

VIRTUAL SPECIALIZED TRAINING SIMULATIONS

2024

LAW ENFORCEMENT

SIMULATION
FIREARMS
SOFTWARE
PROJECTORS
& ACCESSORIES

 **LASER SHOT**

THE VIRTUAL SIMULATION ADVANTAGE

Simulator training environments are completely independent of live-fire range access or weather conditions. Students can maintain aggressive training tempos and instructors can provide better training oversight to beginner, intermediate, and advanced marksmen. Simulators develop key technical skill sets that build proficient and experienced law enforcement officers (LEO).

Use-of-force scenarios challenge individuals' decision-making skills and reaction times to potential threats that LEO's may encounter. Through repetitive simulations with instructor-controlled threat escalation or de-escalation, leaders can see how LEO's respond in active shooter situations and train to build confidence in their skill sets. Simulators with use-of-force training capabilities and a user-friendly built-in scenario editor enable instructors with basic computer skills to create or modify complex scenarios that are relevant to training.

Simulation builds upon core marksmanship training fundamentals and significantly challenges officers' intermediate and advanced skills. Small arms weapon qualification is a fundamental requirement for all officers, and as firearm proficiency is a perishable skill, it requires repetitive training to maintain and improve. SIMrange™ courseware was written in adherence to the standards set by the U.S. military and top US law enforcement agencies, and builds readiness and skills through repetitive Preliminary Marksmanship Instruction (PMI) training.

SMALL FOOTPRINT ~ FAST SETUP TIME

The SIMrange™ features a built-in hit detection camera. This simple innovation significantly reduces the time needed for setup and calibration, compared to other simulators. The operator station and accessories consist of two monitors and keyboards for individual control of instructor station and primary screen. All accessories are packed in a rugged, wheeled hard case for transport. SIMrange™ is considered a "plug and play" solution that is designed specifically for the marksmanship training needs of law enforcement.

Setting up the SIMrange™ is an intuitive process that requires very little time or manpower. After one introductory training session, a single operator will be able to complete the setup, which includes camera calibration, and be ready for training in 10 minutes or less. Ultra-short throw technology for projection and hit detection capabilities make Laser Shot's SIMrange™ the smallest footprint in the industry, which can be set up in a 10'x10' room or area, and can operate in most light environments.



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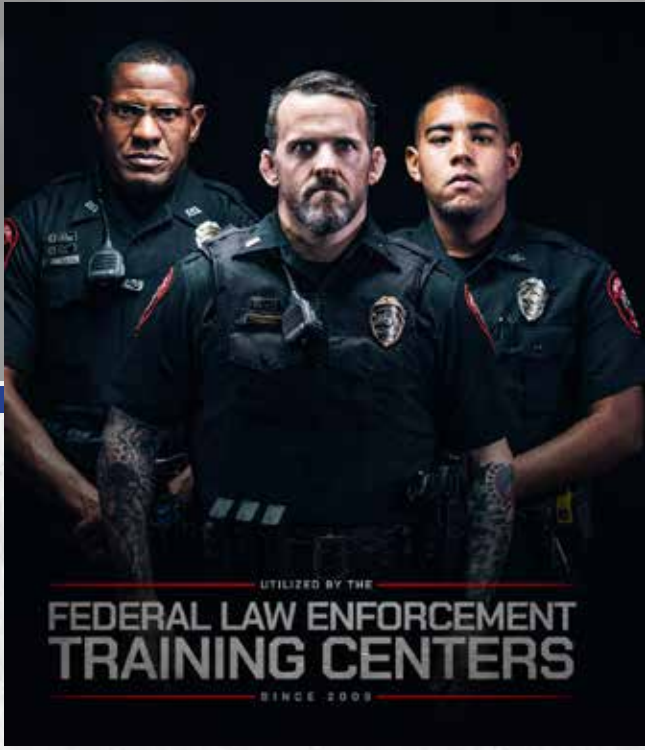
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INTRODUCTION

Laser Shot is a global leader and has remained committed to developing the most realistic and practical firearms simulators, crew training simulators, and live fire facilities available to the government and public. Laser Shot offers progressive training solutions for all skill levels while focusing on the core principle of “train as you fight” and being adaptable to individual customer needs. Our training solutions augment existing programs with safe alternatives, technologically advanced simulations for immersive training, or cutting-edge live-fire range facilities.

Laser Shot has developed cutting-edge virtual firearm training and simulations since 1999. The key to the full-spectrum immersive experience is the attention to detail dedicated to every aspect of the simulator – from the vivid HD projection system to the true-to-life look, feel, and function of Laser Shot simulated weapons.

LASERSHOT.COM

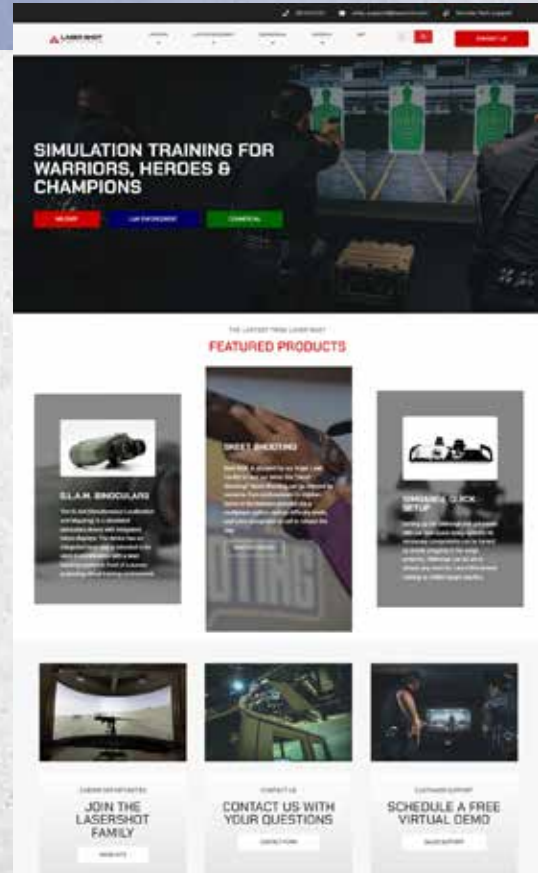
ONLINE

VISIT OUR WEB SITE FOR MORE INFORMATION.

