



HUMAN PERFORMANCE
OPTIMIZATION

SPORTS
VISION

RICH METRIC
COLLECTION



Force Elevation Program

HUMAN PERFORMANCE OPTIMIZATION
SYNTHETIC MARKSMANSHIP TRAINING SYSTEMS™
SPORTS VISION
SKILL DEVELOPMENT PROGRAM

2023



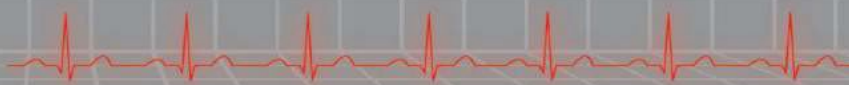


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EXECUTIVE SUMMARY

Conflict Kinetics (CK) is the industry innovator in human performance optimization – specializing in small arms simulation and featuring in-depth data collection capabilities for the life of the trainee via our Holistic Human Dashboard. Rooted in decades of pro-sports human performance optimization techniques, CK's Synthetic Marksmanship Training Systems™ (SMTS™) deliver extensive readiness, and talent management data processes. We have proven past performance as a unique solution provider for building individual, team, and larger unit level capability in lethality, survivability, decision-making under stress, and situational awareness. CK's continually evolving synthetic POI allows for the rapid adaptation of specific customer training goals and employs our patented methodologies designed to exceed current marksmanship and threat recognition training - leading towards the cognitive and physical mastery of one's environment and weapon system.



Scientific Approach to building Individual and Squad Lethality

BACKGROUND

Founder Brian Stanley, a former pro-baseball player from a major league baseball family that has won seven World Series titles over several decades, identified a direct connection between the pro-sports approach to improving athlete and team performance, and the military's approach to improving individual and unit performance. Like pro-sports, CK's methods emphasize ocular capability, reaction time, precision under stress, and decision-making. They are scientifically based, results-driven, and progressive in scope and difficulty. These innovative methods, unique business model, and reputable culture earned CK industry recognition via the 2022 MS&T Magazine Simulation & Training Award Program's Outstanding Innovative Product award; the 2021 NTSA Modeling & Simulation Award Program's Education & Human Performance award; and a finalist for both the 2022 MS&T Magazine Simulation & Training Award Program's Small Business of the Year award and the 2020 MS&T Magazine Outstanding Service & Support Program award.

From idea to implementation; in 2008, CK managed a successful launch at John F. Kennedy Special Warfare Center and School's legendary Range 37 at Ft. Bragg. There, CK's training solution was required to show immediate results and directly transfer to live fire, both on the range and in the shoot houses. CK continues to improve the Human



Performance Methods, Ocular Development techniques and Synthetic POIs based on immediate feedback from seasoned operators from across the forces.

METHODOLOGY

Conflict Kinetics (CK) is a *Human Performance Optimization, Training, and DATA* Company. CK has adapted the science of pro-sports *Methods* to modern marksmanship, from beginner to expert level. To deliver CK's proprietary process, the company has developed award winning electronic training platforms delivered via SMTS™, aka the Gunfighter Gym™. Trainees exposed to CK's ocular capability, neuro-ramping human performance curriculum, and patented circuit training approach are empowered to optimize every aspect of their ability to see first, react first, and solve the problem.

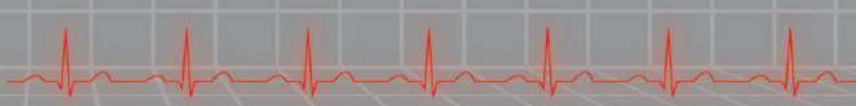
The Gunfighter Gym™ configuration is a series of human performance systems arranged to deliver a circuit training approach. This circuit approach and all SMTS™ lead to mastery of desired skills. Mastery of subject matter is achieved through short, detailed exposures of each critical piece of the overarching task and the ability to do massive repetition of these tasks. Each of these tasks is then ramped beyond current human capability in order to calibrate beyond the present standard metric of success. CK refers to this element of the process as Plus Life Speed™.

CK's patented SMTS™ improves confidence, shooter mechanics, target acquisition and reaction time that transfer to live fire at a 95% rate. The result is increased readiness in less time, with less ammunition and its associated costs. A key benefit of CK's innovative human performance technology is our Holistic Human Dashboard with customizable performance and biometric data that deliver analytics to perform the trend analysis needed to continually hone the program.

This process goes beyond marksmanship; it is applicable to any high sensory neuro-response task like IED detection, decision-making, boat, aircraft, and vehicle operations.

UNIQUE CAPABILITY STATEMENT

Conflict Kinetics has a unique approach to marksmanship training based on Human Performance Methods. To protect these proprietary methods, and systems that employ the methods, CK has been awarded 5 US Patents, No. 8,398,404; 8,529,262; 9,355,572; 9,638,495; and 15,583,398. Patents for other CK propriety methods and systems are pending. Although the unique nature of these methods is derived and adapted from pro-sports science, Conflict Kinetics views these Methods adapted for marksmanship as a critical and proprietary component in any of the company's bundled offerings. Elements such as Sports Vision Ocular (SVO), Plus Life Speed™ Overload, and high repetition of the fundamentals all contribute to the CK methods. To further support the claim of unique capability, CK offers the following information about a Defense Advanced Research Projects Agency (DARPA) research project. CK was awarded an STTR Phase I grant and successful invitation to the Phase II process, proclaiming that CK has a unique neuroscience approach to training. CK has successfully delivered Phase II of this STTR research project, working with Army Research Labs (ARL) to develop advanced algorithms for accelerated learning. a.k.a. Intelligent Tutor.



CK GUNFIGHTER GYM™



KEY AREAS OF FOCUS PER STATION

K-SET™ = Sports Vision Training  (See Faster)

RSMR™ = Neuromotor Response Ramping  (Process Information Faster)

Panoramic 220™ = Plus Life Speed  (Ramp Central Nervous System)

FlatWall™ = Dynamic Firing Positions  (Physical)

TeamTrainer™ = Shooter Mechanics  (Physical)

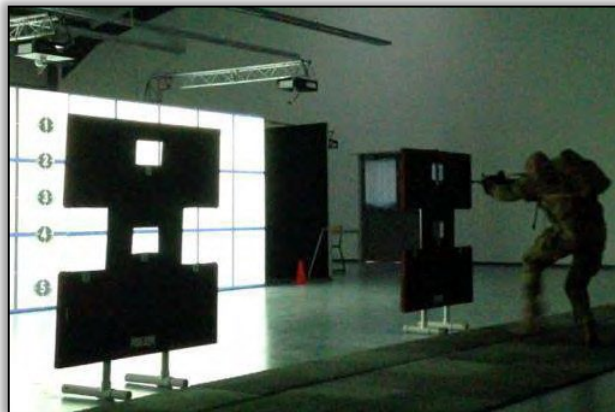
Our circuit training approach is designed and implemented to focus on tasks for 1-5 minutes, per station. CK has learned that these short contact training loops expedite the quality and amount of information that a trainee can absorb. It is this process that pushes the task from the logical part of the brain into the intuitive more quickly. The goal is to create an operator that can correctly solve complex combat tasks in a state of continuous flow with little latency between tasks.



