

CQC OODA LOOP

A THINKING CYCLE FOR SURVIVAL

Close Quarter Combat is won or lost in seconds. The OODA Loop keeps you inside the decision cycle—while your opponent stays outside.

THE GOAL

Cycle faster than your opponent to seize initiative, control the encounter, and survive.

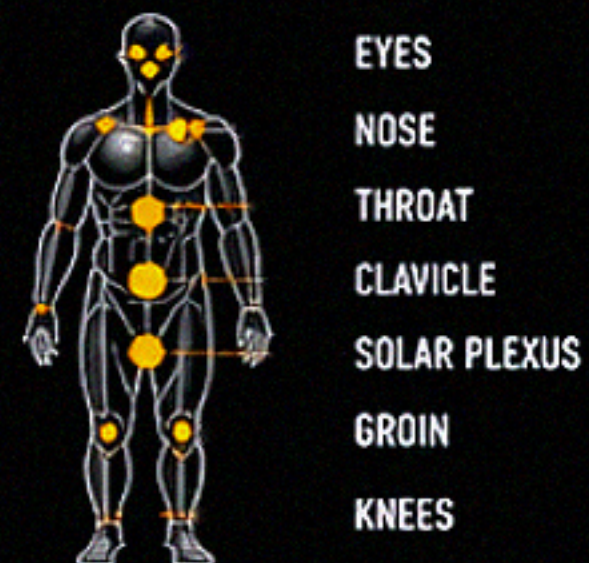
SENSES ON HIGH ALERT

- SIGHT**
Scan constantly.
- HEARING**
Pick subtle sounds.
- TOUCH**
Feel distance & contact.
- SMELL**
Detect stress, chemicals, environment.
- INTUITION**
Pattern recognition from experience.

WHAT TO LOOK FOR

- Posture & body tension
- Hands & weapon indicators
- Distance & angle
- Number of threats
- Environmental hazards
- Cover, concealment & escape routes
- Lighting & visibility
- Bystanders & reactions

HIGH-PERCENTAGE TARGETS



DISRUPT – DISABLE – DESTROY

KEY ACTIONS

- Strike vital targets
- Control distance & angles
- Use environment
- End the threat
- Move to safety or next position

01 OBSERVE

Threat's posture, weapon, distance, escape routes.

02 ORIENT

Assess intent. Is this a robbery, abduction, or assassination attempt?

THE LOOP NEVER STOPS

REASSESS.
ADAPT.
STAY INSIDE.

04 ACT

Execute the chosen action with decisive speed and violence.

03 DECIDE

Engage, create distance, use non-lethal force, or comply?

PROCESS THE INFORMATION

- What is their intent now?
- What do they have the capability to do?
- What are their likely next actions?
- What are my constraints?
- What does the environment allow or limit?

INTENT INDICATORS

- ROBBERY**
Demanding valuables, focused on property.
- ABDUCTION**
Control, isolation, movement toward extraction.
- ASSASSINATION**
Weapons drawn or concealed, lethal focus, pre-attack
- UNKNOWN**
Insufficient data. Expect the worst.

DECISION PATHS

- ENGAGE**
Neutralize the threat with speed and violence.
- CREATE DISTANCE**
Move or break contact to regain space & options.
- NON-LETHAL FORCE**
Control or comply with compliance techniques.
- COMPLY**
De-escalate when survival depends on submission.

CHOOSE → COMMIT → CONFIRM

Make the call. Commit fully. Prepare to re-evaluate.

CONSIDERATIONS

- ✓ Your safety
- ✓ Others' safety
- ✓ Mission objectives
- ✓ Legal & ROE
- ✓ Environment
- ✓ Available tools
- ✓ Physical & mental state

TOOLS AT HAND

- Empty Hand Skills
- Improvised Weapons
- Non-Lethal Options
- Firearms (Last Resort)

THE LOOP IN ACTION



As you ACT, you generate new information. Feed it back into OBSERVE and repeat. The fight is a series of micro-decisions.

CYCLE FASTER – GAIN THE ADVANTAGE

YOUR OODA LOOP (FAST)



THEIR OODA LOOP (SLOW)



When your loop is faster, you dictate the fight. You see more. You decide first. You act first. They react.

DEGRADE THEIR LOOP

- BLIND**
Use angles, low light, distractions.
- CONFUSE**
Create doubt and uncertainty.
- OVERLOAD**
Multiple stimuli, rapid changes.
- DISRUPT**
Attack their balance, posture, or weapon.

OPERATOR CHECKLIST

- ✓ Stay calm. Control your breathing.
- ✓ Keep moving. Don't be predictable.
- ✓ Use the environment.
- ✓ Protect your vital targets.
- ✓ Have a plan to disengage.
- ✓ Keep training. Rehearse the loop.

OPERATOR NOTES

- Train the mind first.
- Rehearse under stress.
- Dry run scenarios daily.
- Review and refine.
- Experience compounds.

DECISIONS SAVE LIVES. TRAIN THE MIND. TRUST THE PROCESS. | RDCTD.PRO