FIREARMS TRAINING SYSTEM

Email: sales@danndevelopments.com

Telephone: +44 (0) 1476 512 372
Introduction

The VIPER Firearms Training System offers a high quality training capability, at a competitive and realistic price. The team are working side by side with strategic partners, who have a thorough understanding of the training needs of police and militaries around the world.

The system was born because of the unwillingness of manufacturers to deliver what end users actually need, instead they deliver something they have already developed, and then expect it to fit the needs of the world wide security community. That is obviously not possible, as different cultures have different understandings of different situations. Rules of Engagement differ around the world, and training systems, laser and live fire have to be totally adaptable.

We have the capability to create bespoke training packages that perfectly fit, yet are still adaptable to the ever changing requirements of security organizations. Training platforms that are used today require changing for tomorrow because something has happened somewhere and our protectors have to regroup and change tactics.

Both military and police officers have become peace keepers around the world. Each incident is monitored, and officers are accountable for their actions. Each shot is often filmed by the worldwide network of media which follow conflicts wherever they may be.
VIPER Training System & Components

VIPER comprises of a PC based control system, high definition projector and hit detect camera. It can be configured as either a fixed or mobile platform to enable fixed based and deployable training.

VIPER is available in single or multiple screen configurations for multi-lane and/or wide area arc of fire training.

Our unique VIPER Firearms software is easy to load, understand and teach. Full set-up instructions are provided.

If required the entire system can be packed into an air-portable/hand luggage Pelican-style hard case. We also offer a range of Invertor/Battery powered systems for mains- remote training.

For fixed installations the system can be installed in a standard 19” rack or a standard PC desktop configuration.
VIPER Skills Drills

The Skill Drill program within the Training System package, allows basic marksmanship and judgmental training for both new recruits and experienced officers. The Skill Drill program is the most basic program within the Viper Training System, but can be useful in improving the students shooting ability. It teaches good hand-to-eye coordination and introduces basic judgmental “shoot and no shoot” targetry. Skill Drills focuses on improving students accuracy and decision making ability.
VIPER Qual X

The “QUAL X” training program within the Viper Training System, allows training for up to 4 shooters on a single screen. Instructors are able to create different qualification courses, this allows for targets to be positioned accurately through the use of the instructor editor; Distances, lighting conditions and time scales can all be adjusted. Courses can be built very quickly, without having had lots of initial training.

Targets can be authored to appear on a monorail, where the image gets closer or further away depending on the instructors decision. Turning targets are also an option within the “QUAL X” software, where the targets are seen as either “friend”, where the student is not required to shoot, or “foe” where the student is required to shoot. All shots taken by all students are saved within a database, allowing the students and instructors to view an After Action Review (AAR). This option means that the shooting results can be recorded for later review. Students are able to visually see the shot placement, and this is made easy to view through a shot-by-shot analysis.

Benefits

- Qualification courses can be created, ranging up to 50 metres.
- AAR allows students to analyse every shot taken, including the shot placement on the target.
- Results of shot placement can be saved to a database, allowing progress tracking of each student.
- Lighting conditions, speed and size of the target can be adjusted by the instructor.
VIPER KD Range

The “KD Range” (Known Distance Range) is an outdoor range that allows students to shoot out to longer distances. Different targets can be added to allow the realism of shooting on an actual outdoor range. Using the editor allows instructors to build known qualification shoots, but with the added ability to add weather (such as wind, rain, snow etc) along with the ballistic affect this would have on each round fired. Day or night shooting can be authored easily by the instructors, and as in the QUAL X programme, all results can be viewed and saved to a user data base.

This graphic shows the “instructor view” on the monitor. The instructor can create new courses or edit existing ones at any time. As you can see the screen is neat, and easy to use. This allows the instructor to focus on the students and the training at all times. Weather can be added or changed which will allow the student to see the effect on the ballistics.

The above image shows snow whilst the image to the right shows rain. Any other type of weather can also be added. Any targets can be added to match current qualification courses. Up to four targets per screen and a moving target can be authored at any one time.
VIPER Intervid

INTERVID is the judgemental branching video program that allows the end user to not only play scenarios from the extensive supplied library but also create training scenarios with the easy to use editor. Simply take a camera, film the required video footage and then save it in to the editor / player and within minutes you can be training. This is a unique program as it is so user friendly.

Over many years in this industry we have found that end users require training footage that is relevant to their areas, not scenarios created by other departments in totally different parts of the world. Scenarios can branch from gun shots, CS Spray, Taser or an instructor key press so outcomes can always be different.

Military officers of the 21st century find themselves in more peace keeping environments. Gone are the days of just firing on full automatic, each shot they fire is analysed not only internally but also by the inevitable world journalists that are present at every conflict. Officers are subject to many impossible situations but will find their decisions investigated in a court, at a later date.