Empower law enforcement professionals with Laser Shot's cutting-edge simulation solutions. Elevate tactical training, enhance decision-making, and ensure readiness through realistic scenarios. Explore our advanced technology designed to meet the unique training needs of law enforcement agencies, fostering skill development and operational preparedness.



FOLLOW US:



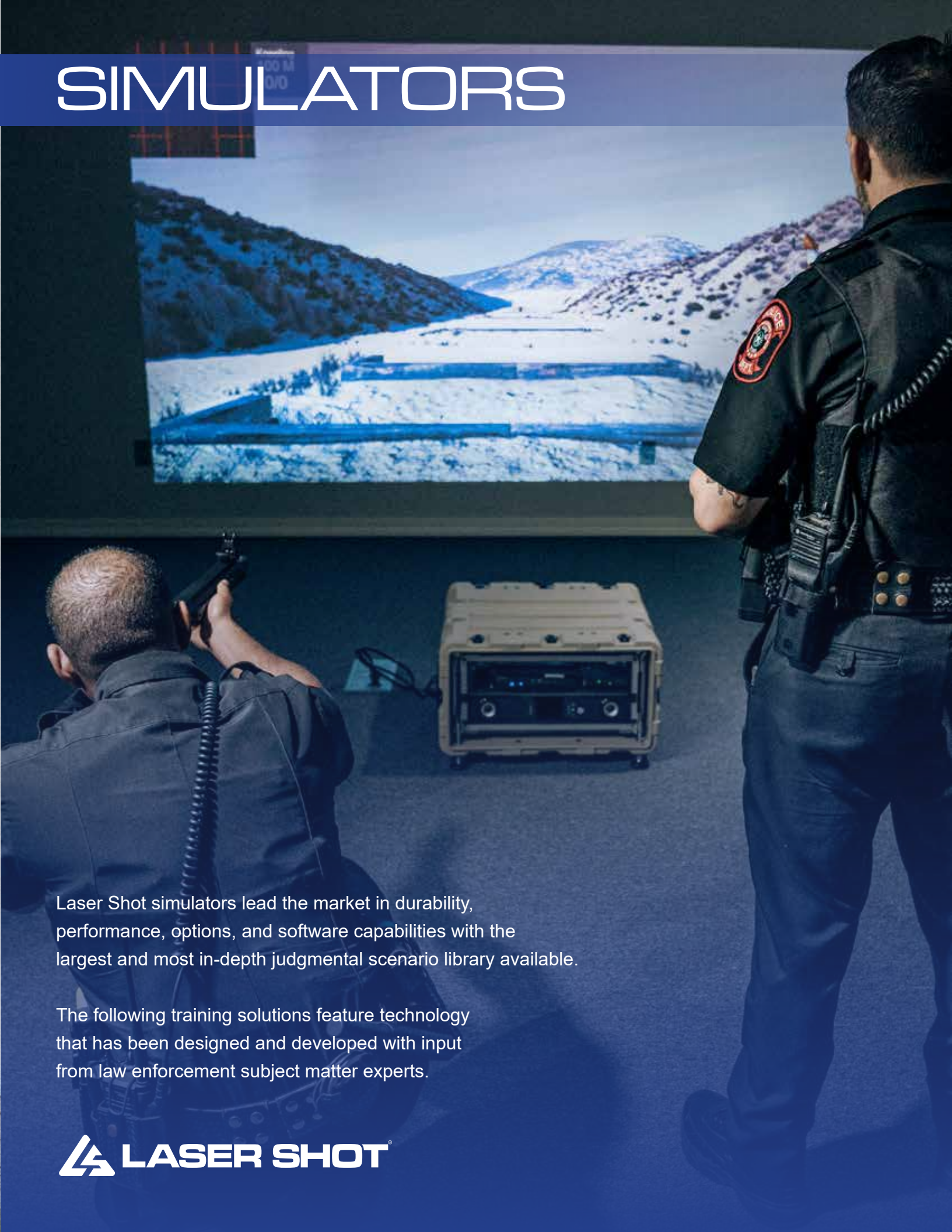
INTRODUCING

VIRTUAL CORRECTIONS TRAINING SIMULATIONS

Less Lethal weapons, accessories and scenario software designed specifically for the corrections environment.



SIMULATORS



Laser Shot simulators lead the market in durability, performance, options, and software capabilities with the largest and most in-depth judgmental scenario library available.

The following training solutions feature technology that has been designed and developed with input from law enforcement subject matter experts.

 **LASER SHOT**



SIMRANGE UST ULTRA-SHORT THROW SIMULATOR

Laser Shot's SIMRange™ UST enables ultra-short throw projectors with integrated hit detection cameras to be installed within 18" of the projection surface, reducing the overall footprint required. The SIMRange™ is scalable and can be delivered in multiples of three lanes per screen, allowing for expansion to meet throughput requirements.

