

# 2017 PRODUCT CATALOG

V17-1

MILITARY / LAW ENFORCEMENT



# LASER SHOT

SIMULATIONS

■ IMMERSIVE SIMULATORS ■ TRAINING COURSEWARE ■ SIMULATED WEAPONS ■ LIVE-FIRE RANGES

**HEADQUARTERS**  
STAFFORD, TX



**SRT FABRICATION**  
SUGAR LAND, TX



**REGIONAL OFFICE AND  
SIMULATION CENTER**  
ORLANDO, FL



**SRT FABRICATION**  
SUGAR LAND, TX

**ABOUT US**

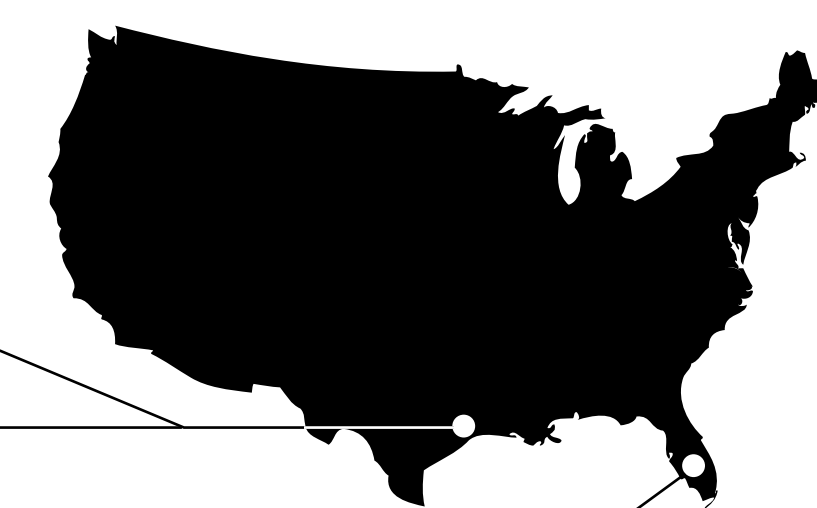
Laser Shot provides affordable, alternative training solutions for military and law enforcement professionals. Since its establishment in 1999, Laser Shot has remained committed to developing the most realistic and practical firearm simulators, crew training simulators, and live-fire facilities available worldwide.

Laser Shot offers progressive training solutions that are applicable to all skill levels, adaptable for individual customer needs—all while focusing on “train-as-you-fight” core principles. Our training solutions augment existing programs with safe alternatives by using technologically-advanced simulations for immersive training. In live-fire facilities, they turn conventional, mundane ranges and shoot houses into exceptional, cutting-edge facilities.



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# SYSTEMS

Laser Shot develops cost effective and practical training simulators for both individual and collective training requirements. Laser Shot offers a variety of simulators with options for portability, installed or multi-screen to fit your individual needs. One of our representatives would be happy to go over your requirements and determine which product will work for you.

## SYSTEM TYPE



INSTALLED



PORTABLE



MULTI-SCREEN

## PORTABLE SYSTEMS



### PSATS

#### PORTABLE SMALL ARMS TRAINING SIMULATOR

##### SYSTEM TYPE



PORTABLE

##### FIREARM COMPATIBILITY



RECOIL CONVERSION KIT



RECOIL



DRYFIRE



LASER INSERT



LESS LETHAL

PSATS is a portable firearms training simulator with all critical system hardware (projector, hit detection camera, computer, keyboard, mouse, and speakers) mounted in fixed positions inside the hard plastic carry case on a sliding rack for easy accessibility.

#### KEY FEATURES

- Projector
- Speakers
- 4U Carrying Case
- Keyboard & Mouse
- Gaming Console
- Wireless Tablet and Router

#### SOLD SEPARATELY

- Simulated Weapons
- Software
- Screen
- For more Options and Training Courses, please call 281-240-1122

#### DETAILS

- Weight: 33lbs
- Ultra-Portable
- Dimensions: 22W x 22D x 10H
- Plug and Play Set-up / Installation





**MMTS**  
MOBILE MARKSMANSHIP TRAINING SIMULATOR

SYSTEM TYPE



FIREARM COMPATIBILITY



Laser Shot's **Mobile Marksmanship Training Simulator (MMTS)** is a multi-functional firearms simulator designed to address both basic and advanced firearms training requirements for both small arms and crew served weapon systems. Optional add-on modules of mission specific training courseware or specialized weapon systems can elevate standard weapons training to address all individual and collective training requirements.

All critical system hardware (laser hit detection camera, computers, speakers, and networking hardware) are mounted in fixed positions inside the ruggedized portable case for easy set up and operation. The operator station can be set up close or away from the MMTS to provide more room or discretion for the instructor. The MMTS is considered a plug and play solution that is designed specifically for the training needs of military and law enforcement professionals.

The MMTS is designed to have the projector with integrated hit detection camera placed on the floor or on a table top for operation. The operator station components can be positioned out of the way to allow shooter's more floor space in front of the screen.

**MMTS FEATURES**

- Portable
- Integrated Instructor Station
- Compatible with small arm and crew serve simulated weapons systems
- Plug and Play
- Individual and Collective Skills Training
- Preliminary Marksmanship Instruction
- Weapons Grouping, Zeroing, and Qualification Practice
- VBS3 Tactical Weapon Simulator
- Accurate Ballistic API for realistic training
- Compatible with Crosshair™ Long Range Optics Training Systems
- Optional mission specific courseware modules for vessel defense, mounted or unstabilized gunnery training, or CQB requirements



Courseware can be customized to meet the specific training requirements with titles that specialize in individual marksmanship training, reflexive fire, use-of-force, immersive collective scenarios, mission rehearsal and firearms skill building.

The MMTS can operate as a single screen solution or be networked together to provide larger training throughput if desired or relocate and configure screens for more immersive environments.

The MMTS is scalable and can be delivered in multiples of three lanes per screen when using Course of Fire, or PMI software titles allowing for expansion to meet your throughput requirements. Courseware will replicate actual training and qualification standards and built-in editors allow the end user to easily author their own content.

**SYSTEM INCLUDES**

- Ruggedized Carrying Cases
- Integrated Instructor Station
- WUXGA Short Throw Projector
- Laser Hit Detection Camera
- Networking Hardware
- Weapons Interface
- Portable Screen





**CROSSHAIR**  
MAGNIFIED OPTICS SIMULATOR

SYSTEM TYPE



WEAPON COMPATIBILITY



**Crosshair™ Magnified Optics Simulator** combines Laser Shot's subpixel-accurate laser tracking technology with VBS3 software to provide users the ability to train with a variety of optic devices and weapon platforms for long range engagement and observation.

