

## NAICS CODES

541330	332994	332999	333310	334290	334310	336992	339999	423490	541430	541490	541511
541512	541513	541519	541611	541612	541613	541614	541618	541690	541715	541720	541990
561611	561720	561790	561910	561990	611310	611410	611420	611430	611512	611513	611519
611691	611699	611710	811310	813920							

## Computer Based Instructional Development III

Prime contractor providing support training while utilizing accepted instructional design standards, simulation services, and products with associated training infrastructure.



## Engagement Skills Trainer II

Prime contractor providing instructor/operator support services which include pre-and post-training tasks to support regular operations and monitoring for EST II at Fort Jackson.



## Equipment Related Services

## Contractor Operator & Maintenance Services

Prime contractor providing Operations and Maintenance support to US Marine Corps systems and exercises to train Marines in marksmanship, driver training, egress training, and tactical vehicle operations. Annual contract portfolio of over \$7M and combined value of \$46.2M.

## Combat Vehicle Training Simulator

Provides advanced training capability, operational readiness, and tactical proficiency. CVTS is made up of the Light-Armored Vehicle (LAV-25) Advanced Gunnery Training Systems (AGTS) and the Assault Amphibious Vehicle (AAV) Turret Trainer (AAV-TT).

## Navy Combat Convoy Simulator

Virtual environment to train convoy operations and basic TTPs for the driver, gunner, and passengers of the vehicle.

## Indoor Simulated Marksmanship Training

ISMT is an interactive audio/visual weapons simulator that provides basic and enhanced training on marksmanship, weapons employment training, and tactical decision making for a variety of small arms and crew-served weapons.

## Operator Driver Simulator, Light Armored Vehicle Driver Trainer, Marine Corps Driver Trainer, Dry Roller Egress Trainer

The ODS, LAV-VT, MCDT, and DRET provide realistic physical and computer-based training for the US Marine Corps vehicle teams by simulating the visual, aural/ audio, and haptic cues for the driver in varying terrain and driving conditions.