In the past, firearms simulators required installing an independent laser-hit detection camera adjacent to the projector, requiring careful positioning and calibration during each setup. The SIMRange™ UST eliminates this task by integrating the laser-hit detection camera inside the projector, ensuring constant alignment and readiness to begin training.

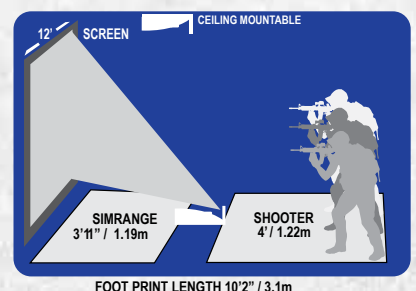
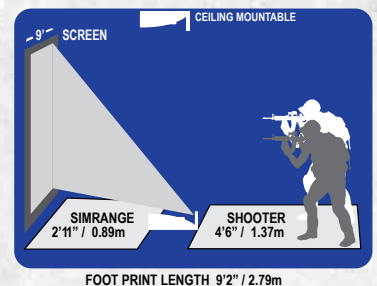
The SIMRange™ ST is typically packaged with Laser Shot's Judgmental Training Software (JTS) for use-of-force training. These packages include various training devices, such as simulated tasers, OC spray, and other non-lethal weapons.

SET UP

Setting up the SIMRange™ UST is an intuitive process that requires very little time or manpower. After one introductory training session, a single operator can complete the setup, which includes camera calibration, and be ready for training in 10 minutes or less. Ultra-short throw technology for projection and hit detection capabilities make Laser Shot's SIMRange™ UST the smallest footprint in the industry, which can be set up in a 10'x10' room or area and can operate in most light environments.

KEY FEATURES

- Ultra-short throw ~ 18" distance projection
- Integrated hit detection camera
- Fast and easy setup time
- Floor or Ceiling mount capability



SIMRANGE UST 2.0

LOW LIGHT TRAINING SIMULATOR

Laser Shot's SIMrange™ UST 2.0 features all of the same capabilities as the original SIMrange™ while also enabling the user to perform lowlight training scenarios. This is achieved through the integration of a second hit detection camera that tracks the movement of Laser Shot's IR Flashlight; a simulated flashlight that mimics the real-life feel and function of flashlights used by officers in the field. Laser Shot's Judgmental Training Courseware features a library of over 900 training scenarios. Every scenario is compatible with the lowlight training technology of SIMrange 2.0. This is accomplished by using infrared technology to cast a life-like illumination upon a scenario that has been artificially dimmed to mimic a low-light environment.

SET UP

Setting up the SIMrange™ UST 2.0 is an intuitive process that requires very little time or manpower. After one introductory training session, a single operator can complete the setup, which includes camera calibration, and be ready for training in 10 minutes or less. Ultra-short throw technology for projection and hit detection capabilities make Laser Shot's SIMrange™ the smallest footprint in the industry, which can be set up in a 10'x10' room or area and can operate in most light environments.



KEY FEATURES

- Ultra-short throw can project images from 18"
- Integrated hit detection camera
- Additional low light detection camera
- Fastest setup time of any simulator in its class
- Floor or ceiling mount capability



IR FLASHLIGHT



LOW LIGHT TRAINING SIMULATOR





SIMRANGE ST SHORT THROW TRAINING SIMULATOR

Laser Shot's SIMrange™ ST enables short throw projectors with integrated hit detection cameras to be installed within 18" of the projection surface, reducing the overall footprint required. The SIMrange™ ST is scalable and can be delivered in multiples of three lanes per screen, allowing for expansion to meet throughput requirements.

In the past, firearms simulators required installing an independent laser-hit detection camera adjacent to the projector, requiring careful positioning and calibration during each setup. The SIMrange™ ST eliminates this task by integrating the laser-hit detection camera inside the projector, ensuring constant alignment and readiness to begin training.

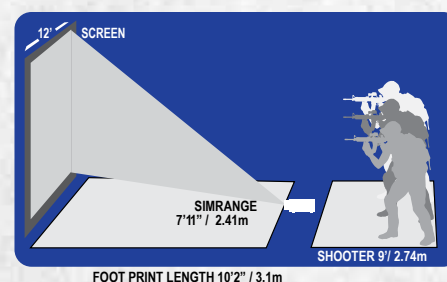
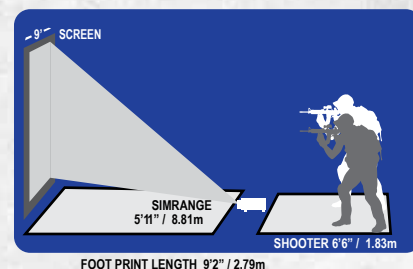
The SIMrange™ ST is typically packaged with Laser Shot's Judgmental Training Software (JTS) for use-of-force training. These packages include various training devices, such as simulated tasers, OC spray, and other non-lethal weapons.

SET UP

Setting up the SIMrange™ ST is an intuitive process that requires very little time or manpower. After one introductory training session, a single operator can complete the setup, which includes camera calibration, and be ready for training in 10 minutes or less. Ultra-short throw technology for projection and hit detection capabilities make Laser Shot's SIMrange™ ST has smaller footprint than others in the industry, which can be set up in a 10'x10' room or area and can operate in most light environments.

KEY FEATURES

- Short throw capability within 48" of the projection surface
- Integrated hit detection camera
- Fastest setup time of any simulator in its class
- Floor set up only





SIMRANGE ST 2.0 LOW LIGHT TRAINING SIMULATOR

Laser Shot's SIMrange™ ST 2.0 features all of the same capabilities as the original SIMrange™ ST 2.0 while also enabling the user to perform lowlight training scenarios. This is achieved through the integration of a second hit detection camera that tracks the movement of Laser Shot's IR Flashlight; a simulated flashlight that mimics the real-life feel and function of flashlights used by officers in the field. Laser Shot's Judgemental Training Courseware features a library of over 900 training scenarios. Every scenario is compatible with the lowlight training technology of SIMrange ST 2.0. This is accomplished by using infrared technology to cast a life-like illumination upon a scenario that has been artificially dimmed to mimic a low-light environment.

