

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.

WHY IT MATTERS

Violence is chaotic, but perception and decision create order. The faster your loop, the more options you have.

SENSES ON HIGH ALERT

SIGHT
Scan constantly.

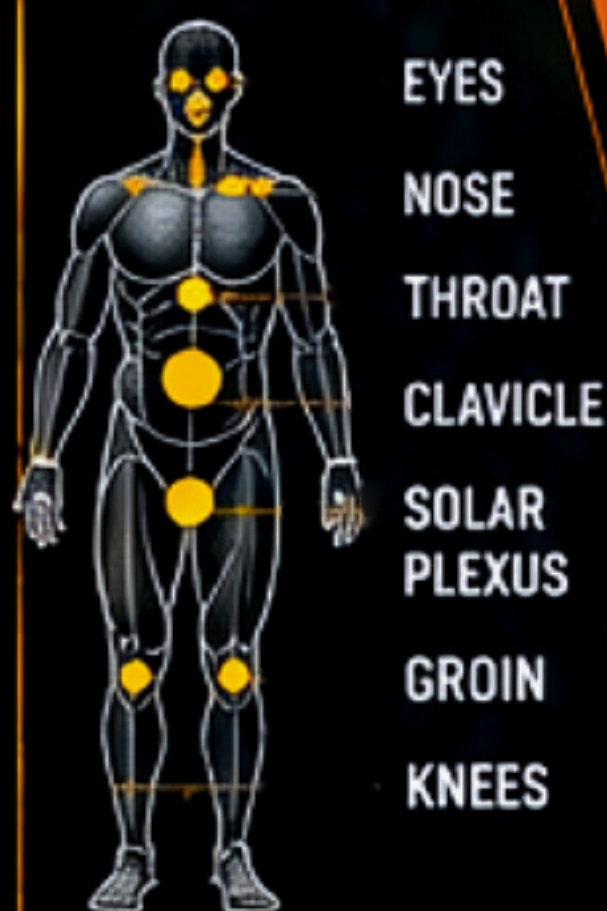
HEARING
Pick subtle sounds.

TOUCH
Feel distance & contact.

SMELL
Detect stress, chemicals, environment.

INTUITION
Pattern recognition from experience.

HIGH-PERCENTAGE TARGETS



DISRUPT - DISABLE - DESTROY



01 OBSERVE

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

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

02 ORIENT



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

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?

THE LOOP NEVER STOPS

REASSESS. ADAPT.
STAY INSIDE.

THE GOAL

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

INTENT INDICATORS

ROBBERY
Demanding valuables, focused on property.

ABDUCTION
Control, isolation, movement toward extraction.

ASSASSINATION
Weapons drawn or concealed, lethal focus, pre-attack cues.

UNKNOWN
Insufficient data. Expect the worst.

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)

04 ACT

Execute the chosen action with decisive speed and violence.

KEY ACTIONS

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

03 DECIDE

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

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.

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.



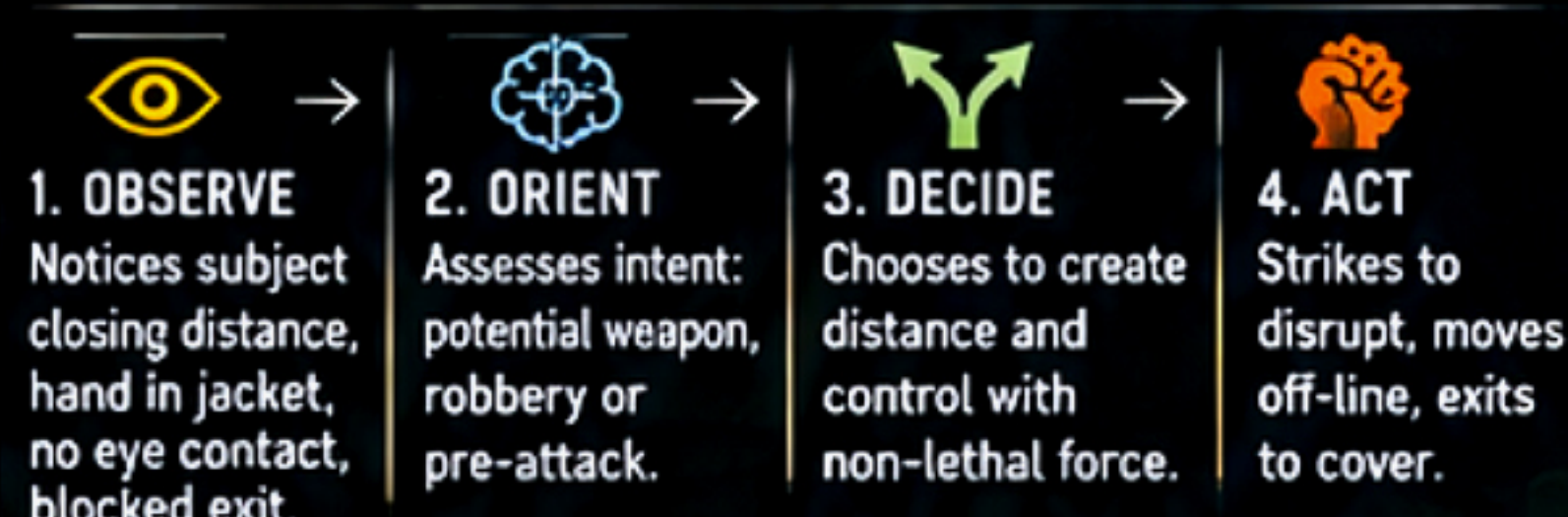
DISRUPT

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.

ENCOUNTER EXAMPLE (MICRO SCENARIO)



OPERATOR NOTES

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