**Crosshair's** simulated rifle scope has functioning elevation and windage turrets along with adjustable focus and zoom rings. Crosshair™ does not use sensors to detect the location of the shot; instead Laser Shot uses lasers in the muzzle which communicates constant aiming position allowing for more accuracy over competitors.

Each simulated optic device can have the reticle overlay changed within the Crosshair™ simulation editor to fit the needs of the individual. The default setting is ¼ MOA but can be programmed to represent other MOA requirements. There are 52 physical turret clicks on the simulated scope but should a need to go beyond that occur, the scope's sensors will continue counting for correction.

**WEAPON OPTIONS**

- Simulated Bolt Action Rifle with Rifle Scope Spotting Scope
- M110/SR25 with Rifle Scope
- M4 Simulated Recoil Weapon
- Rifle Combat Optic
- Spotting Scope
- Rifle Scope



**KEY FEATURES**

- Accurate ballistics engine
- Conduct mission rehearsal
- Can replicate long range engagement inside a classroom
- Train for windage, elevation and distance factors without need for live fire
- Multiple weapon and optic platforms can be networked together within the same scenario for collective training



**MMGTS**  
MOUNTED MACHINE GUN TRAINING SIMULATOR

SYSTEM TYPE



FIREARM COMPATIBILITY



The MMGTS can be upgraded with the Crew Served Gunnery Add-On for basic gunnery training, marksmanship, and unstabilized gunnery training. Gunnery tables will be created in VBS3 and will have a course generator for the end user to create or edit courses. Simulated Crew Served Weapons are added with options for a swing seat with weapon mounts, Dive Station, Vehicle Commander Station, and communications hardware. A workstation for a tower control can also be added if required. Multiple screens can be added to enhance the driver and gunners fields of view.

- 1. Mounted Machine Gun Course Generator:** This is the primary software feature of the MMGTS. It allows the user (an unstabilized gunnery instructor) to use a GUI to enter desired specifications for an unstabilized gunnery course of fire – restricted by what is allowable according to TC 3-20.31 – and then have that course generated automatically.
- 2. Simplified Course Control:** After the course has been created, the MMGTS will offer the user a simple interface for controlling its progression using a separate GUI. This GUI will display a map overview of the training area with firing positions and target zones highlighted along with 3D views of the training vehicle and current target. Using a simple button interface, the instructor will be able to iterate through each engagement. Daytime conditions for each engagement will automatically change as applicable.
- 3. Course Evaluation Aids:** The MMGTS software automatically keeps track of unstabilized

gunnery scoring metrics such as engagement time in order to aid the instructor to improve evaluation efficiency. These numbers will be displayed in a scoring table following course completion.

**4. Standard Laser Shot Features:** In addition to its unique new features, the MMGTS will also rely on Laser Shot's standard Series II weapon tracking capability (with Weapons Interface and VBS TWS) to allow for the use of simulated firearms in the simulation environment.

The Course Generator is the most substantial software feature included with the MMGTS. Simplicity and ease-of-use are the core tenets of its design, foregoing a high level of customization. Rather than require that the instructor manually place targets on the map, the MMGTS Course Generator will instead present options for each engagement in a simple GUI. The instructor will be given a few options for each engagement:

- **Target Type:** A list of allowable targets for the current engagement will be presented (e.g., for an infantry engagement, the options would be: troop target, anti-tank team target, or sniper target).
- **Target Range:** A slider will be presented, allowing the instructor to choose any target range between the minimum and maximum allowed for the current engagement type.
- **Firing Position:** If applicable, a list of allowable firing positions will be presented (this may be an option for some engagement but fixed for others).



WARRIOR SKILLS TRAINER - FT HOOD, TX



COASTAL RIVERINE GROUP 2 - NORFOLK, VA

## CONVOY OPERATIONS SIMULATOR

### MOUNTED GUNNERY TRAINER

SYSTEM TYPE

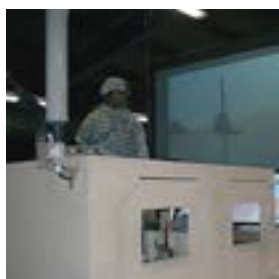


WEAPON COMPATIBILITY



Laser Shot's **Vehicular Convoy and Gunnery Trainer** consists of an immersive training environment that places trainees in high fidelity virtual environments in order to train effectively on a variety of crew level operational tasks, such as Counter-IED training and extremely realistic mounted and dismounted gunnery training. The advance training courseware of Virtual Battlespace 3's Tactical Weapon Simulator (VBS3-TWS), combine with exclusive laser-based individual and crew served training weapons, enable Laser Shot to deliver the most realistic and immersive conditions possible in a training environment.

The Vehicular Convoy and Gunnery Trainer is organized around the training Pod. A Pod contains four (4) convoy vehicle mockups (HMMWV's) that are stationary mockups mounted to the floor. A total of twelve (12) borderless projection screens surround the entire Pod in a configuration two (2) screens in front of the lead vehicle, two (2) screens behind the trailing vehicle and two (2) screens on either side of the vehicles in the middle of the convoy. This screen configuration provides an encapsulating, realistic environment and a 360° target engagement area. Multiple Pods are able to be networked together for multiple vehicle convoy exercises. The visual technology provided enables dismounted training from a minimum of five (5') feet from the training vehicle.



Each realistic convoy vehicle is replicated with a complete drive station including steering wheel, brake, and accelerator pedals as well as a roof-mounted gun position for a crew served weapon. The overall design of each vehicle accommodates freedom of movement inside and outside of the vehicle, and permits normal communication. The layout of the Pod provides for multiple entrances and egresses of approximately four (4') feet between each screen layout.

Projectors and laser-detection cameras are floor mounted, clear of the training area to provide easier access for maintenance and calibration. The screen configuration of an individual Pod will determine the amount of computers needed to drive each Pod. All system computers will be housed in a compact server rack(s) along with an Instructor's control station outside the training area. Computers will be centrally networked at the Instructor's control station enabling expansion to multiple training Pods at that location or from any regional location.



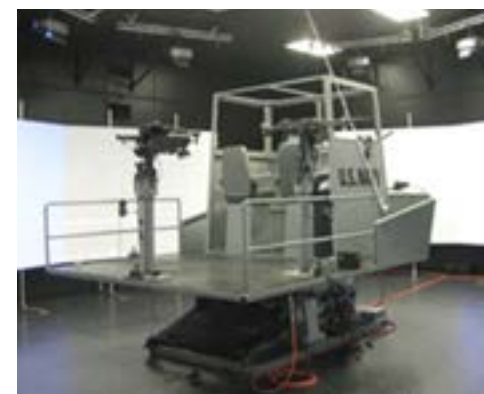
## BOAT SIMULATOR

### NAVAL GUNNERY TRAINER

SYSTEM TYPE



WEAPON COMPATIBILITY



Laser Shot's **Boat Crew and Gunnery Trainer** consists of an immersive training environment that places sailors in geo-typical and geo-specific virtual environments in order to train effectively on a variety of crew level operational tasks and waterborne gunnery. Integrated with the advance training courseware of Virtual Battlespace 3's Tactical Weapon Simulator (VBS3-TWS), combined with exclusive laser-based individual and crew served training weapons, enable Laser Shot to deliver the most realistic and immersive conditions possible in a training environment. system.