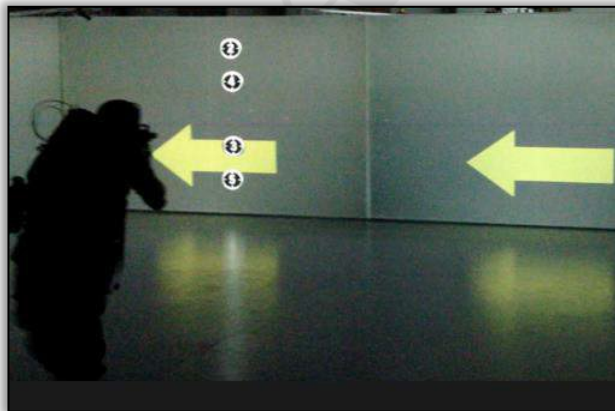
DYNAMICS OF SYNTHETIC TRAINING



Operators shoot through the stress course while carrying a kettle bell from position to position.



Movement and Footwork devices are used to complicate body movements, force sustained elevated heart rates, and encourage good kit and weapon management on the move. Here, an operator carries a kettle bell "Over and Under" the obstacle while engaging both static and moving targets.



Operators walk both on strong side/support side to engage silhouette and dynamic moving and fading targets. At the end of the walk, they re-engage from behind cover.



TIME FORCE CONTINUUM

There are three types of time:

- **Actual Time:** Clocks ticking at equal pace
- **Perceived Time:** Two people in the exact same place having two separate experiences of “Time”
- **Performance Time:** The time it takes to perform a task, regardless of condition (Stressed or Unstressed)

Synthetic training addresses “Perceived Time and “Performance Time” by training the:

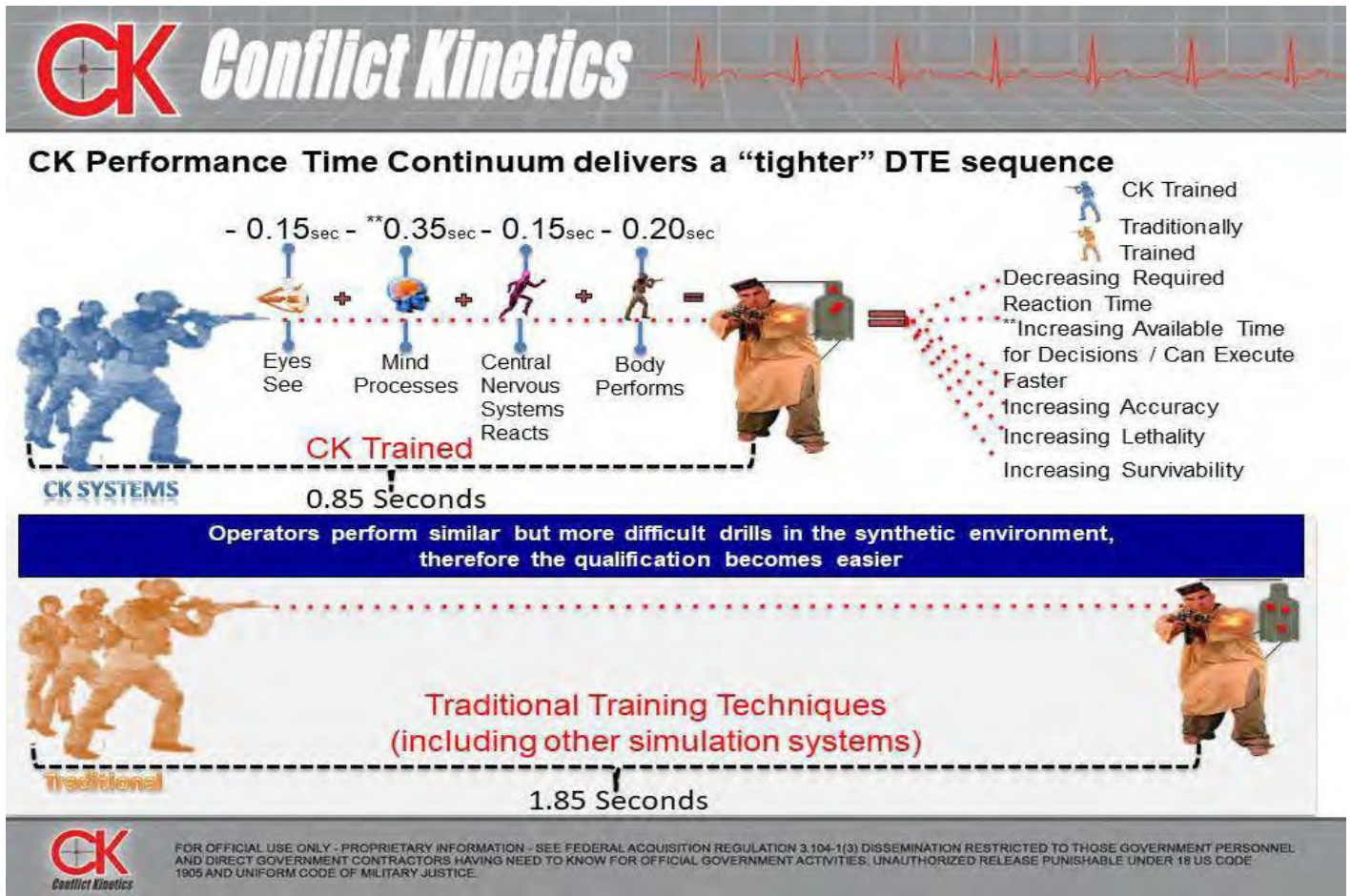
- 1) **Eyes:** to see greater than or equal to a fraction of a second faster
- 2) **Mind:** to process stimuli greater than or equal to a fraction of a second faster
- 3) **Central Nervous System (CNS):** to react/snap greater than or equal to a fraction of a second faster
- 4) **Body:** to align and maintain greater than or equal to a fraction of a second faster

STATEMENT OF SYNTHETIC TRAINING AND PERFORMANCE: As participants are repeatedly ramped to the point where they can see, process, react, and perform at “Plus Life Speeds”, their new perception of time far exceeds that of actual time. Therefore, the qualification targets, times, and tasks fit comfortably within their new perception of time.

REACTION TIME CONTINUUM

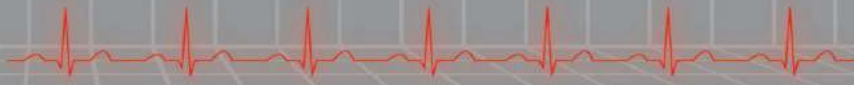
SYNTHETIC TRAINING AND THE TIME FORCE CONTINUUM: Related to athletics and gun fighting, the time force continuum is actual time vs. perceived time. “Actual Time” is measured by everyone in the room watching the same clock; it is equal to all people. “Perceived Time” is different for everyone; the same event is experienced differently by all people in the same place and time. “Performance Time” is the time it takes to perform a task, regardless of condition (Stressed or Unstressed). Perceived and Performance Time are the focus of the Gunfighter Gym™. It is the time related to seeing, processing, reacting, and performing at the relative speed to the participant. For example: two fighting age males in the same situation will experience time, priority, and performance at opposite ends of the spectrum. One feeling they had all the time in the world to assess, prioritize, act, and reassess; whereas the other feels rushed, panicked, or blacked out altogether. The picture below shows the CK Performance Time Continuum, which delivers a “tighter” DTE sequence.

