



**SHOOTHOUSE**



**FIREARMS TRAINING  
SYSTEMS**

**LIVE FIRE | LASER | LESS LETHAL**



# AN INTRODUCTION TO SHOOTHOUSE

ShootHouse provide live-fire and laser-based "Use of Force" simulators, alongside designing, manufacturing and installing shooting ranges and ShootHouse's worldwide.

Our small but dedicated team have decades of experience delivering to Police, Military and civilians across the globe. This enables us to be flexible with your requirements and can offer that personal touch that is specific to your needs. The ShootHouse team will be with you all the way from the initial concept meetings through to installation in your chosen venue and beyond.

ShootHouse was born due to an unwillingness of manufacturers to deliver what the end users actually want and need. We found organisations to be very frustrated by being expected to use pre-developed systems that did not work for their exact needs. We use a highly collaborative approach to dig down deeper to end users' requirements, as we understand that different cultures have very different interpretations of varying situations.

As a result of this, our Viper Training System (VTS) is adaptable to the differing Rules of Engagement around the World.



Available in both laser and live fire, our Viper Training System has the capability to be tailored to be the perfect fit for your organisation. Due to the ever-changing requirements of security organisations, training platforms that are used today must have the capability to adapt and change for tomorrow. Both Police and Military officers become peacekeepers around the world. Each incident is heavily scrutinised and ultimately officers are accountable for their actions.



## VIPER FIREARMS TRAINING SYSTEM

The Viper Training System is a versatile and robust firearms training simulator that provides a means to conduct small arms weapons training using the latest in hardware and software technology.

Viper systems are comprised of a single Windows-based PC, projector, tracking camera and instructor display terminal that allows up to four (4) shooters to train simultaneously on Viper's lane-based virtual firing range courseware. Viper's advanced, error-correcting, network protocol allows each system to be expanded with additional screens and components in order to support more shooters, while still allowing complete command and control of the entire system from the single instructor terminal.

Included with each Viper system are numerous training programs, including a virtual indoor firing range, a 300m known-distance range, judgmental video-based scenario training, and various marksmanship training drills. During each training session, Viper records the actions of every shooter and simulation event in order to provide the instructor with an extensive after-action review. After each training session, the instructor can review every shot/event via an on-screen graphical timeline.

Viper can be used with laser or live munitions and supports all standard less-lethal devices such as gas/pepper-spray and Taser training devices. Additionally, Viper can be configured to use tactical flashlights, remote operator tablets, as well as Viper's exclusive DrawDetect and more.



# VIPER QUAL X

The Qual X training programme within the Viper Training System, allows 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. Within a matter of seconds, courses can be built with specific distances, lighting conditions and time scales adjusted dependent upon the course setup.

The Qual X programme allows for targets to appear like they're on a monorail – this essentially enables the target to get closer or further away depending on the instructor's decision. Alongside this, the "turning targets" feature places the student in a scenario where they must react accordingly to 'friend' targets, where the student is not required to shoot, or 'foe' targets, where the student is required to shoot.

The beauty of the Qual X programme is that it is fully integrated with an After-Action Review (AAR) feature, meaning that all shots taken by all students are saved within a database. As a result, shooting results can be recorded for later review – similarly, students are able to visually see the shot placement, and this is made easy to view through the shot-by-shot analysis.



# QUAL X

# VIPER INTERVID

Viper's InterVid software is our judgemental branching video program that allows the end user to not only play scenarios from the extensive supplied library, but also allows instructors to create their own training scenarios with the easy-to-use editor.

Experience tells us that end users require training footage that is relevant to their areas and not scenarios created by other departments in totally different parts of the world.

A huge benefit of the InterVid programme is that scenarios can branch from gun shots, CS Spray, Taser or an instructor key press – thus ensuring that outcomes can always be different.

Officers for both the Police and Military in 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 and scrutinised not only internally, but also by the inevitable world journalists that are present at every conflict. With that in mind, it is crucial to their training and development that the scenarios are as close to real-life as possible.

The InterVid interface, as like all of the Viper programmes, is simple to use. It allows the instructor to monitor the student, whilst a look back camera plays an "After Action Review" to not only show if the student shot any rounds, but also show how they take cover etc. The picture in picture play back highlights exactly the student's actions, including verbal command at any given time.



# INTERVID

INTERACTIVE VIDEO JUDGMENTAL TRAINER

# VIPER KD RANGE

The "KD Range" (Known Distance Range) is an outdoor range that allows students to shoot out to longer distances. End User 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 (and all programmes), all results can be viewed and saved to a user database.