SET UP

Setting up the SIMrange™ ST 2.0 is an intuitive process that requires very little time or manpower. After one introductory training session, a single operator can complete the setup, which includes camera calibration, and be ready for training in 10 minutes or less. Ultra-short throw technology for projection and hit detection capabilities make Laser Shot's SIMrange™ ST 2.0 the smallest footprint in the industry, which can be set up in a 10'x10' room or area and can operate in most light environments.

KEY FEATURES

- Short throw capability within 48" of the projection surface
- Integrated hit detection camera
- Fastest setup time of any simulator in its class
- Floor set up only

IR FLASHLIGHT





MOBILE MARKSMANSHIP TRAINING SIMULATOR



MMTS COMPACT MOBILE MARKSMANSHIP TRAINING SIMULATOR

POWERFUL MILSPEC PORTABLE SIMULATOR

The compact version of the MMTS houses many of the same features as the full-size model while reducing footprint size, weight, and cost. This single-console simulator utilizes a similar MIL-STD 810G case with a slightly smaller stature and a projector with a shorter throw. The MMTS Compact's single console design utilizes a laptop as an instructor station.

KEY FEATURES

- MIL-STD 810G durable rolling case (highest shock mount rating)
- Single-console performance
- Integrated instructor control station (ICS)
- Vivid 1080p projection



MMTS - CROSSHAIR MAGNIFIED OPTICS SIMULATOR

Crosshair™ Magnified Optics Simulator is a unique, high-fidelity training simulator for distance shooting and the use of long-range optics. By utilizing micro-displays embedded in a variety of optic housings, Laser Shot is able to offer snipers, marksmen, and observers the ability to use virtual magnified optics to execute tactical scenarios incorporating observation, cover, and engagement.

Laser Shot Virtual Shoot House (LVS) courseware simulates realistic close-quarter engagement scenarios with life-sized 3D character models to mimic the movements and reactions of real humans. LVS incorporates an easy-to-use and intuitive user interface allowing the instructor to quickly manipulate and configure the training system from the operator station. The LVS courseware allows for the authoring of scenarios and offers an extensive after-action review capability, providing detailed data on shot placement.

KEY FEATURES

- MIL-STD 810G durable rolling case (highest shock mount rating)
- Single-console performance
- Integrated instructor control station (ICS)
- Vivid 1080p projection



A man in a white dress shirt and tie is wearing a black tactical vest. He is holding a yellow simulated handgun in his right hand. The vest has a patch on the right side that says "LASER SHOT" with a logo. The background is dark.

FIREARMS

In order to fully immerse trainees and provide unforgettable muscle memory, a comprehensive virtual training system should include realistic simulated weapons or recoil kits for real firearms. Laser Shot designs, manufactures and assembles a variety of simulated firearms solutions ranging from sidearms to crew-served weapons at our state-of-the-art engineering facility in Sugar Land, Texas.

Laser Shot's in-house team of firearm engineers has developed simulated versions of countless firearms. Our production team continues to update and add more models to the available collection.



DRY-FIRE

Designed by firearm engineers to replicate the form, fit, and function of prolific polymer-framed sidearms, Laser Shot's line of simulated pistols instills unforgettable muscle memory into the user with their true-to-life trigger weight, take-up, and reset. These simulated firearms can be outfitted with the user's choice of a visible laser for standard dry-fire training or an 850nm infrared laser for integration with Laser Shot virtual firearm training simulators.

SIMULATED RECOIL FIREARMS

Laser Shot is the first simulator company to design our pneumatic recoil to be filled inside barrel reservoirs instead of the magazines. The barrel reservoirs can be filled with an adapter on a CO2 tank with a siphon tube. Since magazine changes are required more frequently during normal training, the seals are commonly worn out and cause increased air leaks. Laser Shot improved this feature by leaving the magazines inert and constructing air reservoirs inside the barrels.

SIMULATED RIFLES

A training weapon is only as realistic as its trigger pull weight, take-up, and reset. Laser Shot's team of firearm engineers build our simulated rifles around true-to-life trigger mechanisms and equip them with realistic form, fit, and function to that of the M4/M16 series of rifles. Available in dry-fire or recoil configurations, these training weapons are currently used by elite military and law enforcement units worldwide to instill unforgettable muscle memory during virtual phases of their training regimens.

SIMULATED SHOTGUNS

The SIM870 (Dry Fire) and 870 Recoil are modeled after the iconic police shotgun and are ideal for virtual qualifications and drills.



LESS LETHAL

Laser Shot's training systems are centered around marksmanship and the use-of-force continuum. To that end, a line of realistic less lethal simulated weapons is available for officers to train on every step of De-escalation to ensure that threats in the virtual environment are met with the correct tier of force.



SIM BATON

Constructed from a standard ASP model baton, a kinetic switch is activated when swung by an officer that elicits a corresponding response from suspects in JTS scenarios.

OC SPRAY

Designed to match the dimensions of standard-issued OC Spray devices, when the trigger is pressed, characters in select HD scenarios will react as if OC Spray has been deployed.

IR FLASHLIGHT

The IR Flashlight Trainer is an infrared laser-based training device that upon activation triggers the illumination of the screen in low-light scenarios.