CK PERFORMANCE TIME CONTINUUM



LETHALITY STATEMENT & SCORING

Conflict Kinetics is a synthetic marksmanship training company with the capability to record, rank, and report individual, team, squad, and platoon lethality. As an early adopter of the DoD-directed focus on the warfighters’ lethality, CK developed the Lethality Principal Path and numerous lethality reports based on the Close Combat Lethality Task Force (CCLTF) lethality formula. In current training practices, a trainee can score expert throughout their career and never deliver a “Lethal” shot. Understanding this, CK developed methodologies, targets, and reporting metrics to quantify and score “Lethal” mastery. The scoring algorithm is proprietary and is used to generate the “Lethality Report” addressing shot placement, time to kill, probability of incapacitation, rankings in drills, and more.



LETHALITY STATEMENT & SCORING CONTINUED



Lethality Reporting Individual and Squad Report Sample

LETHALITY PROGRESS REPORT

REPORT DATE: 01/09/2019 12:14
 PERIOD: 01/09/2019 00:00 TO 01/10/2019 23:59
 TRAINEE: 1SG Erickson

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DRILL	DRILLS RUN	SHOTS	HITS	MISSSES	PENALTIES	ACCURACY (%)	ACCURACY RANK	NUMBER OF SHOOTERS	FASTEST ENGAGEMENT TIME	SLOWEST ENGAGEMENT TIME	AVERAGE ENGAGEMENT TIME	AVERAGE KILL TIME RANK	SMALLEST GROUP (sh.)	LARGEST GROUP (sh.)	AVERAGE GROUP (sh.)	AVERAGE GROUP RANK
LOW_READY_8_INCH (STATIC MARINE, STATIC)	12	13	12	1	0	92.3	2	1	0.88	2.54	0.98	3	1.76	19.52	3.25	16
HUMAN TORSOS (STATIC MARINE, STATIC)	16	48	43	2	3	89.58	7	1	1.41	4.43	2.21	1	5.54	15.07	7.07	56
HOSTAGE THREAT SOTM (CQB) (MOVING MARINE MOVING TARGET)	7	21	21	0	0	100	15	1	2.54	3.39	3.31	3	1.45	7.76	2.45	12
STANDING,KNEELING,PRONE (MOVING MARINE MOVING TARGET)	33	165	161	5	0	97.58	11	1	41.41	45.42	42.14	5	2.01	2.37	2.21	36
BARRICADES (MOVING MARINE MOVING TARGET)	55	495	378	113	4	76.36	12	1	22.09	37.03	31.93	12	1.04	2.76	2.23	15



$$P(H/S) \times P(I/H) = P(I/S)$$

Probability of Hit given Shot = P(H/S)
 Probability of Incapacitation given Hit = P(I/H)
 Probability of Incapacitation given Shot = P(I/S)



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MARINE CORPS OPERATIONAL TEST & EVALUATION ACTIVITY (MCOTEA) RESULTS – ADVANCED SMALL ARMS LETHALITY TRAINER SYSTEM ASSESSMENT REPORT

Due to CK's innovative approach to combat marksmanship training, which replicates the physical, ocular, and cognitive challenges of combat, the Marine Corps directed Marine Corps Operational Test & Evaluation Activity (MCOTEA), an echelon 1 testing and evaluation authority, to validate the effectiveness of CK's Advanced Small Arms Lethality Trainer (ASALT), aka the Gunfighter Gym™.

A System Assessment Report (SAR) formally recorded MCOTEA's assessment of test results for CK's ASALT. The ASALT is a training system by CK that employs Human Performance Methods to provide a unique approach to marksmanship and "gunfighter" training. Derived and adapted from pro-sports science, CK's training methodology and technology are well-suited for enhancing combat marksmanship as a critical component to achieving small arms primacy and overmatch against an adversary. CK proposed that their innovative approach to combat marksmanship training replicates the physical, ocular, and cognitive challenges of combat.

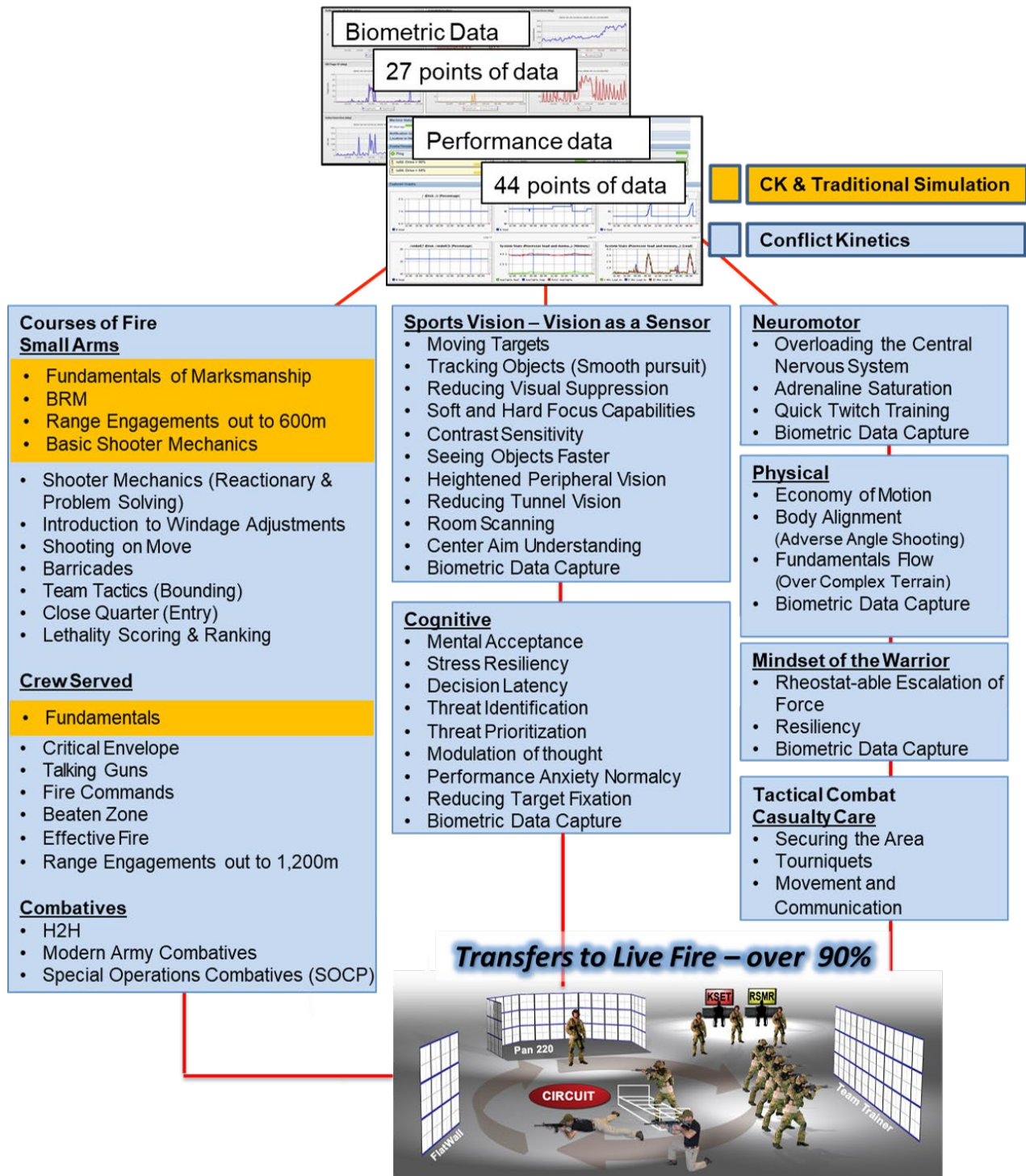
MCOTEA advised 2D MAR DIV on test design, data collection efforts, and attempted to align the Course of Fire (CoF) to OAD's Marine Corps Rifle Marksmanship Lethality Capabilities Base Assessment in order to assess the training system's performance against a quantified capability gap. This assessment analyzed the lethality and speed of three distinct shooting groups during the execution of a pre-training and post-training CoF. These three shooting groups include Group A (Control Group), Group B (ASALT Group trained by CK), and Group C (Advanced Live-Fire Group). The CoF remained the same throughout the assessment and tested shooter speed, accuracy, weapons handling, composure, and cognitive awareness when engaging an array of targets.

