit should do for training is a complete paradigm shift from the conventional model. In the classes I teach I have had the opportunity to work with many types of protective gear. While each of the protective suits available on the market serve various purposes during training, when speed, intensity and realistic movement are required in the scenario, I prefer the HIGH GEAR suit."

Kenneth Murray

Armiger Police Training Institute



HIGH GEAR AT-A-GLANCE

- Much lighter than anything on the market: just **8-9 lbs.**
- Takes just over **3 minutes** to gear up solo or **2 minutes** with assistance.
- The **ONLY GEAR** with virtually total mobility, allowing for grappling, clinching and weapons defense training.
- The only gear that you can wear clothes over to increase the visual reality and sensory overload for students in simulations, which will increase the adrenal surge.
- Incorporate dialogue - with our head gear, you can still talk! Wear street clothes over the gear to simulate real-life aggressors.
- Will not interfere with your style or system's tactics. We've had it tested by some of the world's most experienced DT & combatives experts, as well as kick-boxers & even Brazilian Ju Jitsu specialists, everyone was able to use the gear effectively.
- Only HIGH GEAR will not distort **"proximity sense"**. Most gear is so bulky that the target you make contact with is NOT really a target in real-life.
- Because HIGH GEAR is so **light, flexible and mobile** you can train in more realistic environments. Now you can practice in an elevator, hallway, bed, in a car and so on. This is one of the ways to really improve confidence in your students: create realistic scenarios, in realistic environments with realistic dialogue and realistic tactics.