COUNTING MAGAZINES

Laser Shot has developed simulated magazines capable of adjustable round counts. When the number of shots fired equals the round count setting, a follower is actuated to lock the bolt or slide to the rear, replicating the physical characteristics of an empty weapon.

Officers must physically eject the magazine and press down on the actuator to reset/reload and re-insert into the magazine well to resume firing. Each magazine replicates the weight and feel of a real magazine and features true-to-life dimensions for seamless carrying in tactical gear or duty belts for reload drills.



RECOIL KITS - PARTNERS



Dvorak Recoil Conversion Kits feature refillable Co2 reservoirs inside of the magazine, mitigating time spent refilling after the reservoir has been depleted. With multiple full magazines at the ready, simply eject the empty mag and insert a full magazine to simulate a real magazine swap with your simulated recoil firearm.

PISTOL KIT COMPONENTS: Replacement barrel and 2 magazine containing refillable Co2 reservoirs (25-30 shots before noticeable decrease in recoil).

RIFLES: With purchase of a rifle **Dvorak** kit, **SIMRANGE** supplies and outfits complete uppers from real firearms with **Dvorak** kit installed.

Use a **CoolFire** Recoil Conversion Kit to convert your personal firearm into a simulated handgun. Build unforgettably muscle memory and marksmanship skills with this recoil kit purpose-built by **CoolFire** to fit your privately-owned handguns.

COMPONENTS INCLUDE: Barrel with built-in, refillable Co2 reservoir and refill port located at the end of the muzzle (15-25 shots before noticeable decrease in recoil)

UTM kits are installed inside of real firearm and provide the most realistic simulated recoil of all our recoil conversion kit options. Dummy bullet shells are ejected from the bullet ejection port, while a laser is inserted into the barrel for compatibility with a laser-hit detection camera.

Note:
Recoil Conversion Kits are not compatible with our line of inert SIM firearms (SIM7, SIM M17, etc.)

CROSSHAIR™ - MAGNIFIED OPTICS

Crosshair™ Magnified Optics Simulator is a unique, highfidelity training simulator for distance shooting and the use of long-range optics. By utilizing micro-displays embedded in a variety of optic housings, Laser Shot is able to offer snipers, marksmen, and observers the ability to use virtual magnified optics to execute tactical scenarios incorporating observation, cover, and engagement. Crosshair simulated weapons or optic devices contain an always-on infrared laser that the detection camera tracks for aim data. This aim data is used to produce the magnified image that is displayed in the virtual scope. In the case of weapons, when a trigger pull is sensed, a shot will be created at the aim point. Crosshair's simulated rifle scope has functioning elevation and windage turrets along with adjustable focus and zoom rings.

WEAPONS & OPTICS

Crosshair™ technology can be adapted to any physical optic. Our team of firearm engineers are standing by to create custom training devices to meet specialized training requirements. Below are some of the most commonly used simulated optics and weapons. Multiple optic models are available.



KEY FEATURES

- Realistic ballistics engine
- Conduct mission rehearsal
- Can replicate long-range engagement inside a classroom
- Train for windage, elevation, and distance factors without the need for live fire
- Multiple weapon and optic platforms can be networked together within the same scenario for collective training
- Multiple optic models available
Crosshair™ technology can be adapted to any physical optic. Our team of firearm engineers are standing by to create custom training devices to meet specialized training requirements. Below are some of the most commonly used simulated optics and weapons.

Multiple optic models are available.



SIM RCO

A magnified view is achieved using specialized lenses within the mock optic body, allowing the shooter to focus on the projection surface.



RIFLE SCOPE

Features functional windage and elevation turrets, as well as standard eye relief for a long range optic of its size.



SPOTTING SCOPE

Ideal for sniper / spotter team training and features realistic zoom and focus adjustments.



M110

Modified from a real weapon system, this training device mimics special-purpose rifles found in all services & elite law enforcement units.