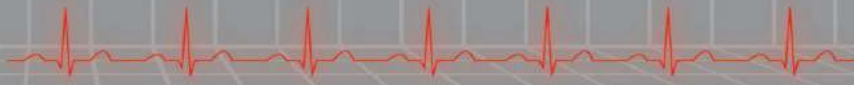
After the conclusion of the assessment, the MCOTEA System Assessment Report Results found:

- CK's ASALT Group finished 116% more lethal than the Advanced Live-Fire Group
- CK Group emerged ahead of the other groups approximately 96% of the time
- CK training proved to be **6x** more efficient than Live-Fire Training
- This Independent Agency Study validated the concept that the ASALT (CK) synthetic training environment's lack of physical constraints and austere safety requirements typical of a live-fire range allowed shooters to take on **increased physical and cognitive load** and **maximize their training opportunity**.
- CK's ASALT is a **Viable Substitute** for vital portions of live-fire training, or as clear force-multiplier as a live-fire augmentation tool.



CONFLICT KINETICS CAPABILITIES TABLE





SYNTHETIC TO LIVE FIRE EXAMPLE



CAT III Synthetic Process Metric: 1,012 trainees performed a series of synthetic drills. These drills and sequence model, selected by CK, prepared the trainees and accurately forecasted when a Sailor was ready for live fire CAT III validation. The resulting metrics and qualification results clearly supported that the training model efficiency and drill density yielded a 98% forecasting accuracy as 995 of the Sailors qualified on the live fire range.

180-Degree Synthetic



CAT III Live Fire Qualification: 995 operators of 1,012 passed the live fire course at or above the standard defined in the blue charts below. **Ammunition was reduced from 600 to 72 rounds per sailor** to include remediation. **Training time was reduced significantly and qualification percentage increased from 66% to 98%.** All training was done synthetically and validated through the live fire qualification course of fire.

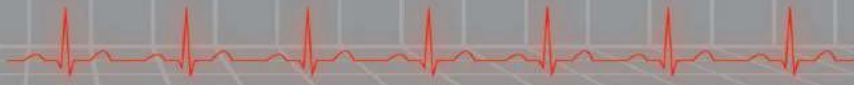
180-Degree Live

LIVE PISTOL QUALIFICATION

Pistol	Target Size	Distance	Time Standard
High or Low Ready	8"	7 Yards	1.50
Draw	8"	7 Yards	2.28
Draw to Kneeling	8"	7 Yards	2.28
Draw 180° Left or Right	8"	7 Yards	2.28
Speed Reload	8"	7 Yards	5.40
Imm Action	8"	7 Yards	3.60
Rem Action	8"	7 Yards	9.00
3 Position Barricade	12x12	7, 15, 25 Yards	15.60
25-Yard Draw	12x12	25 Yards	3.60

LIVE RIFLE QUALIFICATION

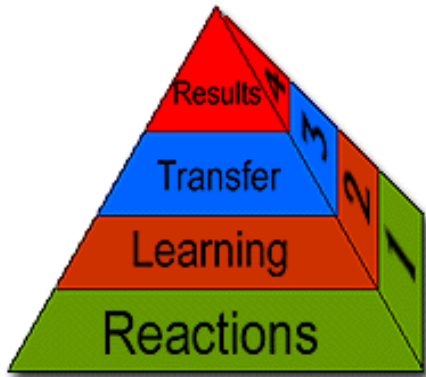
Rifle	Target Size	Distance	Time Standard
High or Low Ready	8"	7 Yards	1.50
180° Left or Right	8"	7 Yards	2.10
Immediate Action	8"	7 Yards	3.60
Remedial Action	8"	7 Yards	9.00
Speed Reload	8"	7 Yards	7.08
Standing	12x18	100 Yards	2.40
Standing to Kneeling	12x18	100 Yards	3.60
Standing to Prone	12x18	100 Yards	4.50
3 Position Barricade	12x18	100 Yards	19.80
Transition	8"	7 Yards	4.20



DYNAMIC LEARNING

Why operators and others embrace the CK training program:

These immersive systems and rapid curriculum development provide the capability to train beyond the discipline of marksmanship. Language training is one such discipline. In this case, Defense Language Institute (and other language and cultural curriculum) protocols can be built into the CK Program to deliver exciting, immersive training with immediate feedback and measurable performance results. CK already has an established Pashto language drill series for training & testing.



It is the reaction of the student that is made clear by Donald Kirkpatrick in his 1994 model for Measuring Training Effectiveness. In this model, REACTIONS are the base of any training program; if trainees want to learn and have an initial good reaction, then they are more apt to actually learn.

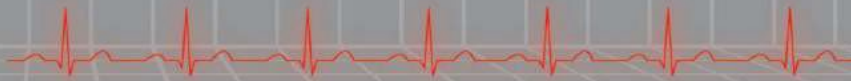
Donald Kirkpatrick Model for Measuring Training Effectiveness, 1994, provides insight into why the CK Program is effective.

Conflict Kinetics delivers a high- impact, immersive curriculum, which provides an intense physical world response and positive reactions among trainees. Trainees in

Language, Culture, Mapping, Mission Planning, Protocols, etc., could be given the opportunity to use what they are learning in an immersive context. CK can readily demonstrate whether or not trainees are LEARNING within the CK Systems and would like to be considered to help measure TRANSFER beyond the bounds of static live fire qualification courses.



Dynamic Shooting on Multiple Systems



PHYSICAL TEE - THEORY

- 1) Keep it simple – Use this on a regular basis to hone your craft.
- 2) Every kid, college player and professional player uses a Tee nearly every day to hone their craft. Gunfighters should have the same luxury.
- 3) Improper practice on a Tee can create a poorly developed swing. PERFECT PRACTICE WILL ONLY MAKE PERFECT.