CQC TRAINER CHEST GUARD

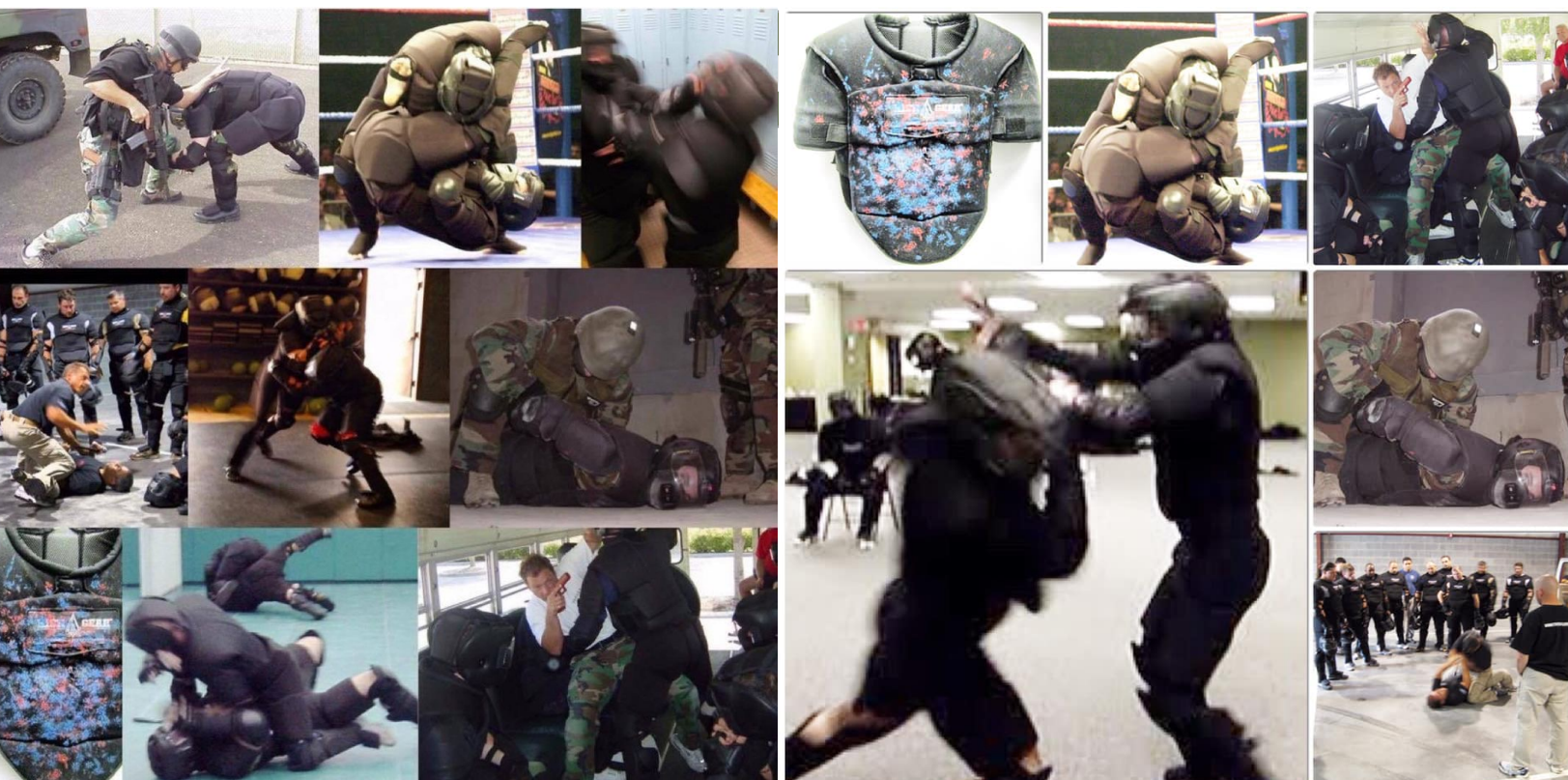


THE CQC TRAINER CHEST GUARD CAN BE USED FOR ANY D.T., COMBATIVES OR MARTIAL ART SYSTEM.

Real time contact isolation drills can include aggressive defense and protection from:

- Weapon Grabs
- Weapon Retention Issues
- Baseball Bat Attacks
- Sucker Punches
- Ballistic Tackles
- Knife Attacks

1. The HIGH GEAR helmet fits snugly inside the neck protection for added safety during contact isolation drills.
2. Custom designed foam protects carotid region.
3. Red and Orange embroidery designates lethal and less-than-lethal targeting.
4. Non-restrictive forearm & biceps padding adds protection to vital nerve points while still allowing the role-player to stab, gun-grab, clinch or throw punches.



Shoot or No-Shoot?

THREAT DISCRIMINATION IS NOT ALWAYS BLACK & WHITE



Our new head gear
is approved for 9mm FX®
marking cartridges.

Combative training gear and scenario based training programs offered exclusively through Blauer Tactical Systems

We provide customized combative training solutions for fully integrated force-on-force role-playing using the S.P.E.A.R. SYSTEM™ and HIGH GEAR™, the world's first lightweight, full mobility, simulation and scenario training suit. Only when you integrate the High Gear Advanced Scenario Role-Player suit can you combine Shoot / No-Shoot CQB, hand-to-hand and prisoner handling drills all in the same scenario. Just like in a real fight.

For a free catalog & VCD contact us at: highgear@blauertactical.com



Because in combat only the result counts

Toll-free: 877-773-2748 www.blauertactical.com



THE HIGH GEAR™ SYSTEM

The Blauer Tactical Systems HIGH GEAR Impact Reduction suit is State-of-the-Art force-on-force scenario equipment designed to help create the most realistic training experience. Custom athletic design ensures snug fit for maximum range of motion and protection. The complete suit contains 8 components. HIGH GEAR is perfect for all aspects of combatives, like detainee handling drills & CQB to more conventional training like MMA, grappling and the striking arts.

HEAD GEAR

- State-of-the-art design with integrated smart foams to protect the chin, jaw, cheekbone and eye-socket.
- Full Plexi-Glass shield rests on a 100% leather encased, molded 1/4" HMWPE plastic frame with four adjustable straps for secure fit.
- Marking cartridge helmet option available.



THROAT GUARD

- Form fitting, contoured plastics and padding ergonomically rest against the windpipe & throat.
- Offers additional protection from accidental strikes to the throat.

TORSO PROTECTOR

- Unprecedented mobility unavailable in any other chest guard on the market.
- Wrap around protection for the critical floating rib and solar plexus region.
- Smart foams and plastic trauma plate inserts protect the brachial tie-in, shoulder, clavicle and spinal regions.



COMBAT GLOVES

- 100% leather, open palm design for excellent sensitivity for weapon and transition to detainee handling.
- Plastic trauma plates protect the metacarpals and thumb from shock damage during training.

ELBOW/ULNA PADS

- Innovative design provides extended protection to the ulna, forearm, elbow and triceps region.
- Designed for delivering forearms & elbows during CQC, crowd penetration or ground & pound.



COMBAT SHORTS

- Lightweight one piece design with heavy duty lycra covering offers flexible protection for the complete upper thigh, hip and tailbone.
- Internal padding and trauma plates allow movement to grapple, kick, run or sit.



SHIN/KNEE PADS

- Wrap-around design protects the calf and knee cap.
- Additional cushioning for the MCL and LCL ligaments.
- Lightweight, tight fitting with plastic trauma shields to protect the shin bone and top of the foot.



HIGH GEAR: ENGINEERED FOR PERFORMANCE.

INVESTING IN TRAINING TACTICS & SAFETY

TACTICAL BENEFITS

Spontaneous movement, ability to dress up a role-player, allows grappling, ground fighting, clinching, striking, kicking, role-players can speak clearly through the mask.