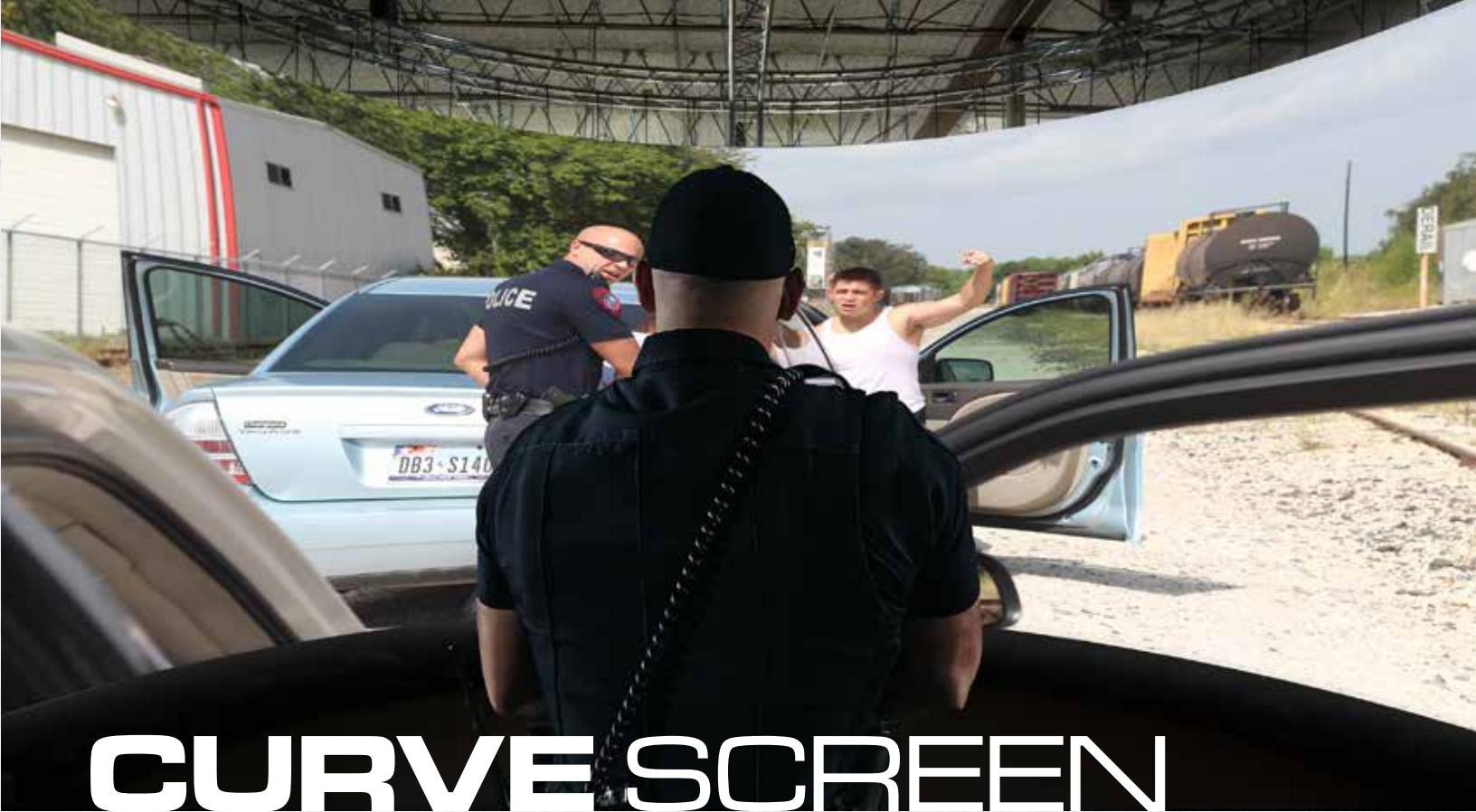
M24

This simulated weapon features a real M24/Remington 700 action and Harris bi-pod for realistic precision marksmanship training.



M4 RECOIL

When paired with the SIM RCO, this simulated weapon offers a tetherless option to train designated marksmen.



CURVE SCREEN

THE IMMERSIVE SCREEN SYSTEM

Laser Shot's Curve simulators have modernized the immersive virtual training industry by utilizing a curved, seamless screen, providing an uninterrupted image, and offering the most realistic virtual firearms training experience.

Immersive training replicates the training a warfighter would receive on a traditional shooting range. This offers a large variety of military targets, qualification courses, and skill drills. Warfighters can fine tune their small arms fundamentals with Skill Drills training modules as well as put themselves into realistic battlefield simulations with Virtual Battlespace 4.

KEY FEATURES

- Short throw video projector
- Image warping software
- Laptop computer
- Hard mount installs
- 130 degree seamless screen
- Speakers

MULTI SCREEN





LIVE FIRE RANGES



SHOOTING RANGE TECHNOLOGIES™

A leading authority on live-fire range design, fabrication and equipment. With more than seventy combined years of industry experience, SRT personnel are uniquely qualified to take on your range project and complete it on time and within budget. We use the very latest in computer aided design technology, and operate some of the largest computer driven dual-head water jet cutting machines in North America. As the live-fire division of Laser Shot, Inc., and previously operating solely under the Laser Shot name, SRT has been designing, fabricating and equipping specialized, 360-degree containment / zero SDZ live-fire shooting range facilities since 2005.



MODULAR VIRTUAL SHOOT HOUSE

A key factor in CQB (Close Quarters Battles) training is the ability to enter and clear rooms without interfering with the projection or hit detection. Laser Shot solved this issue by implementing SIMrange™ ultra-short throw projection technology. The SIMrange™ is installed overhead to allow for freedom of movement without obstacles or trip hazards, and to enable officers to approach virtual targets within 3' without interrupting the projection. Hit detection cameras are embedded in each SIMrange™ unit to capture the impact location of the training weapon. Laser Shot's Modular Virtual Shoot House is easily expandable and re-configurable to meet the customer's requirements should they ever change in the future.



Laser Shot Virtual Shoot House (LVS) courseware simulates realistic close-quarter engagement scenarios with life-sized 3D character models to mimic the movements and reactions of real humans. LVS incorporates an easy-to-use and intuitive user interface allowing the instructor to quickly manipulate and configure the training system from the operator station. The LVS courseware allows for the authoring of scenarios and offers an extensive after-action review capability, providing detailed data on shot placement.

INTEL NUC 11 CORE i5 COMPUTERS



INTEL NUC 11 ENTHUSIAST CORE i7



INTEL NUC 11 CORE i5 (Mini)

PROFESSIONAL CONFIGURED COMPUTERS

Every SIMrange simulator requires a custom mini-gaming computer equipped with laser-hit detection/tracking software. Personal computers are not compatible with this software, making this mini-gaming PC an essential component of every SIMrange setup.

QUICK SETUP SYSTEM

CUSTOM ASSEMBLED MOBILE SAFETY CASE

Save time and space with the new 3 step Quick Setup System. Enjoy the convenience of a fully assembled component tray. The system comes with a foam lined Pelican 1650 case.



PELICAN1650
ROLLING
HARD CASE

1 LIFT **2** PLUG **3** PLAY



COURSEWARE

Laser Shot recognizes that the key to successful training comes from a combination of hardware and software. To that end, Laser Shot continually updates a library of realistic, practical, and doctrine-based courseware with our in-house team of software engineers in conjunction with law enforcement subject matter experts.