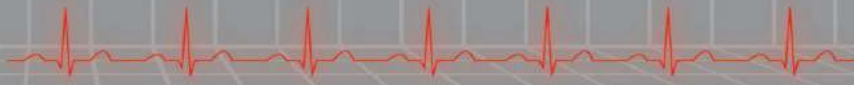


Physical Tee – Theory as Applied to Weapons Training

4) Integrate operator specific physical tasks into the physical training to instill proper cognitive mind, eyes, and body fundamentals.

Footwork devices are used to create dynamic body movements, force sustained elevated heart rates, and encourage good kit and weapon management on the move. Here, an operator carries a kettle bell “Over and Under” the obstacle while engaging objects and transitioning eyes from terrain to target and back.





COGNITIVE MODULATION

Cognitive modulation in CK's systems occurs when the operator is asked to refocus the mind from rote tasks to dynamic/critical thought. The goal of the program is to develop a more resilient problem-solving operator. A general explanation of cognitive modulation involves asking the operator questions during a physical (direct) task - diverting the operator's attention away from the direct task - to solve a dynamic problem, then modulating processes back to the main critical task. For example, performing CPR as a rote task, then immediately coming off the rote task to solve a more dynamic problem, such as an approaching civilian, combatant, vehicle, etc. As the mind modulates in and out of rote and dynamic thought, CK believes elevated levels of information and assimilation occur at these times due to hormonal and chemical changes.

Within gross motor exercise, i.e., reaching a Max VO2 level of fatigue during standard training, modulating thought to a critical fine motor task such as picking a lock or opening a car door with a ring of random keys is extremely difficult without proper training. Peak levels of fatigue can be muscular, ocular, respiratory or any combination. CK's human performance Synthetic Marksmanship Training Systems (SMTS™) provides the environment to measure, analyze, and improve an operator's performance in these areas.





CK PATENTED PROCESS - PATH TO MASTERY

Contact Hours: Due to the violent nature of live bullets, reaching mastery on a live range is challenging. Contact time - measured from the time the buzzer goes off through the time the bullet impacts the target, and the range is clear - can be measured in a matter of minutes throughout the day. However, contact time in the CK synthetic environment is measured in seconds across thousands of repetitions vs. dozens of repetitions on the live range. This repetition refers to the path to mastery, whether it be shooting on the move, CQB, or advanced rifle marksmanship.

Cognitive Modulation or Dynamic Thought: By giving the brain a cognitively demanding task seconds prior to the desired task of lesser rigor, the desired task gains the perspective of a non-difficult task. In a “Train to the Standard” model, the “standard” may appear complex to the person at first and remain elusive throughout a trainee’s career. Due to the safety concerns for live fire, there are clear parameters that prohibit the use of complex cognitive tasks during training. In the CK synthetic environment, these complex tasks are the cornerstone of rapid skill development and assimilation.



Central Nervous System “CNS” Ramping “Plus Life” Process: In the CK synthetic environment, the participant is ramped to run at or just beyond their current CNS norm; therefore, when it comes time to be measured/assessed on an engagement, the shooter is used to performing at heightened speeds and are less likely to suffer from performance anxiety. One major problem inherent to live fire is the “Slow and Controlled” mindset. This mindset is the go-to training approach for anyone training to shoot live weapons. The problem is if you train “Slow and Controlled”, then the first thing the central nervous system (CNS) must do in a threat situation is override itself. An override of the CNS can result in the following external indicators: trembling of extremities, anxiety, and shortness of breath, vomiting, blacking out and freezing up. This is just one of the many benefits a trainee receives from using our SMTS™.



TRAINING DELIVERY & PRODUCTS

Systems Installations

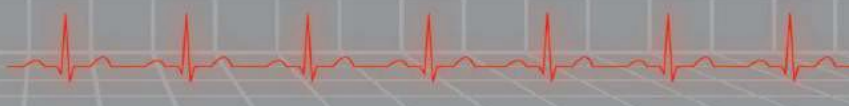
CK's patented Gunfighter Gym™, TeamTrainer™, Pan220™, ShootHouse™, and all configurations can be installed in both CONUS and OCONUS locations. Facilities must have proper amount of space, sufficient power supply, and lighting control capabilities for optimal operation. All CK systems can be fixed, transportable, and/or deployable and ready for use wherever it is needed.

Mobile Trainings Packages


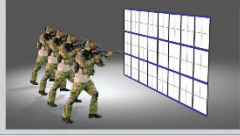
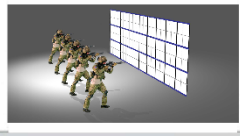


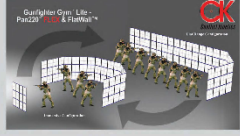
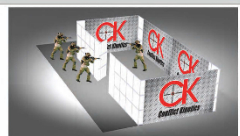




Conflict Kinetics offers multiple Mobile Training Packages that deliver the CK training experience to both CONUS and OCONUS locations. These packages are ideal for short-term, high-impact training periods ranging from one to five weeks of training. These training sessions include throughput solutions for building both basic and advanced capabilities at a lesser cost and in less time compared to other training methods. Mobile trainings can be tailored for groups of 4 to 100 trainees to improve on marksmanship, shooter mechanics, physical training, ocular capabilities, lethality, achieve mastery over weapons systems, and increased decision making and situational awareness. Mobile Training Packages are an excellent mechanism to fully evaluate CK's systems for future installations.

Training Centers

CK operates two state-of-the-art Training Centers - located in the D.C. area and Virginia Beach. Our Training Centers support full capability demonstrations, trainings, and assessments.