The Boat Crew and Gunnery Trainer consist of a boat hull with overall measurements of approximately ten (10) feet wide and fifteen (15) feet long. The boat hull platform consists of: Coxswain Station (Console and Cabin Assembly), Handrails, and Weapon Mounts are installed on a 3000 pound payload Three Degree of Freedom (3DOF) motion

Recommended is a total of six (6) borderless projection screens to encompass the bow, port and starboard sides of the boat. This screen configuration provides an encapsulating, realistic environment and a 180° target engagement area. The vessel is replicated with a complete coxswain station including steering wheel and throttles as well as gun positions on the bow, port and starboard sides for crew served weapons.

Projectors and laser-detection cameras are floor mounted, clear of the training area to provide easier access for maintenance and calibration. Computers will be centrally networked at the Instructor's control station enabling expansion to multiple training Pods at that location or from any regional location.



**SIMRANGE**

ULTRA-SHORT THROW / BUILT-IN HIT DETECTION CAMERA

SYSTEM TYPE



WEAPON COMPATIBILITY



**SimRange™** is intended to simulate a traditional shooting range but with the use of virtual targets. Laser Shot's newest technology allows ultra-short throw projectors with integrated hit detection cameras to be installed within 18" of the screen 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 your throughput requirements. Courseware will replicate actual training and qualification standards and built-in editors allow the end user to easily author their own content.



**KEY FEATURES**

- Scalable for larger training throughput
- Exceptional video quality in 1080P HD
- Increases shooter's proficiency, confidence and skill levels
- Safely conducts firearms training without the need for ballistic facilities or live-fire weapons

In the past, firearms simulators required installing an independent laser hit detection camera adjacent to the projector requiring careful positioning and calibration. If you had a portable firearms simulator this meant you had to perform this task every time you set up and took down for training. The **SimRange™** by Laser Shot solves that problem by integrating the laser hit detection camera inside the projector ensuring that it is always properly aligned and ready to go when you set it up.

Another feature upgrade is the ability to place it within 18" of a screen or wall due to its ultra-short throw technology. This allows smaller rooms or spaces to now be converted in to virtual ranges for safe, effective training without the need for ballistic facilities or live weapons or ammunition.



**SOLD SEPARATELY**

- Simulated Weapons
- Software
- Screen
- Call 281-240-1122 for more Options and Training Courses

**DETAILS**

- Vivid 1080P Projector
- Speaker System (Internal, built-in)



**CURVED SCREEN SYSTEM**  
FULLY IMMERSIVE ENVIRONMENT

SYSTEM TYPE



WEAPON COMPATIBILITY



TRAINING TYPE



Laser Shot Simulations **Curved Screen Simulators** have modernized the immersive virtual training industry. By utilizing a curved, seamless screen, we are able to create an uninterrupted image, offering the most realistic firearms training experience available.

The immersive training replicates the training and individual would receive on a traditional shooting range. This offers a large variety of military targets, qualification courses, skill drills and law enforcement. Shooters can fine tune their small arms fundamentals with our Skill Drills Training Modules as well as put themselves into realistic use of force situations with our Judgmental Training Software (JTS). (Compatible with the 90 Degree Curve) (Compatibility with 180 Degree Curve coming soon.)

19'10.483" Front Width  
12'2.669" Height



30' x 30' Footprint  
22.9' Diameter  
9.5 Height



**TRAINING CAPABILITIES**

- Marksmanship Long and Short Range
- Collective exercise
- Shoot don't shoot scenario

**FEATURES**

- LS Ultra Short Throw Video Projector
- Laptop Computer
- Modular Truss Designs/ Hard Mount Installs
- LS 90
- 180 Degree Seamless Screen
- 7 M Curve Screen with Truss Structure
- Speaker Set
- Weapon non-tether or tether



**CLOSE QUARTERS BATTLE (CQB) SIMULATOR**  
MODULAR VIRTUAL SHOOT HOUSE

SYSTEM TYPE



WEAPON COMPATIBILITY



TRAINING TYPE



Laser Shot's **Close Quarters Battle (CQB) Simulator** Virtual Targetry System places specific emphasis on close quarters engagement training. Realistic, life sized avatars are projected on to wall surfaces and react as authored by the user friendly editing module within the instructor control station. Animations mimic kneeling, crouching, walking, running, taking cover, escalating hostility, firing, reloading, wounding, and death.

Another important factor in CQB training is the ability to enter and clear rooms without interfering with the projection or hit detection. Laser Shot solved this issue by implementing ultra-short throw projection technology. Projectors are installed overhead to allow for freedom of movement without obstacles or trip hazards. Hit Detection Cameras are located near the projectors to capture the impact location of the training weapon. Laser Shot's Virtual Shoot House is easily expandable and reconfigurable to meet the customer's requirements should they ever change in the future.



**KEY FEATURES**

- Ability to simulate hostage scenarios
- Multi-room/multi-target zone engagements
- Life-size 3D characters with realistic movements and reactions
- Operator friendly scenario authoring station for end user content creation
- Advanced AAR system displays real-time recording of bullet impacts and character reactions

**BENEFITS**

- Target discrimination
- Active Shooter rehearsal
- Follow target during engagement
- Practice critical decision making skills
- Develop muscle memory for close quarters engagement

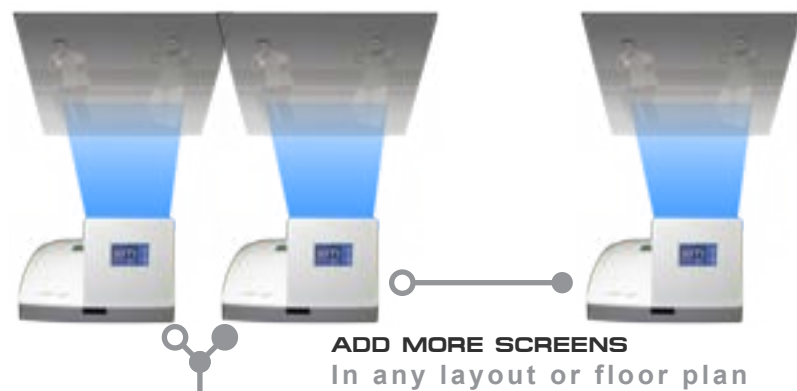




## CQB SIMULATOR

(2) CONTINUED

Laser Shot can provide virtual targetry solutions in existing CQB facilities, both ballistic and non-ballistic, or classroom environments. Likewise, Laser Shot offers a variety of ballistic or non-ballistic structures that provide customers with a turn-key solution. Laser Shot's virtual targetry can be operated with simulated weapons that emit lasers for a more controlled, safety conscious training or can be fitted with thermal cameras that allow for the usage of the trainees own service weapons and ammunition. Providing the ballistic construction of the facility, Laser Shot can accommodate either or both technologies simultaneously.



