



The system is created for electronic supporting of dynamic firearm training process

### Description:

- It consists of interactive shields or poppers reacting on the soldier's occurrence and behavior
- It measures the reaction time and analyses a human's behavior, upon which the scenario of behaviors of active targets is based
- The system may be assembled in any place and any area

### Characteristics:

- The system enables training scenarios creation through subject and object matching of the training's scope
- It enables training on any kind of firearm
- It gives a unique function of enabling the possibility of returning fire towards a soldier who reacted too slowly or inappropriately
- The system allows for analyzing in real time the human's actions and modifies the scenarios of dynamic training according to the situation

### Competitive advantages:

- Mobility
- Theoretical distance of such a track is limitless – depending only on the number of stands
- An application allowing for management, archiving and visualization of data possessed during the training's process is used to control the system
- Unique, interactive training scenarios
- Real-time valuation of reaction on any event

### Application:

- The army
- Special forces
- Security
- Sport shooting