TRAINING DELIVERY PLATFORMS

Training System Configurations		Building Size Minimum	Product Description / Learning Objectives	
TORA™ FlatWall™		1 TORA™ Software License	12' W x 30' D x 8' H	<ul style="list-style-type: none"> • 1-10 Trainees Simultaneously • Firing Position Series • Basic Marksmanship • Dry Fire, Shooter Mechanics • Shooting on the Move / Barricades • React-to-Contact Training • Shoot-Don't Shoot / Threat Identification • Human Performance / Physical Training Engagement • Cognitive Development
TORA™ 2-License TeamTrainer™		2 TORA™ Software Licenses (add-ons available)	24' W x 30' D x 8' H	<ul style="list-style-type: none"> • 1-20 Trainees Simultaneously • Firing Position Series • Basic and Advanced Marksmanship • SOP Development • Shooting on the Move / Barricades • React-to-Contact Training • Rapid Target Engagement • Shoot-Don't Shoot / Threat Identification • Scenario Based Training
TORA™ TeamTrainer™		3 TORA™ Software Licenses (add-ons available)	36' W x 30' D x 8' H	<ul style="list-style-type: none"> • 1-30 Trainees Simultaneously • Firing Position Series • Basic and Advanced Marksmanship • SOP Development • Shooting on the Move / Barricades • React-to-Contact Training • Rapid Target Engagement • Shoot-Don't Shoot / Threat Identification • Scenario Based Training
TORA™ Pan220™		5 TORA™ Software Licenses	30' W x 20' d x 8' H	<ul style="list-style-type: none"> • 1-9 Trainees Simultaneously • Firing Position Series • Basic and Advanced Marksmanship • SOP Development • Shooting on the Move / Barricades • React-to-Contact Training • Rapid Target Engagement • Shoot-Don't Shoot / Threat Identification • Scenario Based Training
TORA™ Pan220™ Flex		5 TORA™ Software Licenses (add-ons available)	45' W x 30' d x 8' H	<ul style="list-style-type: none"> • 1-20 Trainees Simultaneously • Firing Position Series • Basic and Advanced Marksmanship • SOP Development • Shooting on the Move / Barricades • React-to-Contact Training • Rapid Target Engagement • Shoot-Don't Shoot / Threat Identification • Scenario Based Training
TORA™ Pan220™ Flex & Flatwall™		6 TORA™ Software Licenses (add-ons available)	58' W x 30' d x 8' H	<ul style="list-style-type: none"> • 1-30 Trainees Simultaneously • Basic & Advanced Marksmanship • Target Engagements & Transition • 225° Adverse Angle Engagement • SOP Development • Shoot-Don't Shoot / Threat identification • React-to-Contact Training • Crew Served Mechanics / Marksmanship • Human performance / Physical Training Engagement • Situational Awareness • Scenario Based Training • Peripheral Decision Making
TORA™ Room Entry™ Trainer		4 TORA™ Software Licenses (add-ons available)	Any Shoot House, Any Classroom Any Building	<ul style="list-style-type: none"> • Active Shooter • Squad Throughput • Full Room Entry Escalating Programs • Target Engagements and Transition • Tactical Combat Movements • SOP Development • 360° Threat / Non-Threat • Threat / Target Discrimination • Force-on-force / Combatives
TORA™ CKShootHouse™		6 TORA™ Software Licenses (add-ons available)	Any Shoot House, Any Classroom Any Building	<ul style="list-style-type: none"> • Active Shooter • Squad Throughput • Full Room Entry Escalating Programs • Target Engagements and Transition • Tactical Combat Movements • SOP Development • 360° Threat / Non-Threat • Threat / Target Discrimination • Force-on-force / Combatives
TORA™ Gunfighter Gym™		9 TORA™ Software Licenses	40' W x 80' D x 8' H	<ul style="list-style-type: none"> • Platoon+ • Basic & Advanced Marksmanship • Full Room Entry Escalating Programs • 360° Threat / Non-Threat • Tactical Combat Movements • Mechanical Breaching • Scenario based training • Human performance / Weaponized PT • CSW Mechanics/Marksmanship • Shoot-on-the-move and Barricades • Cognitive Development
K-SET™		1 K-SET™ License	Any Classroom	<ul style="list-style-type: none"> • 1 Trainee at a Time • Sports Vision • Active Rest Station • Develops Ocular Capability • Team Specific Learning • Situational Awareness • Reduces Visual Suppression
RSMR™		1 RSMR™ License	Any Classroom	<ul style="list-style-type: none"> • 1 Trainee at a Time • Rapid Subject Matter Recognition • Increase Hand Scanning Speeds • Reduces Reaction Latency • Active Rest Station • Develops Ocular Capability • Team Specific Learning

For additional learning objectives request Product Sheet



WEAPONS SELECTION & FUNCTIONALITY

Synthetic Tetherless Rifles & Pistols

- Full metal 1:1 weight, MILSPEC optics, iron sights, hand guards, butt stocks, and operating systems.
- Recoil on weapons systems exceeds 85% of live weapon recoil.
- 780 nm Class 3R lasers are eye safe and do not require PPE.
- All rifles are 1:1 form, fit, and function with validated external ballistics up to a maximum of 175 meters away from the panel and a minimum of 1 meter away from the panel - using an internal bore-sighted laser generated and released through the barrel; no negative training scars.
- All rifles are capable to fire at simulated distances out to 600 meters within the training environment.
- Pistols (sidearms) are capable to hold 1:1 ballistics out to a maximum of 50 meters from the panel and a minimum distance of 1 meter from the panel.
- Systems supports wide array of U.S. and Multi-national issued weapons systems.
- Weapons function with both compressed air and/or green gas magazines.
- All weapons are zeroed in accordance with external ballistics at 25 meters.
- Weapon calibrations are unique to every shooter.
- Rounds (laser) are actuated by gas impingent, not vibration, and are ballistically validated.
- Weapon permits effective training in immediate action, remedial action, reload, and all other associated weapon battle drills.
- System and weapons support full training evolutions with night vision goggles.



Weapons Conversion Kits for Issued Rifles & Pistols

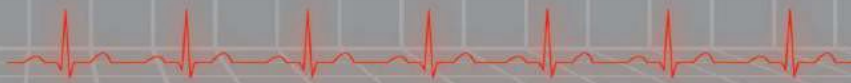
- All necessary hardware to convert a live rifle or pistol into a functional training platform within a synthetic training environment.
- Weapons Conversion Kits can easily be installed and disassembled allowing for maximum training time.
- Weapons Conversion Kits can use both compressed air and co2 magazines, depending on the selected weapon.
- Weapons Conversion Kits produce realistic recoil and ensure proper operation and cycling of converted weapons.



Synthetic Crew Served Weapons/Machine Guns

M2HB

- Full metal 1:1 weight
- Recoil 1:1
- Functionality 1:1 (Loading and unloading, reloads, programmable ammo box 1 – unlimited rounds, single shot, malfunctions [misfire, runaway gun, cook-off, sluggish fire])
- Power: Separate dedicated 20-amp circuit w/ NEMA L14-20-R receptacle **or** 110v to 220v step up/down voltage converter
- Includes all necessary hardware to utilize a synthetic M2HB
- Parts include M2HB synthetic weapon, charging handle position sensor, cradle with cables, & electronics chassis
- Simulated minimum distance: 1 meter; Simulated maximum distance: 6800 meters



WEAPONS SELECTION & FUNCTIONALITY CONTINUED

M240B

- Full metal 1:1 weight
- Recoil 1:1
- Functionality 1:1 (Loading and unloading, reloads, programmable ammo box 1 – unlimited rounds, malfunctions [misfire, runaway gun, sluggish fire])
- Power: Separate dedicated 20-amp 125/250V; NO GFCI or power strip usage
- Includes all necessary hardware to utilize a synthetic M240 within all DoD mounted and dismounted gun platforms
- Parts include M240 synthetic weapon, ammo present sensor, trigger sensor, top cover sensor, bolt forward and back position sensors, VCA position and temperature sensors, pintle, control box with cables and ammo can with dummy ammunition.
- Simulated minimum distance: 1 meter; Simulated maximum distance: 3725 meters



M249 (SAW)

- Full metal 1:1 weight
- Includes all necessary hardware to utilize a Compressed Air synthetic M249 Squad Automatic Weapon (SAW) within all DoD mounted and dismounted gun platforms.
- Parts include M249 synthetic weapon, laser, recoil conversion kit, regulator with fitting and hoses, 100 & 200 round magazine pouches, backpack, sling, and dummy ammunition.
- Optional: Para, Collapsible or Standard Buttstock.
- Simulated minimum distance: 1 meter; Simulated maximum distance: 3600 meters



All weapons can be customized upon request and requirements.