By writing our courseware straight from law enforcement and federal qualification manuals, officers are able to train for live-fire events that they may encounter in the future. Laser Shot understands that organizations may have different training needs and works with end users to develop specific courseware that meets their requirements.

TRAINING HEROES THROUGH SIMULATION

Empower law enforcement professionals with Laser Shot's cutting-edge simulation solutions. Elevate tactical training, enhance decision-making, and ensure readiness through realistic scenarios. Explore our advanced technology designed to meet the unique training needs of law enforcement agencies, fostering skill development and operational preparedness.



Judgmental Training Software (JTS) challenges cognition with real-life interactive simulated scenarios. The scenarios were designed based on real-life exposure to emergent threats in law enforcement and military communities. As the student reacts to the scenarios presented to them, the instructor can manipulate the scenario based on the student's presentation of their organization's force continuum.

The instructor also can save progress and conduct after-action reviews (AARs) which aid in continued coaching, mentoring, and reinforcing organizational standard operating procedures.

CURRICULUM

With over 1000 training scenarios to choose from in the JTS library, from responding to a domestic disturbance or burglary to more complex branching scenarios such as active shooter and concealed carry scenarios, the instructor can challenge the student all while reinforcing the force continuum.

INSTRUCTOR CAPABILITIES

With over 1000 training scenarios to choose from in the JTS library, from responding to a domestic disturbance or burglary to more complex branching scenarios such as active shooter and concealed carry scenarios, the instructor can challenge the student all while reinforcing the force continuum.

JTS EDITOR

An optional add-on is a user-friendly built-in scenario editor, which gives instructors with basic computer skills an opportunity to effortlessly create or modify complex scenarios to their specifications. Easy-to-use tools such as advanced zoning options, and simple drag-and-drop controls support the act of importing scenarios into the design canvas. This creates a simple platform for generating new simulations and branches that are automatically generated and displayed in a top-down, real-time 3D, hierarchical view.



CONTENT CREATION

JTS features a library of over 1000 scenarios. However, Laser Shot offers two services for clients with specific training requirements and unique challenges in the field: custom content development and/or training.



CONTENT CREATION TRAINING

Laser Shot's JTS videography team will travel to the customer's site to teach them how to use the JTS Editor package – a simulator add-on comprised of software and a camera system that will enable the customer to film and edit an unlimited number of scenarios for their system. Ultimately, it is up to each client to assess their available resources and decide which option would best empower their training regimen. Please note that these services are available at a date later than the delivery of a simulation system, and many clients opt for annual scenario development packages.



CUSTOM CONTENT DEVELOPMENT

Laser Shot will send the entire videography team behind all 1,000 existing scenarios in the JTS library to the customer's site to direct and film a predetermined number of scenarios within the time allotted. Upon returning to Laser Shot headquarters, this team will edit this footage into interactive JTS Scenarios to be remotely uploaded to the client's simulation system. These scenarios can remain exclusive for the client or be added to the JTS library to be sold to future clients.



PRELIMINARY MARKSMANSHIP TRAINING

PMI - LAW ENFORCEMENT

A self-paced interactive courseware designed specifically for small arms development, sustainment and qualification, and adheres strictly to the doctrines of all services. Officers practice grouping and advance to the zeroing. When the officer achieves an optimum shot group, the zeroing process will walk them through adjusting physical sights on simulated weapons. Upon successful zeroing, the shooter will transition to a qualification course and qualify using all tables and appropriate rounds.

CURRICULUM

An AAR will illustrate each shot location and differentiate tables by color. Final scores will post for review and results can be printed or exported to a spreadsheet for training records. PMI features a comprehensive library of training courses, such as standard BRM popup ranges, pistol qualification ranges, KD practice ranges, ALT-C, and Military Police qualification ranges. With a 14' portable screen four lanes can be simulated simultaneously. Laser Shot maintains accurate perspective calculated for exact target size to distance ratio. Additional lanes can be added by networking more systems.





KNOWN DISTANCE RANGE

KNOWN DISTANCE RANGE

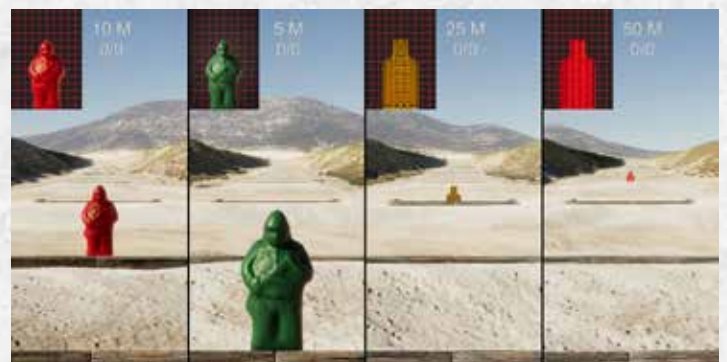
Featuring mil-spec targetry in vivid 1080p virtual immersion, Known Distance (KD) Range is a fundamental element of Laser Shot's comprehensive marksmanship instruction curriculum, adhering to the doctrinal standards of military field manuals with targets of 5 – 500 meters. This virtual version of real-world marksmanship instruction includes functions designed to enhance the officer's training experience and provide instant feedback to the instructor, such as a responsive LOMAH indicator (Location of Misses and Hits) in the peripheral view of the officer, which displays instant shot placement without the need to interrupt the sight picture.

Additionally, this powerful courseware visualizes both POA and POI (point and point-of-impact) to the instructor to clearly conceptualize the relationship between where the weapon is aimed and the impact location of the virtual bullet based on the type of firearm / round type ballistics and distance in the virtual environment. These added features greatly reduce the amount of time required for an officer to become proficient with their weapon system at varied distances.