REMOTE OPERATOR STATION  
Controls the targets on each wall

### SYSTEM INCLUDES

- Operator Station
- Ultra Short Throw Projector w/ Integrated Laser Detection Camera
- Speaker System
- Laser Shot Virtual Shoot House (LVS) Courseware
- Shapes & Colors



# TRAINING COURSEWARE

**Laser Shot** recognizes that the key to successful training will come from a combination of both hardware and software. To that end, **Laser Shot** believes in developing some of the most realistic and effective training courseware available.

Our goal in designing virtual targetry courseware is to replicate current law enforcement training standards and advance individual skills through the use of proven training methods provided by subject matter experts in the law enforcement training industry.

**Laser Shot** also understands that organizations may have different training needs so we pride ourselves in working with our customers to develop specific courseware that meets their requirements.

#### TRAINING TYPE

USE OF FORCE	QUALIFICATION	MULTI-SCREEN
SKILL BUILDING	MARKSMANSHIP	CLOSE QUARTERS

#### WEAPON COMPATIBILITY

FLASHLIGHT	LESS LETHAL	RECOIL
LASER INSERT	SENSORED	DRYFIRE



**JTS**  
JUDGMENTAL TRAINING SOFTWARE

TRAINING TYPE



SYSTEM TYPE



WEAPON COMPATIBILITY



Laser Shot's **Judgmental Training Software (JTS)** is a video based use of force training solution that places law enforcement professionals in a scenario where they have to react accordingly and demonstrate proper knowledge of use-of-force policies and procedures.

From the instructor station, scenario outcomes can be controlled to escalate or deescalate based on the officer's interaction.

ADDITIONAL OPTIONS  
**800+ SCENARIOS AVAILABLE**



Instructor's view of possible outcomes during a scenario



**KEY FEATURES**

- Authoring station
- HD Quality scenarios
- Easy-to-use interface
- After action reviews (AAR)
- Multi-scenario outcome capability
- Interactive, immersive, and intuitive
- Instructor driven or automated scenario outcome
- Dynamic scenarios with user controlled outcomes
- Multi-point hit-zone design for easier hit zone creation

**BENEFITS**

- Proactively monitor officer's reactions to scenarios
- Enforce individual department policies and procedures
- Identify areas where use of force retraining may be necessary
- Customize scenarios and replicate events for training purposes



JTS Scenario Building Tool



**COURSE OF FIRE**  
QUALIFICATION TRAINING COURSEWARE

TRAINING TYPE



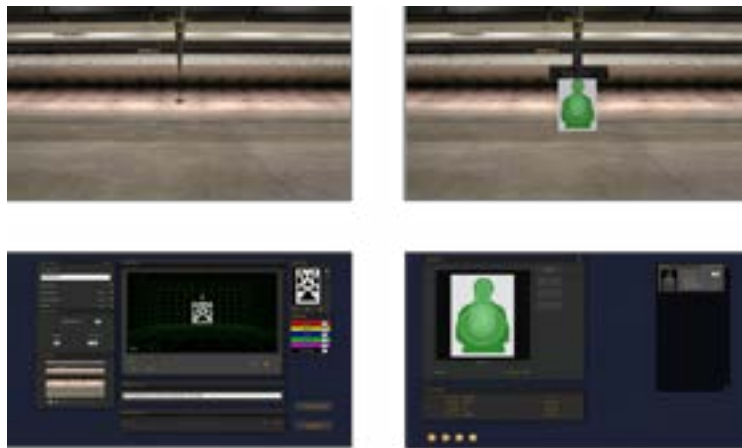
SYSTEM TYPE



WEAPON COMPATIBILITY



**Course of Fire™** enables users to replicate the traditional shooting range experience. It is designed for the purpose of helping law enforcement agencies meet their firearms training standards. The user-friendly GUI features include a simple menu interface, course editor, and a language editor.



**KEY FEATURES**

- Immediate feedback
- Easy-to-use interface
- Scalable for higher throughput
- Accurate sized targets and scoring
- Comprehensive After Action Review
- Instructor screen for real time monitoring
- Database of individuals and training history
- Capable of augmenting live-fire qualification