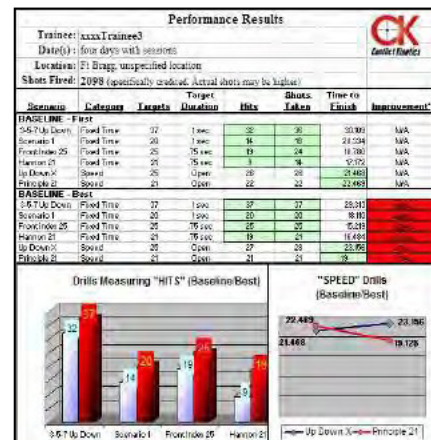
REPORTING

Conflict Kinetics systems record data throughout the duration of training sessions. The data is stored without trainers having to stop mid-session; the systems automatically track over 70 points of performance and biometric data. This automated efficiency leads to more time spent training; therefore, creating more value in a reduced amount of time.

Reports are customized to capture measures of performance (MoP) and effectiveness (MoE). Another valuable report capability is trend analysis on performance measured over a number of months. Optional data analysis and program design report services are available. Data can be pulled directly from individual systems or we can pull information for the client in their desired format. CK does not hold PII data within our system, but we do have the ability to encrypt sensitive information at the request of the client.

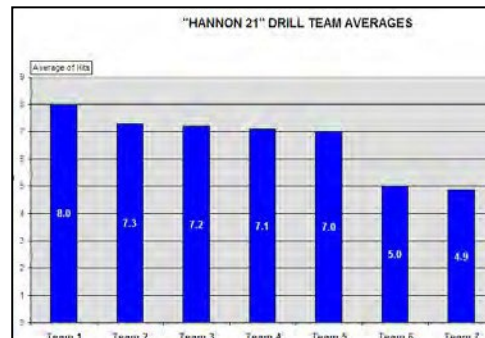
Individual Reports

Use CK Baseline Drills and/or use drills appropriate for your specific requirements.



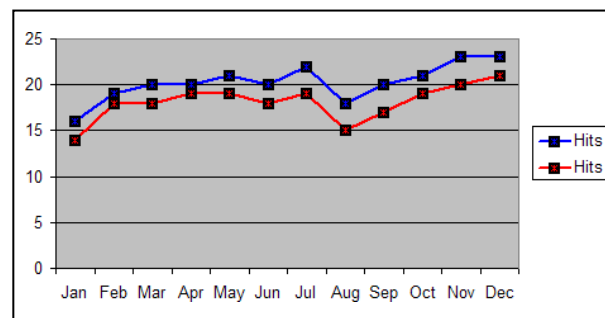
Group Reports

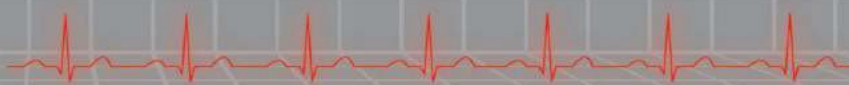
Individual vs. Individual and Team vs. Team reports are valuable tools for commanders.



Trend Reports

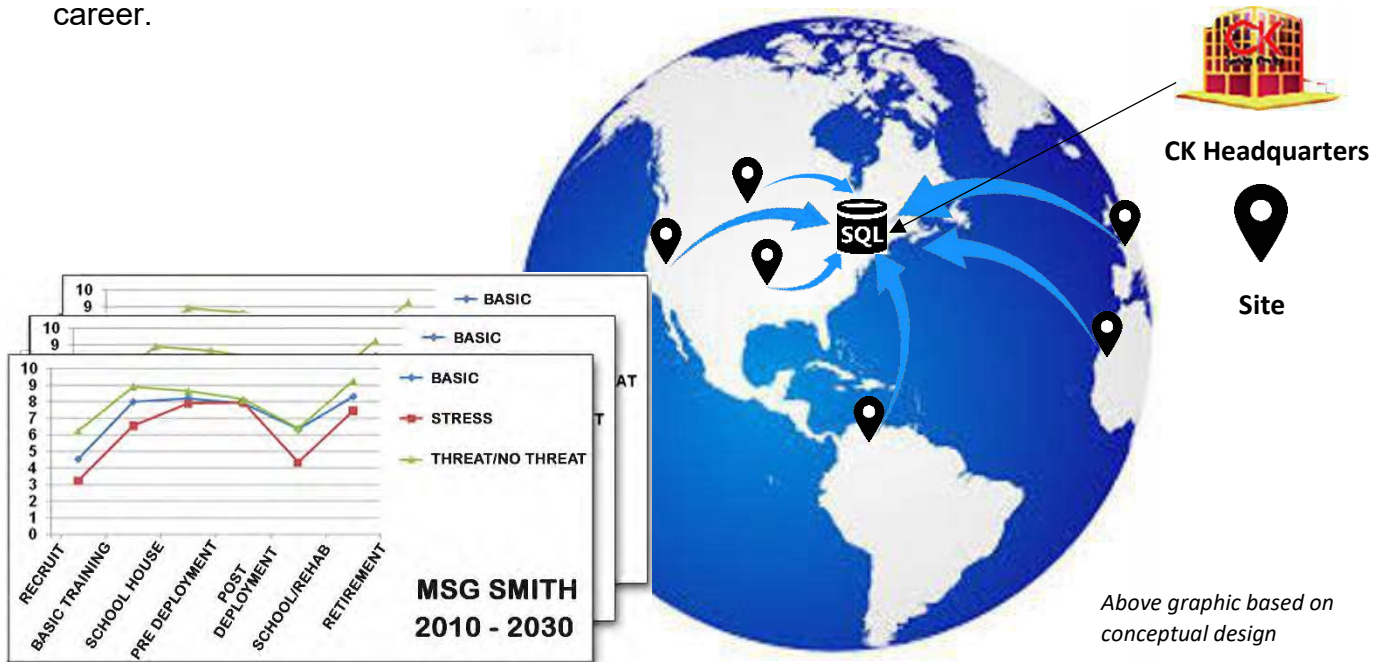
These reports are available for customers who commit to long term training programs.





SHARED PERFORMANCE REPORTING & CONTENT

Clients with multiple locations can have their performance data centralized into our SQL server database from each location and prepared for reporting. With multiple SMTS™, data can be securely aggregated and processed for use in planning, quality control, qualifications, and testing & analysis. CK can also quickly update content for its systems in multiple locations. Once a trainee is registered in our system, their performance data can be tracked and accessed in multiple locations associated with the trainee and their data will continue to be recorded as they travel from site to site and throughout their career.



Above graphic based on conceptual design

INCREASING VALUE OVER TIME

CK's systems are constantly evolving, both in functionality and content. This method of human performance optimization training is an emerging body of knowledge, and adaptable systems are critical to keep pace with innovations. The highly flexible and interoperable nature of CK's systems makes them powerful collaboration tools among top operators and firearms instructors.

The development of drills, ranging from simple line drills to enhanced CQC drills, allows for the creation of a diverse content library that is created by operators for operators. CK's proprietary content is constantly evolving, resulting in real-time dispersal of drills, targets, and training methodologies. The option to protect proprietary methods is available with each installation. Network access is not required to conduct training events. However, our immediate remote support model and future software package deployments or content updates require access to the system or can be handled manually in secure facilities.