CURRICULUM

A KD range has three primary objectives: fire tight shot groups at a known distance, make sight adjustments at range while experiencing the effects of wind and gravity, and marksmanship testing. The firing task on a KD range is an intermediate step toward the firing task of an officer. Information concerning the precise hit-or-miss location of every bullet fired is provided. KD firing is conducted with a single, clearly visible target at a known distance, and the officer can establish a position that provides a natural point of aim on that single target.





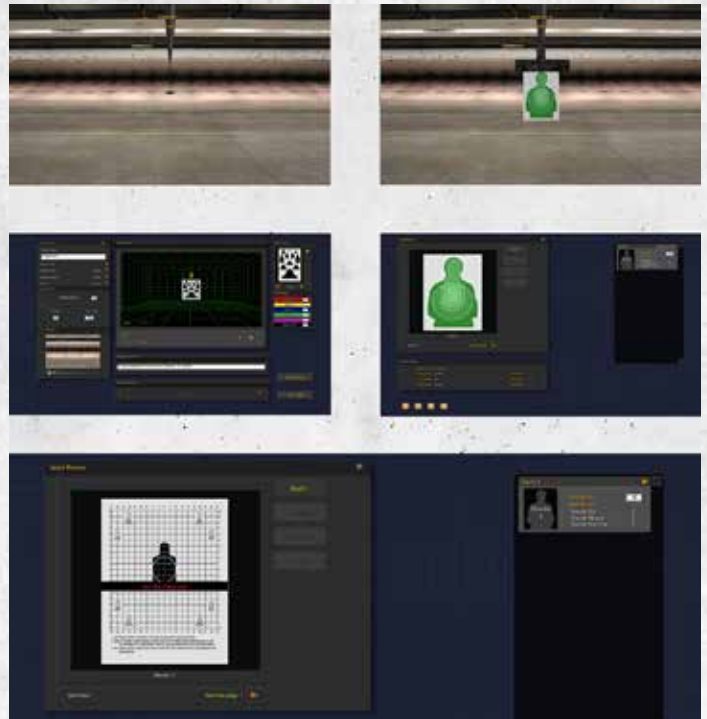
COURSE OF FIRE

BASIC MARKSMANSHIP INSTRUCTION

Laser Shot's Course of Fire™ supports qualification requirements for Basic Marksmanship Instruction by enabling instructors at any level of computer knowledge, skill, or ability, to replicate any physical firing range and target condition. Course of Fire provides up to 4 individual qualification lanes per virtual range set, all operated through a single dedicated IOS or remote tablet. The user-friendly GUI features include a simple menu interface for selecting and inputting shooters, selecting courses, course editing, and developing and exporting training reports to reflect student performance and progress. Course of Fire has unique and user-friendly course editor options to create virtually any qualification course.

KEY FEATURES

- Easy-to-use interface
- Scalable for higher throughput
- Accurate sized targets and scoring
- Instructor screen for real-time monitoring
- Database of individuals and training history
- Capable of augmenting live fire qualification
- Comprehensive After Action Review enables a review of every shot taken from each distance – examine shot grouping, and placement, and even print the targets
- Create virtually any qualification course from three to fifty meters while accommodating up to four targets in a single lane





SKILL DRILLS

ADVANCED MARKSMANSHIP PROFICIENCY

Skill Drills are advanced drills that significantly increase marksmanship proficiency. Laser Shot Simulations skill-building exercises develop strong transferable skills that carry over into live-fire applications. Included are various training drills that focus on the improvement of officers' speed, accuracy, and reaction times.

Designed by subject matter experts in advanced firearms training, drills are designed to focus on critical eye and hand coordination while introducing stressors like timers, no-shoot targets, reflexive fire, and head-to-head competition with other officers to reinforce urgency in speed and accuracy. Each drill has adjustable settings to allow for the progression of training and determine the degree of difficulty required to challenge all skill levels to perform better. Drills can be used with any simulated weapon type.

CURRICULUM

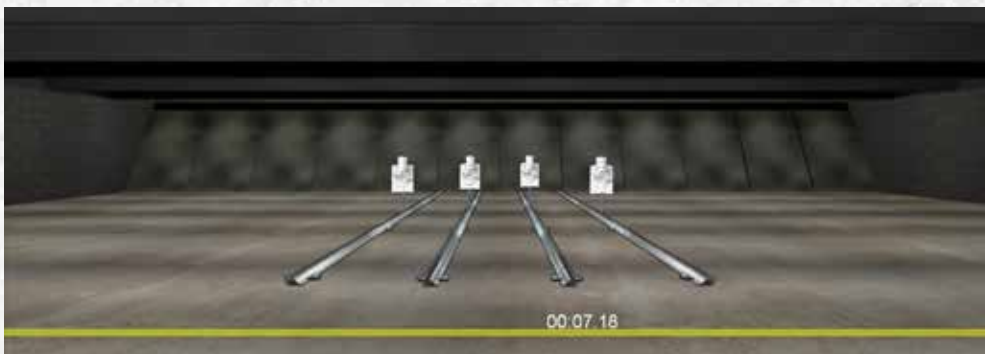
Training drills focus on the improvement of a student's speed, accuracy, and decision-making skills

Each drill allows an instructor to tailor every training session to individual skill levels from beginner to expert using adjustable settings such as the number of targets, target face time, and target speed

Developed with direct input from active Military and Law Enforcement instructors



15	9	4	12
11	6	8	2
3	7	1	13
14	10	16	5



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