**PMI**  
PRELIMINARY MARKSMANSHIP INSTRUCTION - QUALIFICATION TRAINING COURSEWARE

TRAINING TYPE



SYSTEM TYPE

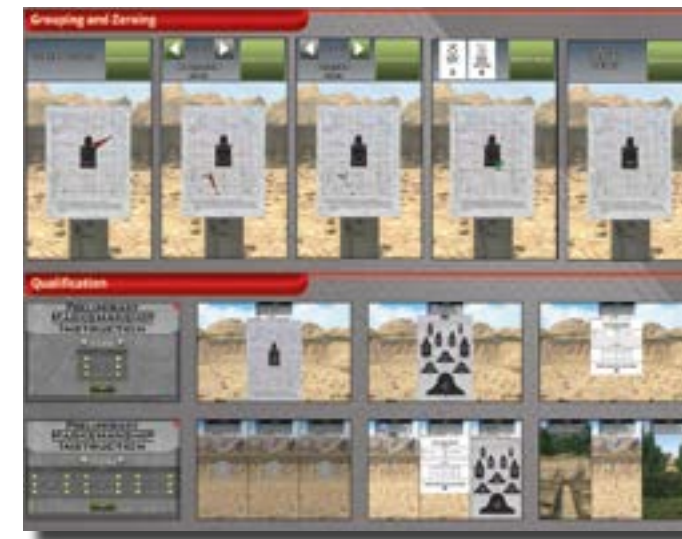


WEAPON COMPATIBILITY



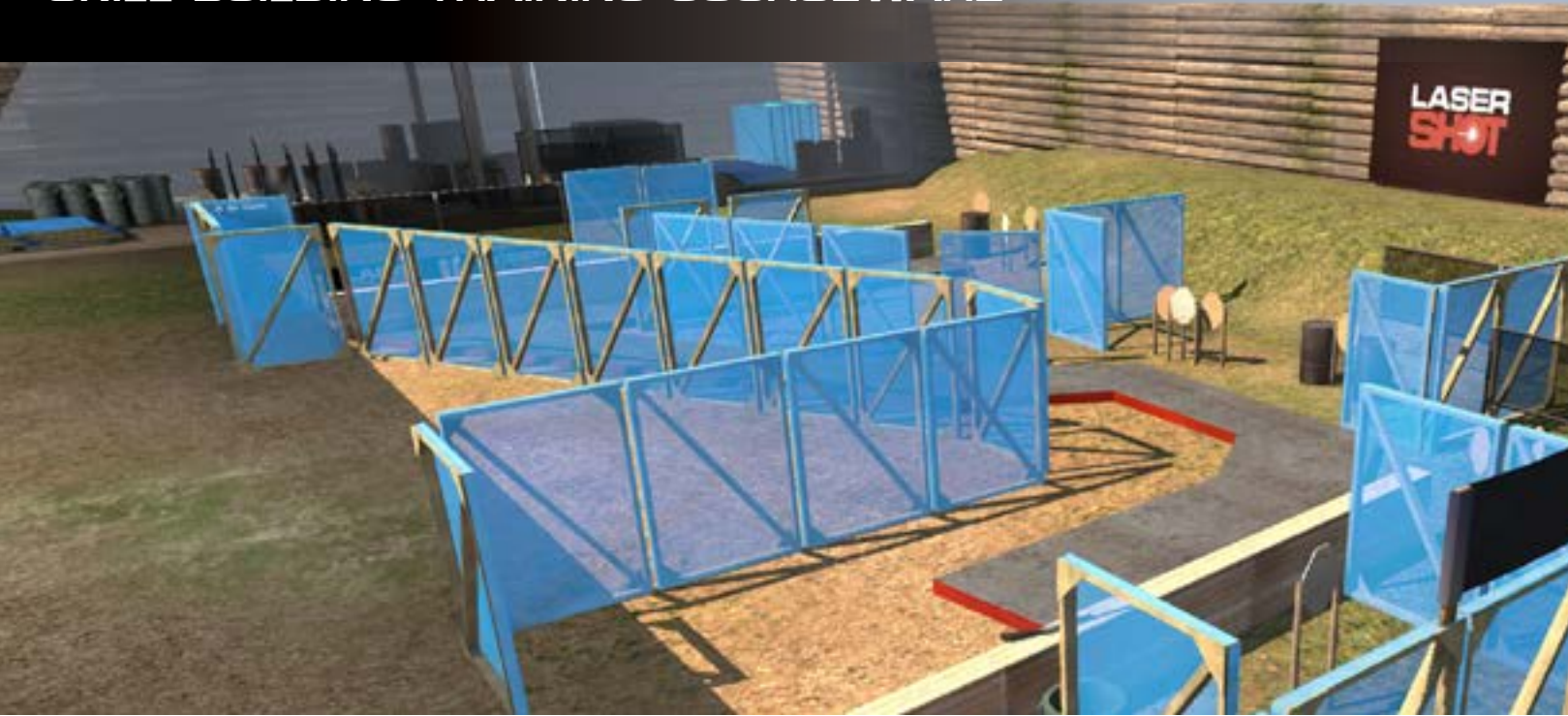
**PMI, Preliminary Marksmanship Instruction**, is designed specifically for small arms development, sustainment and qualification, straight from the field manual. Trainees can concentrate on zeroing and grouping without having to go to the range or draw ammunition and other resources.

With the 12' portable screen, 3 lanes can be trained simultaneously. The reason Laser Shot proposes (3) lanes on a single screen is the accurate target sizing perspective that is calculated and validated by others for exact target to distance ratio. Additional lanes can be added by networking more MMTS's.



**KEY FEATURES**

- Immediate feedback
- Easy-to-use interface
- Scalable for higher throughput
- Accurate sized targets and scoring
- Comprehensive After Action Review
- Instructor screen for real time monitoring
- Database of individuals and training history
- Capable of augmenting live-fire qualification



**PRACTICAL SHOOTING**

6 COMPETITION SHOOTING TITLES

TRAINING TYPE



WEAPON COMPATIBILITY



Competition shooting tests the ability to shoot both quickly and accurately. The sport tests both shooting skills and mental focus.

Laser Shot took these skill sets into consideration and created challenging courses that will help shooters further develop their technique. It gives a shooter the ability to train in the comforts of an indoor environment all year round. This software paired with Laser Shot hardware, a shooter can easily train for any competition shooting match.

- Competitive Scoring System
- Time and Accuracy Scoring Factors
- Shoot / No-Shoot Targets
- Simulates Actual Course Pathways
- Wood and Metal targets



ALPHA



BRAVO



CHARLIE



DELTA



ECHO



FOXTROT

**SKILLS DRILLS 1, 2 AND 3**

MARKSMANSHIP TRAINING COURSEWARE

TRAINING TYPE



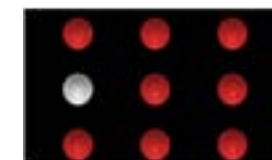
SYSTEM TYPE



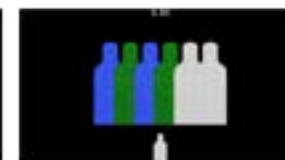
WEAPON COMPATIBILITY



**Skill Drills 1™** includes ten (10) unique programs, each focusing on a specific shooting fundamental. The data provided in the after-action review (AAR), aids shooters in the ability to track improvement by measuring; speed, accuracy, target acquisition, and target priority. The customizable setting allows the difficulty to be catered to any skill level.



QUICK SKILL DRILL



MATCHED COLOR DRILL



HOSTAGE DRILL



TRANSITIONAL

**Skill Drills 2™** includes eight (8) additional programs, which combine both shooting fundamentals and critical thinking exercises.



LATERAL THINKING



CHARGING



DUELING TREE



SPEED



MATCHED COLORS 2

**Skill Drills 3™** integrates ten new, separate training drills into an intuitive user interface. Supporting multiple, simultaneous and independent training lanes, each of the drills comes with straight-forward instructions as well as AAR.



