











## IDF - Mortar - Demonstration

Obj #	Objective	Type	Criteria description
<b>Weapon Engagements</b>			
WE001	Demonstrate the ability to repeatably cause effect on a location with direct line of sight without adjusting the point of aim	Demo	Repeatability for rounds to land in same location; clear line of sight; demonstrating simulation stability
WE002	Demonstrate the ability to walk round in to cause effect on a <b>static</b> target at set location with direct line of sight	Demo	Repeatability for mortar crew to adjust rounds to the desired impact point.
WE003	Demonstrate installation, initialization, and calibration / alignment.	Demo / Brief	Demonstrate the setup process including installation, initialization, and calibration / alignment.
WE004	Describe solution's requirement for re-execution of the calibration / alignment process	Brief	Describe solution's requirement for re-execution of the calibration / alignment process
WE005	Describe the origin of the ballistic model being implemented.	Brief	Describe the origin of the ballistic model being implemented; data presented MUST remain UNCLASSIFIED.
<b>Feedback</b>			
FB001	Demonstrate a sensory feedback capability to the <b>shooter</b> participants of battlefield effects to include visual, auditory, olfactory, and tactile or haptic senses.	Demo	Battlefield and battle damage effects may include but not limited to ground splash effects, muzzle flash, smoke plume, explosions, impact craters, vehicle effects, walking rounds to target, rocket plume.
FB002	Demonstrate a sensory feedback capability to the <b>target</b> participants of battlefield effects to include visual, auditory, olfactory, and tactile or haptic senses.	Demo / Brief	Battlefield and battle damage effects may include but not limited to ground splash effects, muzzle flash, smoke plume, explosions, impact craters, vehicle effects, walking rounds to target, rocket plume.
FB003	Demonstrate a sensory feedback capability to the <b>observer</b> participants of battlefield effects to include visual, auditory, olfactory, and tactile or haptic senses.	Demo / Brief	Battlefield and battle damage effects may include but not limited to ground splash effects, muzzle flash, smoke plume, explosions, impact craters, vehicle effects, walking rounds to target, rocket plume.
FB004	Demonstrate method of communicating round effect to the shooter participants	Demo / Brief	Methods of informing the shooter participants of the shot effect
<b>Infrastructure</b>			
IN001	Describe the infrastructure is required to support your solution to the live training environment.	Brief / Demo	Exercises could be either isolated or tied into a centralized or non-centralized network or readily available/already in place network for EXCON
IN002	Describe the system latency from trigger pull to data being available to the network.	Brief / Demo	This allows for the implementation of various Government network systems
IN003	Demonstrate data packet size	Brief	Message data elements, packet size, protocols
IN004	Describe network scalability to support brigade events.	Brief	System scalability to support small and large participant counts
IN005	If required for solution, describe any terrain requirements needed for training missions.	Brief	Describe the terrain requirements and processes to provide registration between live and virtual.
<b>Soldier Feedback</b>			
SF001	Demonstrate unencumbered freedom of movement and compatibility of the instrumentation with Army combat systems (SWaP) - <b>Soldier focused</b>	Demo	Demonstrate ability to operate in a live indoor/outdoor environment while providing lethality and vulnerability capabilities; opportunity to define and describe technology gaps
SF002	Demonstrate squad vs squad exercise <b>realism</b> .	Demo	Useability of solution in a FoF scenario; opportunity for Soldiers to provide hands on / useability feedback
<b>Added Value</b>			
AV001	Demonstrate your system attributes	Demo	Opportunity for vendor to demonstrate capabilities not called out from Government guidance where value added is intended