Curriculum 01 Archive

This document has been created to help those currently on **Curriculum 01** within **Apex Fundamentalists.** Please seek guidance from your assigned coach before committing to any practice as proper guidance is recommended in order to prevent creating unwanted flaws due to misinterpreting our demonstrations.

For those who may be curious to what "Curriculum 01" is, it's a structured program aimed to enhance a player's fighting and team coordination proficiency which is currently split into 13 categories. However, this document will mainly focus on Topics 01 - 05. Please understand that specific exercises have been created by our coaches to target and train specific skills and traits deliberately.

We're currently full of participants however our coaches and participants are sharing and spreading this knowledge in various ways throughout our community.

Archive (*Topics 01 - 05)*

Use the description and the examples below to refresh your memory on specific topics. These videos are not replacements to your sessions with your coaches.

Control : Cover Advantage

Description : Having the ability to use cover in order to have the control of playing or pausing an engagement with ease.

Identifying Control Refresher (Public)
https://vod.apexfundamentalists.com/videos/1a693323-6568-4726-94a6-18ab5d2431fa

▶ Control : Cover Advantage 01 (Basic) - Pack01 -
▶ Control : Cover Advantage 02 (Basic) - Pack01 -
▶ Control : Cover Advantage_03 - Pack01 -
▶ Control : Cover Advantage_04

Presence Application Example

Description : Revealing yourself to the enemy in the safest manner possible order to retain their attention and/or gather information.

▶️ Presence Application Example 01 - Pack01 -
▶️ Response Theory Data : Presence Application Example 02 - Pack01 -
Presence Application 03- Pack01 -

Logical Peeking Application

Description : Confirming a target's attention is not a threat, before deciding to attack them. Usually done through sound cues whilst behind cover.

▶️ Logical Peeking Application Example 01
▶️ Logical Peeking Application Example 02
▶️ Logical Peek Example_03
Logical Peek Example 04

Direct-Target Recognition

Description :The ability to recognise when a target you're focused on has or is becoming a threat to you via their body language.

▶️ Direct-Target Recognition Example 01
▶️ Direct-Target Recognition Example 02
▶️ Direct-Target Recognition Example 03
▶️ Direct-Target Recognition Example 04
▶️ Direct-Target Recognition Example 05

Off Target Recognition

Description : Having the ability to recognise when an opponent adjacent to your current focus is becoming a threat via their body language.

▶️ Off-Target Recognition Example 01
▶️ Off-Target Recognition Example 02

Information Gathering Application

Description : The behaviour used to gain and deliver information safely via communication or pings.

▶ Information Gathering Application 01
▶ Information Gathering Application 01 (Edit)

Misc

Use this footage to identify the traits you're deliberately practising. Perception and detection training is just as important as demonstration. Also detect the traits and behaviours shown in the team members and enemies.

▶ Interaction Research_01 (BR)
▶ Interaction Research 02 (BR)
▶ Interaction Research_02 (Edit)
▶ Interaction Research 03 (BR)
▶ Interaction Research 04
▶ Interaction Research 05 (BR)