The InterVid interface, as like all the other Viper screens, is simple to use which allows the instructor to monitor the student. A look back camera plays an after action review to not only show if the student shot any rounds but will also show how they took cover, etc. The picture in picture play back highlights exactly the student’s actions, including verbal command at any given time.
Mover X is an integral part of the VIPER training System (VTS) suite. Both running human figures and traditional paper targets can be programmed to move from left to right or right to left at varying speeds. Students must lead the target and as the target speed increases so must the lead. Any specific paper target can easily be added. Customised running figures, male, female, European, Asian, etc can also be chosen from an ever increasing library. The backgrounds are currently City / woodland and sand, however, more can be added upon request.

Mover X operates in single screen or in a networked mode, which is several screens connected. The true benefit of this particular training programme can be seen in network mode. Mover X is compatible with both laser and live fire systems.
VIPER Virtual Battle Space 3 (VBS3)

Virtual Battlespace 3 (VBS3) is a flexible simulation training solution for scenario training, mission rehearsal and more. VBS3 expands on its predecessor VBS2 by improving the VBS open architecture, providing faster performance with our multicast system, and introducing a new, more modern-looking user interface. VBS3 was selected by the U.S. Army as its flagship product for its Games for Training program. VBS has become an industry standard in game-based military simulation.

Options. VBS3 enables better training by allowing users to build larger terrains, involve more participants, and create more complex scenarios.

Learning: Think. Communicate. Train. Learn. VBS3 is designed to help develop techniques, procedures, and communication and decision-making skills.

Technology: Better Technology Means More Options. VBS3 enables better training by allowing users to build larger terrains, involve more participants, and create more complex scenarios.

Development: Make Your Own Scenarios. Make Your Own Models. VBS3 is a flexible, simulation environment where developers can create an incredible range of training scenarios.

Content: In the Air, Over Land, On the Sea. VBS3’s content is vast and varied. Our content library includes thousands of vehicles, weapons, people and objects.

VIPER Taser Trainer

Tasers were introduced as non-lethal weapons for use by police to subdue fleeing, belligerent, or potentially dangerous people, who would have otherwise been subjected to more lethal weapons such as a firearm. It fires two small dart-like electrodes, which stay connected to the main unit by conductors, to deliver an electrical current to disrupt voluntary control of muscles causing “neuromuscular incapacitation”.

Someone struck by a Taser experiences stimulation of his or her sensory nerves and motor nerves, resulting in strong involuntary muscle contractions.

A 2009 Police Executive Research Forum study said that officer injuries drop by 76% when a Taser is used. However, while Taser CEO Rick Smith has stated that police surveys show that the device has saved 75,000 lives, there has been some controversy where Tasers have been implicated in instances of serious injury or death. Today more than effort as more and more officers are equipped with these devices training has become paramount.

The Taser VTS has been designed with the knowledge of experienced police officers in order to enable training teams to deliver appropriate instruction on the use of this new technology. Using the VIPER Taser training simulator enables training to be conducted in a safe classroom environment without the need for firing live cartridges – therefore saving a great deal of time and money.
VIPER Range Furniture

Realistic live fire training needs a realistic environment, utilising skills and technologies usually confined to film sets and the stage our range furniture can turn your static shooting range into one of a many safe and realistic environments, from street scenes to offices.

VARIED LANDSCAPE SOLUTIONS: Urban or rural. Built or natural environment. A wide range of scenes can be modelled.

RANGE SAFE CONSTRUCTION: Designed to be shot with zero risk to trainee or instructors.

VARIABLE WEAPON SYSTEMS: Train your team with the firearms and ammunition they use when deployed.

Mission rehearsal and AO familiarization

- Can incorporate laser and / or live fire training
- Decision support and cultural awareness transitioning
- Visualization of weapon effects
- Navigation training in urban environments
- HLA/DIS Compliant
VIPER Weapons

Crew Served Weapons, laser inserts, inert weapons, recoil kits and recoil weapons

Simulated Crew Served Weapons

The simulated crew served weapons are equipped with numatic recoil giving them not only realistic looks but realistic feel as well. They can be configured to work with most simulation systems.

**M240**

Features include:
- numatic recoil
- shot count
- round limit
- forced jam
- forced reload
- coded laser for tracking

The simulated recoil weapons allow for reload drills with sensed feed tray covers and charge handles. Weapon stoppages can be forced via a stand alone control box with no computer needed or can be integrated into simulator software interface for added bi-directional functionality.

**M2**

**MK19**

The simulated recoil weapons can be outfitted with a pulsed laser set to defined pulse lengths for projection based simulators or can be adapted to work with magnetic or optical based tracking systems for VR based systems.
Handguns, Assault rifles, HMG’s and Sniper Rifles

Recoil and non-recoil available

Gas recoil kits available for a wide selection of weapon types

Many options available

Including a complete “Use of Force” option to include, Voice command, Baton, Flashlight, CS and Taser
VIPER was chosen as the live fire and laser fire training system by the UK Police. Consisting of two 50 metre live ranges, a 100 metre live range and a laser fire simulator. The system is designed to provide CGI, video and digital targetry training for both developmental and qualification training.

Installed to support the training of both regular and specialist firearms teams the training can range from pistol to sniper rifle training with each range supporting 12 lanes of shooting with linked dualing supporting interaction between the range and simulator room.