SKILLS DRILLS 3



ACCELERATION DRILL



EL PRESIDENTE



DEMI PRESIDENTE



TIMING SPEED



SPEED AND DISTANCE



FAST DRILL



ACCURACY - TIMING

## SKILL BUILDING TRAINING COURSEWARE



### SHAPES and COLORS

DYNAMIC AND CHALLENGING SHOOTING DRILLS

#### TRAINING TYPE



SKILL BUILDING



MARKSMANSHIP

#### SYSTEM TYPE



INSTALLED



PORTABLE



MULTI-SCREEN

#### WEAPON COMPATIBILITY



RECOIL

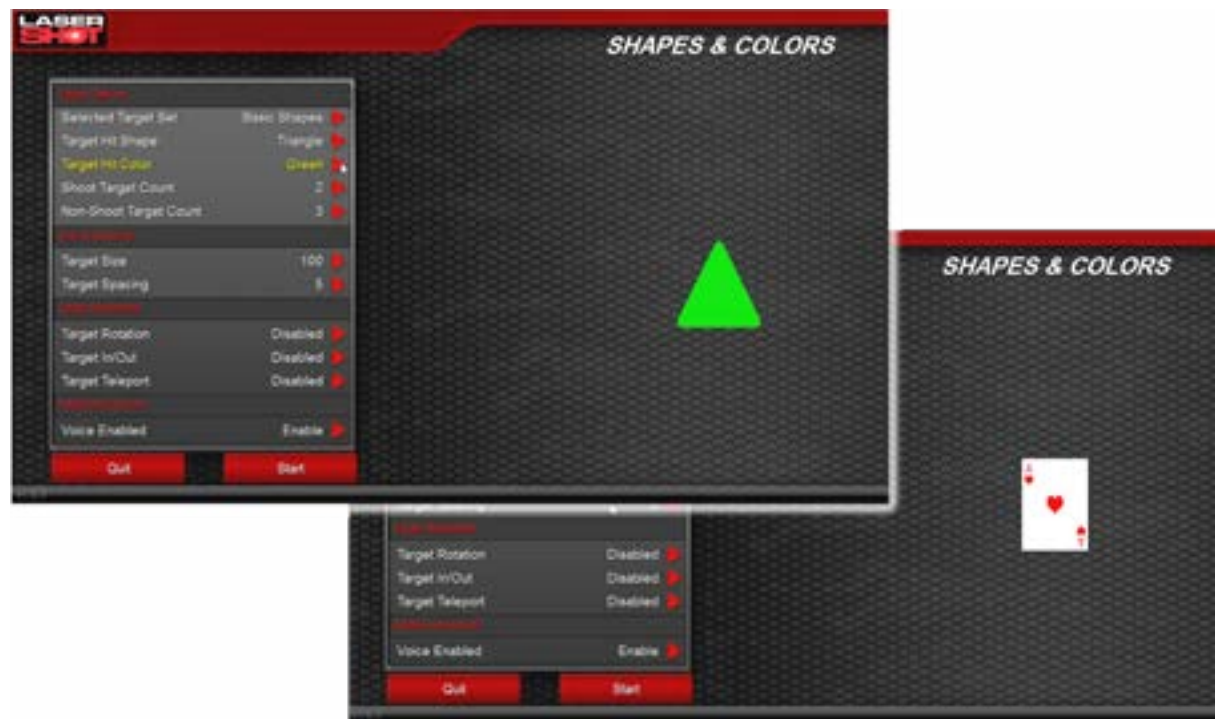


DRYFIRE



LASER INSERT

**Shapes and Colors™** was designed for, and by, our armed forces special operations instructors. It is designed to increase a shooter's ability to discriminate between targets quickly and accurately by overwhelming their senses and creating a chaotic shooting environment.



## CLOSE QUARTERS COMBAT TRAINING COURSEWARE



### LASER SHOT VIRTUAL SHOOT HOUSE (LVS)

CLOSE QUARTERS ENGAGEMENT SCENARIOS

#### TRAINING TYPE



CLOSE QUARTERS



MARKSMANSHIP

#### SYSTEM TYPE



PORTABLE



INSTALLED



MULTI-SCREEN

#### WEAPON COMPATIBILITY



RECOIL



DRYFIRE



LASER INSERT

**The Laser Shot Virtual Shoothouse (LVS) Courseware** simulates a state-of-the-art, realistic, close quarter engagement scenario with life-sized 3D character models to mimic the life-like movements and reactions to that 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 which provides detailed data on shot placement.

LVS is designed to be used with Laser Shot's CQB Virtual Training System for multiple room engagement but can be downsized for individual screen simulators if required.





## SIMULATED WEAPONS

Laser Shot designs, manufactures and assembles a variety of simulated firearms solutions that address the different training requirements from law enforcement and military professionals.

### SIMULATED WEAPON TYPE



Provides data feedback to instructor station for weapon states, aiming data, and fire events. Tethered for data communication and can be recoil or inert.



Turnkey simulated weapons that action the bolt through Co2 or compressed air. Refillable reservoir in barrel or magazine. Recharged with CO2 refill adaptor and tank or through compressed air. Tethered options also available.



Transform customer provided weapon in to a simulated recoil weapon by removing manufacturers barrel assembly and replacing with conversion kit. Laser is inside the barrel assembly and replacement magazines provide reservoir for Co2 to provide recoil. Tethered options also available.



Realistic facsimile of weapon models but has no action or recoil and will emit a laser when the trigger is depressed.



Laser modules that can be inserted in to customer's weapon and register shots when trigger is depressed.



Laser Shot understands that not all weapon training requirements are the same and therefore we focus on providing a variety of realistic simulated weapons that address individual needs to complement your training programs.

**SIMULATED DRY-FIRE WEAPONS**

- SIRT GLOCK ▶
- AK47
- GLOCK 17
- GLOCK 19
- RPG 7
- 1911 ▶
- M9
- SIG P226
- SIG P229
- S&W M&P
- M4

**SIMULATED RECOIL WEAPONS**

- BERETTA PX4 STORM
- GLOCK 17 ▶
- M9
- SIG 226
- M4
- SIG P229 ▶
- SS1
- GLOCK 19 ▶
- SIM 4
- AK 47
- M16



**SIMULATED SENSORED WEAPONS (Recoil/Non-Recoil)**

- |                                   |               |
|-----------------------------------|---------------|
| AK47                              | MK19          |
| M9                                | SIG P226 ▶    |
| SS1                               | M203          |
| M4 ▶                              | 870 SHOTGUN ▶ |
| M16 ▶                             | AT4           |
| M240B                             | M110          |
| M2                                | GLOCK 17      |
| M249                              | M240B         |
| M24 BOLT ACTION RIFLE, NON-RECOIL |               |

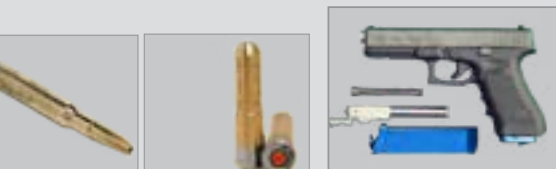
▶ = example

DRYFIRE	Re	SENSORED



**DRY-FIRE LASER INSERTS**

- DRYFIRE LASER KIT, IR, .40, .45, 9mm (3.5" - 4.8" BARREL LENGTHS)
- DRYFIRE LASER KIT, IR, .40, .45, 9mm (2.9" - 4" BARREL LENGTHS)
- DRYFIRE LASER REVOLVER KIT, IR, .357/.38 SPECIAL, (6 PACK)
- DRY FIRE LASER, 9mm, IR
- DRYFIRE LASER KIT,VISIBLE, .40, .45, 9mm (3.5" - 4.8" BARREL LENGTHS)
- DRYFIRE LASER KIT,VISIBLE, .40, .45, 9mm (2.9" - 4" BARREL LENGTHS)
- 12 GAUGE SHOTGUN ADPATER
- 20 GAUGE SHOTGUN ADAPTER
- LASER INSERT, 9MM RED-I SHORT FLASH SYSTEM (SFS), IR
- LASER INSERT, .40 RED-I SHORT FLASH SYSTEM (SFS), IR
- LASER INSERT, 12ga RED-I SHORT FLASH SYSTEM (SFS)
- LASER INSERT, 20ga RED-I SHORT FLASH SYSTEM (SFS)
- LASER INSERT, .45 RED-I SHORT FLASH SYSTEM (SFS)
- LASER INSERT, .38 RED-I SHORT FLASH SYSTEM (SFS)