The below graphic shows the "instructor view" on the monitor - the instructor can create new courses or edit existing ones at any time. Any targets can be added to match current qualification courses, with up to four targets per screen and a moving target can be authored at any one time. Weather can be added or changed which will allow the student to see the effect on the ballistics.



**KD RANGE**

# VIPER MOVERX

The MoverX courseware helps shooters improve accuracy and distance shooting by engaging with moving targets at varying speeds and distances.

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. Within a few clicks, any specific paper target can be easily added to the system.

In addition to this, the system allows for customised running figures, male/female and different ethnicity's can also be chosen from an ever-increasing library. The backgrounds are currently City, woodland and sand, however, more can be produced and created upon request.

MoverX operates in a single screen format or in a networked mode, whereby several screens are connected together. The true benefit of this particular training programme can be seen in network mode due to the figure covering more distance. This programme and all programmes are compatible with both laser and live-fire systems.



# MOVERX

# VIPER BREACHVR

The BreachVR training program takes shooters through real-time, 3D environments while they engage with shoot/no-shoot targets. Speed, accuracy, and judgment will be tested for each shooter as targets emerge from behind objects or obstacles.

BreachVR comes pre-loaded with various environments, each with several scenario pathways.

Instructors can dynamically change program options such as setting the targets face/exposure time, target speed, shots required per target, enabling/disabling no-shoot targets, and more.

The logo for BreachVR, featuring the word "BREACH" in a bold, metallic, sans-serif font. The letters are outlined in red and have a slight 3D effect. The background of the logo is a dark, textured surface with red lines and dots, suggesting a tactical or military theme.

**BREACH**



# VIPER FIREARMS TRAINING SYSTEM

Virtual Battlespace 4 (VBS4) is a flexible simulation training solution for scenario training, mission rehearsal and more.

VBS4 expands on its predecessor VBS3 by improving the VBS open architecture, providing faster performance with our multicast system, and introducing a new, more modern looking user interface.

VBS4 was selected by the US Army as its flagship product for its Games for Training program. VBS has become an industry standard in game-based military simulation.

## **Learning:**

Think. Communicate. Train. Learn. VBS4 is designed to help develop techniques, procedures, and communication and decision-making skills

**Technology:** Better technology means more options. VBS4 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. VBS4 is a flexible, simulation environment where developers can create an incredible range of training scenarios

## **Content:**

In the Air, Over Land, On the Sea. VBS4's content is vast and varied. Our content library includes thousands of vehicles, weapons, people and objects

## **After Action Review:**

Plan. Execute. Assess. Repeat. After Action Review offers a distinct advantage for improving performance in communication, decision-making and teamwork in the battlespace



# VIPER USER DATABASE

In order to organize and track all shooters and their respective training history, administrators can utilize Viper's internal user database system.

Once a user record is created, they will be available to take part in any training session and their activity will be tracked and stored within their own student record. Viper allows administrators to input various information about the user including name, height, weight, class/group ID, nationality, and more. A photograph of the user can also be saved with the user profile if desired.

Optionally, users can be designated with administrator or instructor level status, granting them elevated privileges. A personal login ID/password for each user can also be set, allowing the user(s) to login and conduct training on their own, while preventing unauthorized access to specific areas within the Viper.

- Store student records, in excess of 10,000 records.
- Add a profile photo for the user, through a file or webcam
- Ability to set a user's privilege level to administrator, instructor, or user
- Optionally provide and set a user's login ID & password
- Stores all training sessions, for any user, for all courseware
- Add comments/notes to any record, for any user
- Selection/review any training session, for any user
- Print after-action review reports for any user
- Export user records to a USB drive

**Available Users**

- Rick Smith
- Mark Williams
- Kennard Carter
- Laurence Garty
- Ford Overton
- Oregay Bryan
- Ryan Austin

**User Details: Rick Smith**

DOB: 01 JAN 1972 | Shooter ID: | Class ID: |  
Weight: 150 | Height: 5' 8" | Gender: M

**Training History**

| Courseware | Date     | Time     | Length | Spots | HS | Miss | Score |
|------------|----------|----------|--------|-------|----|------|-------|
| InterVID   | 12/2/120 | 1:05 PM  | 00:30  | 2     | 1  | 1    | N/A   |
| InterVID   | 12/2/120 | 1:05 PM  | 00:15  | 1     | 1  | 0    | N/A   |
| InterVID   | 12/2/120 | 1:05 PM  | 00:23  | 4     | 1  | 3    | N/A   |
| InterVID   | 12/2/120 | 12:57 AM | 00:16  | 0     | 0  | 0    | N/A   |
| InterVID   | 12/2/120 | 12:57 AM | 00:26  | 0     | 0  | 0    | N/A   |
| InterVID   | 12/2/120 | 12:45 AM | 00:19  | 2     | 0  | 2    | N/A   |
| InterVID   | 12/2/120 | 12:44 AM | 00:30  | 7     | 0  | 7    | N/A   |
| InterVID   | 12/2/120 | 12:41 AM | 00:17  | 0     | 0  | 0    | N/A   |