TECHNICAL BENEFITS

Streamlined so you develop true proximity sense, impact reduction design so that clean contact creates real feedback.

ATHLETIC BENEFITS

Maximum mobility & will not interfere with your martial system or tactical preference, 7.5 lbs. head to toe, breathes much more easily than other gear (reduces heat exhaustion).

STUDENT OR INSTRUCTOR?

HIGH GEAR is an investment in all styles of training. Progressive trainers use our gear to protect their students. This reduces liability and enhances the total training experience. Suiing up the students inspires fear in them; because the implication is that they WILL be struck (even if they're not) ...the result is immediate fear (a great thing to inspire in any defense or tactical course). This allows the trainers to create additional stress and teaches the student to function under pressure. It also tells the trainers very quickly if their teaching methodology is working. If the students fail with added pressure then there is something missing from the training curriculum.

CHOOSING SIZES



HIGH GEAR is designed for athletes. Each component's sizing is based on an athletic cut (similar to protective gear worn in hockey or football). Fit is controlled by Velcro enclosures.

NOTE: HIGH GEAR should be snug when worn correctly.

Kids (K): 4'2" to 5'1"
approximately 60 lbs to 100 lbs

Small (S): 4'11" to 5'4"
approximately 90 lbs to 120 lbs

Medium (M): 5'4" to 5'11"
approximately 120 lbs to 190 lbs

Large (L): 6' to 6'4"
approximately 190 lbs to 230 lbs

Extra large (XL): 6'4"+
approximately
230 lbs and up

MIX & MATCH COMPONENTS

Depending on your training requirements you can order components rather than full suits. To accommodate different body types we are also very flexible in assembling your order. Think of us as your combative tailor. In other words, if you have a narrow waist and a huge torso, you can order Medium Size Shorts and the Large Size Torso.

SAFETY & EDUCATION

An important safety document will be sent when your order is placed. To ensure proper use and enhance safety during training, this safety document must be read by the person responsible for using HIGH GEAR. Full details will be provided at the time of purchase.



HIGH GEAR is ideal for role playing.

IF YOU NEED MORE ASSISTANCE OR INFORMATION SIMPLY CALL OUR OFFICE.

TOLL FREE: 1-877-773-2748 WEB: WWW.BLAUERTACTICAL.COM

E-MAIL: HIGHTGEAR@BLAUERTACTICAL.COM

HIGH GEAR BY COMPONENT

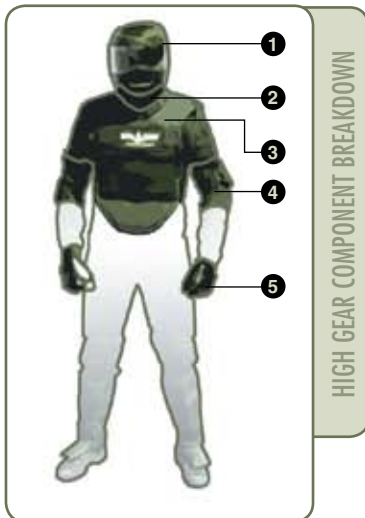
All Items May Be Ordered Individually Or As A Set.



1 Head Gear



2 Throat Guard



3 Torso Protector



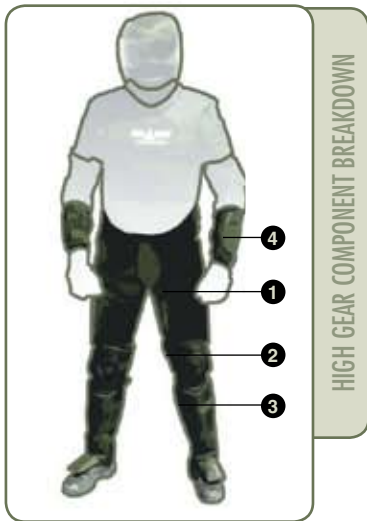
4 Elbow/Ulna Pads



5 Combat Gloves

HIGH GEAR BY COMPONENT

All Items May Be Ordered Individually Or As A Set.



1 Padded Shorts



2 Peroneal Nerve Pad



3 Shin/Knee Pads

HIGH GEAR SPECIALTY ITEMS



Marking Cartridge Ready Head Gear



Marking Cartridge Conversion Kit



Transport/Storage Bag



4 Biceps/Forearm Pads*

*Bicep/Forearm component (Radial nerve & Biceps protection), comes standard with CQC Chest Guard. Not included with regular HIGH GEAR SUIT purchase.



CQC Trainer Chest Guard

*Includes Bicep/Forearm Pad for sucker punch, knife attacks and weapon retention drills.



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