PERFORMANCE AWARDS



CK awarded for John F. Kennedy Special Warfare Center and School (Special Operations Advanced Skills) for professional dedication, work ethic and groundbreaking technology



CK awarded 75th Ranger Regiment Outstanding Support and Commitment to the Advancement in Marksmanship throughout the Army



CK awarded 3rd Special Forces Group (Airborne) for Outstanding Training Support to 3rd Group



Special Missions SGM, CK won an Award for Outstanding Service and Innovative Training



3rd Group SF (A). CK won an Award for Significant Impact on Combat Readiness



Special Forces Group (Airborne) Fort Bragg NC. CK won an Award of Outstanding Performance



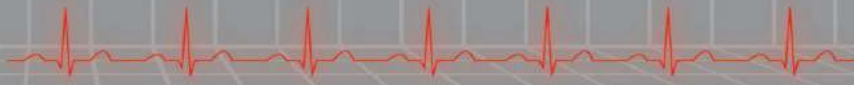
Special Forces Group Fort Bragg NC. CK won an Award of Outstanding Performance



Drug Enforcement Agency (DEA). CK won an Award of Appreciation for training conducted at the Clandestine Lab Building



16th Brigade Military Police (Airborne), CK won an Award of Outstanding Performance



PERFORMANCE AWARDS CONTINUED



**Directorate of Emergency Services (Airborne)
Fort Bragg N.C. CK won an Award of Outstanding
Performance**



**CK awarded Certificate of Appreciation for
2020 Corporate Sponsorship by the Marine
Corps Association & Foundation**



**CK awarded Defense Advanced Research
Project Agency (DARPA) Phase II of the
Adaptive Marksman Project - Completed**



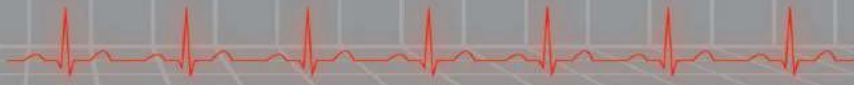
**CK awarded from The International Special
Training Center (ISTC) in Germany**



**CK cited by the Patriot Battalion, 198th
Infantry Brigade, U.S. Army-Certificate of
Appreciation for Outstanding Execution
and Support of the CK Gunfighter Gym™
Program**



**2021 Honoring Investments in Recruiting
and Employing American Military (HIRE)
Veterans Program – Gold Medallion Award**



INDUSTRY RECOGNITION AWARDS



2022 Military Simulation & Training Magazine – Outstanding Innovative Product Award



2022 Military Simulation & Training Magazine – Small Business of the Year Finalist



2021 List of Inc. 5000 Fastest Growing Private Companies



2021 National Training & Simulation Association Modeling & Simulation Awards – Education & Human Performance Award Winner



MS&T 2020 Industry Simulation & Training Awards Finalist



INDUSTRY RECOGNITION AWARDS CONTINUED



*MS&T 2020 Industry Simulation & Training Awards
Honorable Mention*



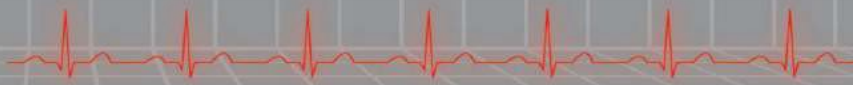
*Loudoun Chamber Small Business
Awards – 2019 Technology Innovator of
the Year*



SECAF 2018 Government Contractor of the Year Award Finalist

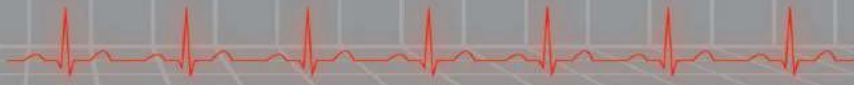


MS&T 2017 Industry Simulation & Training Awards Finalist



PAST PERFORMANCE

- DARPA Phase I and Phase II
- CTTSO / TSWG
- Army Expeditionary Warrior Experiments (AEWE)
- Special Missions Unit - Fort Bragg
- Rangers 3/75 – *Award*
- Rangers 1/75 – System Installation
- USAJFKSWCS – Fort Bragg - *Award*
- Special Forces Unit C3-3 Fort Bragg – *Award*
- Special Forces Unit B2-3 Fort Bragg – *Award*
- Special Forces 10th Group Ft. Carson
- 16th Battalion Military Police (Airborne) Fort Bragg - *Award*
- Directorate of Emergency Services (Airborne) Fort Bragg - *Award*
- Drug Enforcement Agency (DEA) Clandestine Labs
- Drug Enforcement Agency (DEA) F.A.S.T.
- DEA International
- Alcohol, Tobacco, & Firearms (ATF)
- Navy Expeditionary Combat Command (NECC) – Numerous CONUS & OCONUS Locations
- Naval Criminal Investigative Service (NCIS)
- NSW TRADET 1 - Coronado
- Navy Special Warfare (NSW) SQT - Coronado
- Navy Special Warfare (NSW) TRADET 2 - Little Creek
- Naval Health Research Center (NHRC) Warfighter Performance - Pt. Loma, CA
- Asymmetrical Warfare Group (AWG)
- International Special Training Centre (ISTC)- *Award*
- Maneuver Center of Excellence Directorate of Training and Doctrine (MCOE DOTD) - *Award*
- United States Coast Guard (USCG)
- Special Operations Command (SOCOM)
- Army Research Labs (ARL) – Human Sciences
- Navy Experimental Diving Unit (NEDU)
- Federal Bureau of Investigation (FBI) HRT
- IC Community
- 7th Army Training Command (ATC) United States Army Europe (USAREUR)– Multiple Locations
- Marines Corp Security Forces (MCSF) – Multiple Locations
- 2nd Battalion, 58th Infantry Regiment, 198th Infantry Brigade – *Award*
- Marines - 2nd MARDIV – Camp LeJeune

**PORTABILITY/DEPLOYABILITY STATEMENT**

The Gunfighter Gym™ and all SMTS™ are fixed, transportable, and/or deployable allowing units to take their training capability wherever they may be deployed. By design, CK systems can be dismantled, transferred, and assembled in a timely fashion. CK requires at least 2 to 5 days for assembly and disassembly - depending on system configuration.

RELIABILITY STATEMENT

Conflict Kinetics' commitment to system reliability has resulted in a greater than 97% uptime track record as reflected in our CPARS - allowing for maximum throughput and training evolutions. Simply put, Conflict Kinetics understands the rigors and importance of continuous training and the scheduling difficulties that can exist for the client. CK takes great pride in allowing the client to have full confidence that our systems will be up, running, updated, and working for every training event scheduled.

INTEROPERABILITY STATEMENT

Conflict Kinetics' systems are windows based. We are interoperable and open architecture. Data and reporting are in usable formats such as Excel, PDF, and CSV.

CK systems are built on a database SQL server and offers an SDK connection for biometric monitors, any game engine, and AR/VR/MR. Conflict Kinetics systems can adapt as technology evolves. We are receptive to integrating our systems into existing physical hardware platforms and with other technologies.