# VIPER TARGET EDITOR

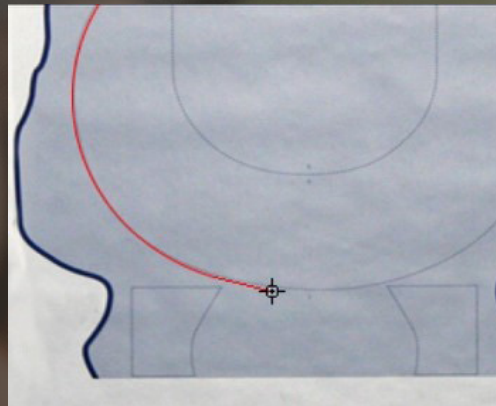
The built-in target manager and editor allow users to import their own targets images into the Viper target library.

The target editor accepts all standard image formats and once imported users can adjust various attributes such as whether the target is a shoot or no-shoot, set scoring values, and more.

Users can also specify the real-world size of the target by entering the width and height into the target attributes panel. Supplying the real-world size of each target will ensure that the targets are presented to the shooter, in true to life form.

Once the target image is imported, scoring zones can be created by outlining the designated area of the zone. A positive or negative score can then be assigned.

Additionally, users can assign a required "shoot order" for each zone requiring the target zones to be shot in a specific order or receive a penalty during the training session.



# VIPER WEAPON MANAGER

The Viper system includes a built-in weapon manager which allows the user to register all their laser-based weapons with the weapon library.

All non-live fire weapons used with the Viper Training system can be registered within the weapon manager. Once a weapon has been registered the user can select the weapon type (pistol, rifle, shotgun, etc.) and a sub-type (Glock 17, Sig Saur P226, AK47, etc.).

During a training session when any of the registered weapons have been fired, Viper will play the proper sound effect as well as pass specific, real-world, ballistics data for the selected weapon to the ballistics engine.



- Assign all system weapons to real-world weapon types
- Uses real-world weapon characteristics for assigned weapons
- Ability to add new weapon types & sub-types not in database
- All assigned weapons play authentic sounds for weapon type
- Manager allows the assigning of multiple weapons to individual users
- Instructor controlled, software/simulated weapon failures

**VIPER**  
TRAINING SYSTEM

# AFTER ACTION REVIEW

After each training session has been concluded, the instructor can review the performance of every shooter with advanced level control and data analysis.

With each training session, Viper records every single shot, for every shooter, and saves this data in the shooter's personal database profile. During AAR the instructor can examine every shot, and event, in great detail using the on-screen graphical time-line.

The instructor can pause, rewind, replay, or manually scroll through the timeline. In addition to capturing and storing every shot during a session, the Viper AAR system also records every event that occurs including the following data points:

- Display each shot & shot grouping
- Display hits, misses, & score
- Time of shot & split time
- Time of weapon draw & holster
- Time of stage or scenario start/stop
- Time of target exposure begin/end



# RANGE CLOSED

## TRAINING & SUPPORT

At ShootHouse, we fully understand the term “range closed” cannot happen as your ranges need to be fully operational and useable at all times. To support you and your operation, we offer 24/7 support and training for all our systems.

We have experienced engineers based in the UK who can help remotely with everything from setting up the system to training on how to branch within video creation (and everything else in between).

With this in mind, ShootHouse offers the following ranges of services:

**24/7 Remote Support** – This allows your officers to call a designated number to allow one of the ShootHouse Support Team to talk you through an issue. In addition, subject to connectivity, we are able to remotely access your system to further diagnose issues

**24/7 On-site Training & Support** – Engineers are available to visit your facility to diagnose issues with your simulator and provide training to staff on operation

**24/7 Remote/On-Site Support** – Complete Support package to back up your training requirement with both telephone, remote access and physical on-site support as required

**Annual Planned Maintenance** – We offer a scheduled maintenance service annually

ShootHouse will offer your organisation a specific support package for the Viper Training System. In our opinion, too many systems sit on shelves simply for the want of some very basic training – this may be required for new and existing members of staff.

ShootHouse will provide the assistance you need to get the most out of your Firearms Simulator. Whether that be hands on ‘from scratch’ beginner training, through to telephone advice for the more advanced user.





[WWW.SHOOTHOUSE.CO.UK](http://WWW.SHOOTHOUSE.CO.UK)