**RECOIL KITS**

- SIG P228 RECOIL KIT, TETHERLESS
- M4 UPPER RECEIVER ASSEMBLY RECOIL KIT, TETHERLESS
- BELTPACK, ARS-BP11
- M240 RECOIL KIT, TETHERED
- M249 RECOIL KIT, TETHERED
- M16 RECOIL KIT, TETHERLESS
- SIG P220 RECOIL KIT, TETHERED
- SMITH & WESSON M&P RECOIL KIT, TETHERLESS
- M9 RECOIL KIT, TETHERLESS
- AK47 RECOIL KIT, TETHERED
- GLOCK 19 RECOIL KIT, TETHERLESS
- 1911 RECOIL KIT, TETHERLESS
- MP5 RECOIL KIT, TETHERLESS

# RANGES

Shooting Range Technologies™ is 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.



### Ranges to Fit Any Need

Products include SRT's Modular Ranges, Mobile Ranges, Container Ranges, and Shoot Houses. We'll even help you with your custom conventional style range if you like. We have built and supplied range facilities for every branch of the U.S. military, including SOCOM; foreign militaries, including the Canadian Special Forces; DHS/ICE / Border Patrol; and The Federal Reserve; as well as Law Enforcement Agencies and Civilian/Commercial customers, worldwide. Even Sturm, Ruger & Co., one of the world's largest firearms manufacturers, after exhaustive research, chose SRT to design, build and outfit their new, modular live-fire testing facilities in two of their manufacturing plants.

## LIVE-FIRE



### THERMAL SHOT LIVE-FIRE VIRTUAL TARGETRY SYSTEM

#### SYSTEM TYPE



**Thermal Shot™** technology is the exclusive live fire solution that ensures the entire target wall is tracked. This implies that all areas of the screen will accurately track and register projectiles, resulting in zero blind spots and rogue shots. As a projectile passes through or strikes the Thermal Shot™ screen, the thermal camera detects and measures the locations of those strikes, instantly mapping the strikes to the projected images. The computer responds immediately with the correlating results which may include depictions of death, wounding, chipping, splintering, or other realistic bullet impacts.



#### KEY FEATURES

- Adaptable to nearly any live-fire facility
- Use live service Firearms against virtual targetry
- Functional with Simunition™, UTM™, paintball, or airsoft rounds







**CONTAINERIZED RANGE**  
COMPACT LIVE-FIRE FACILITY

SYSTEM TYPE



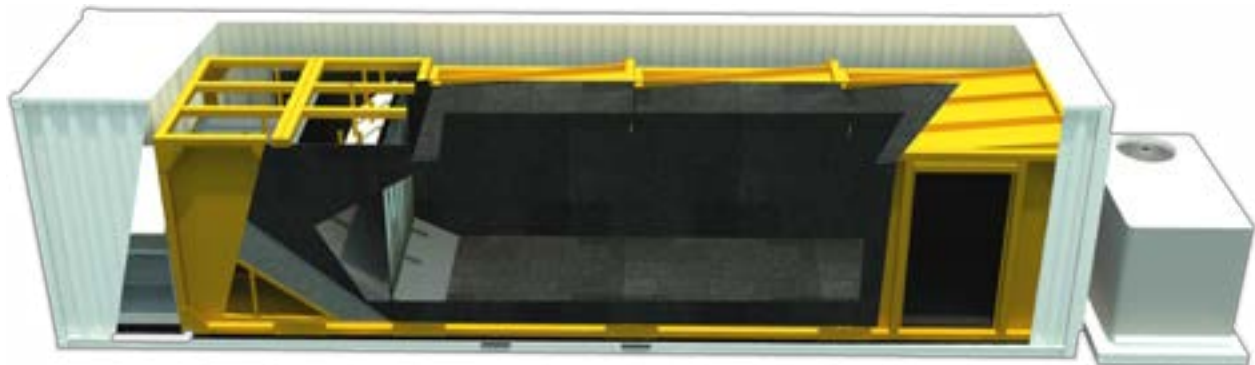
SRT's Container Range is designed for the person or business with a simple need for a safe place to shoot which is close at hand. Built inside a modified 40' shipping container(s), it is dropped at your site (behind a building, in a parking lot, on a slab, etc.) and connected to your electrical power. Custom container-based ranges can be designed to meet your particular needs.

**KEY FEATURES**

- Rifle-rated to 7.62 x 51mm
- Expandable in length and width
- 7 yard to 300 meter target distances
- True 360-degree positive ballistic containment (ZERO-Surface Danger Zone)
- Options for rubber or steel bullet traps, target systems, automated control station, safety systems, fire protection, bullet collection/packaging, and Thermal Shot virtual target system

**SYSTEM INCLUDES**

- Acoustic treatments
- Lighting and communications
- Weatherproof exterior
- Rubber or steel bullet trap
- OSHA/NIOSH/EPA compliant ventilation system with HEPA filtration
- True 360-degree positive ballistic containment (ZERO-Surface Danger Zone)



**MOBILE RANGE**  
TRANSPORTABLE LIVE-FIRE FACILITY

SYSTEM TYPE



SRT's Mobile Range is a completely self-contained, mobile live-fire training platform, perfect for bringing the range to the shooters. Housed in a standard 53' semi-trailer, it is a turnkey shooting range providing a safe environment for on-location, live-fire training and practice. It is easily moved by a standard semi-tractor (not included).

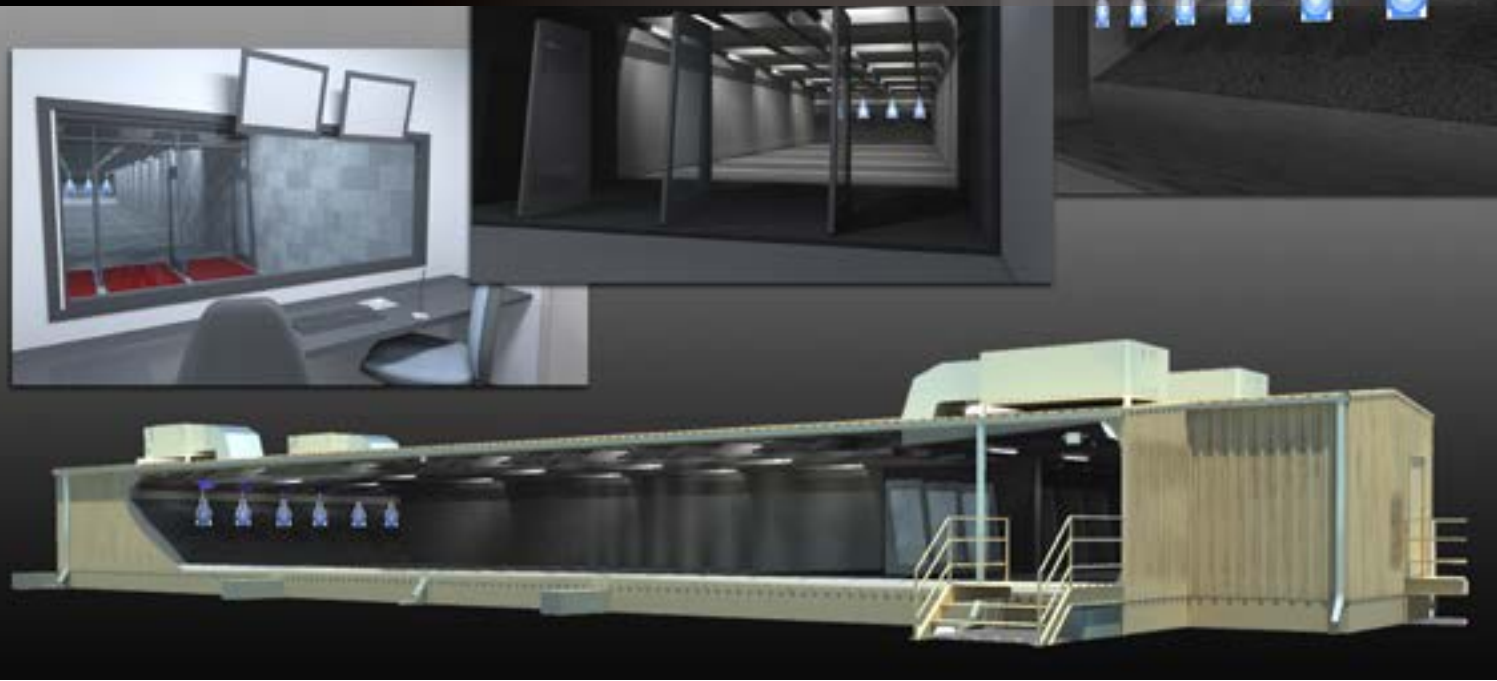
**SYSTEM INCLUDES**

- Acoustic treatments
- Lighting and communications
- OSHA-approved stow-able stairs
- Shore-power hookup with 70' cable
- Thermal Shot virtual target system by Laser Shot
- Bullet-proof control room / operator's station with ballistic glass viewing window
- Dual-mode (purge/recirc) OSHA/NIOSH/EPA/NEHAC/NAVFAC compliant ventilation system with HEPA filtration

**KEY FEATURES**

- Fully mobile/transportable
- Rifle-rated to 7.62 x 51mm
- Up to 10 yard target distance (single)/25 meter target distance (double)
- True 360-degree positive ballistic containment (ZERO-Surface Danger Zone)
- Options include onboard generator, overhead monorail targets, shooting dividers, CCTV system with remote monitor, choice of bullet traps, custom paint and graphics and more



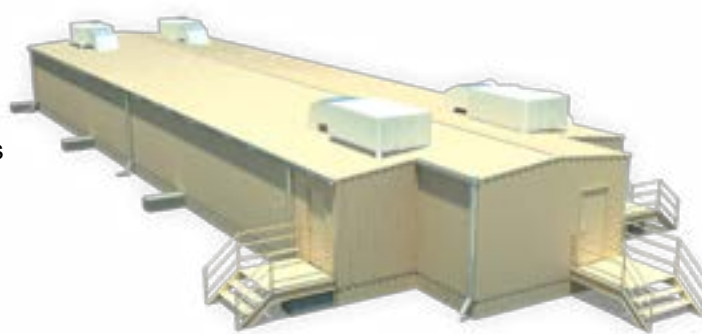


**MODULAR RANGE**  
CUSTOMIZABLE TURNKEY SOLUTIONS

SYSTEM TYPE



SRT's Modular Range is a complete turnkey indoor shooting range, capable of being disassembled and relocated; therefore it qualifies as temporary construction for funding. The range has no interior vertical columns, walls or separators except for clear ballistic shooting lane dividers at the static firing line. A single operator can safely supervise and operate the range from the control room operator's station and can maintain visual contact with every area down range. Once completed and skinned in its weather tight enclosure, it looks like any other industrial style building.



**SYSTEM INCLUDES**

- Acoustic treatments
- Weatherproof exterior
- Lighting and communications
- Range entry vestibule / sound lock
- Bullet-proof control room / operator's station with ballistic glass viewing window
- OSHA/NIOSH/EPA/NEHC/NAVFAC compliant ventilation system with HEPA filtration

**KEY FEATURES**

- Rifle-rated to 7.62 x 51mm
- Accommodates tactical or static line shooting
- 100% clear-span without interior walls or columns
- Modular construction – can be procured with equipment funds
- Available in widths from 4-10 lanes wide and in distances to 300 meters
- True 360-degree positive ballistic containment (ZERO-Surface Danger Zone)
- Many options for rubber or steel bullet traps, target systems, automated control station, safety systems, fire protection, bullet collection/packaging, and full width live-fire video wall (Thermal Shot)

**ACCESSORIES**



**OC SPRAY**  
LESS LETHAL SIMULATOR

WEAPON TYPE



The OC Judgmental Trainer is a training device that upon actuation signals a key press in certain branching scenarios resulting in an OC reaction.

**IR FLASHLIGHT**  
LOW LIGHT TRAINING DEVICE

WEAPON TYPE



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

**X-26 TASER**  
LESS LETHAL SIMULATOR

WEAPON TYPE



The X-26 Taser Trainer is an actual Taser that has been modified for training purposes. This product emits 2 infrared laser pulses initiating a tase reaction in certain Judgmental Training Software Scenarios.

**\*Available in both key-press and laser configurations**

**SHOOTBACK CANNON**  
OPPOSING FORCE SIMULATION DEVICE

WEAPON TYPE



Instructor controlled shoot back cannon for use with scenario courseware. The shoot back cannon encourages students to take cover during training just like they would in real life situations. The system launches small rubberized projectiles at the trainee and is remote control operated allowing the instructor to maneuver the device as needed.

THANK YOU FOR CHOOSING **LASER SHOT** AS YOUR TRAINING SOLUTION



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