

VEHICLE NAME

STRICOM Omnibus Contract Lot II (STOC II)

NGC CONTRACT NUMBER(S) AND POC(S)

W900KK-09-D-0342

POP End: 26 January 2019

NGTS TSG, Jim King

Additional Contract Information:

TASK-ORDER CONTRACT TYPES

FFP, T&M, CPFF

WORK SCOPE SUMMARY

This contract provides for live simulation support that includes a representation of military operations using live forces and instrumented weapon systems interacting on training, test, and exercise ranges that simulate experiences during actual operational conditions. It includes training/testing or experimentation executed in field conditions using tactical equipment enhanced by training aids, devices, test systems, simulators, and simulations and tactical engagement simulation to simulate combat conditions.

STOC II is structured to allow STRICOM to acquire the full spectrum of simulation, training, modeling, and test instrumentation products and services to support Warfighter needs throughout the Army and DoD. The contract was structured to contain lots for each STRICOM business domain: Live, Virtual, Constructive, and Test Instrumentation.

This contractual vehicle permits the issuance of TOs for modeling and simulation efforts at any phase within the acquisition life cycle. The following is a synopsis of the type of work to be performed within each lot/domain:

Live. The live domain is a representation of military operations using live forces and instrumented weapon systems interacting on training, test, and exercise ranges that simulate experiences during actual operational conditions. It includes training and testing or experimentation executed in field conditions using and simulations and the tactical engagement simulation to simulate combat conditions.

Live simulation may be defined as training aids, devices, simulators, and simulations (TADSS) that support force-on-force engagements in the real world. The simulation systems displayed in the live domain represent systems that Soldiers use to train in the dirt, i.e., on ranges or at training centers.

Virtual. Virtual simulation may be defined as TADSS that support force-on-force engagements in a visible artificial world. The systems displayed in the virtual domain replicate actual warfighting equipment, systems, and munitions in a virtual environment (similar to an arcade). The virtual systems can train individuals, crews, and collective (networked groups), testing, experimentation, and mission rehearsal. They use computer-generated battlefields and computer-generated forces (friendly and non-friendly) and display the approximate layout of tactical weapon systems and vehicles.

Constructive. Constructive simulation may be defined as TADSS that support force-on-force engagements in an invisible artificial world. The constructive domain includes wargame simulations that represent actions of people and weapon systems. They are usually identified with the large-scaled, complex, computer-driven models most often associated with exercises dealing with battalions, brigades, divisions, corps and Echelons Above Corps.

Test Instrumentation. Test Instrumentation may be defined as providing targets, simulations, and instrumentation that allow the Services to assess equipment effectiveness. This includes sensors, telecommunications equipment, and other materials that provide the capability to detect, measure, record, transmit, and process/analyze information generated during a test or training exercise.

WHO CAN USE THIS VEHICLE

All U.S. Government entities, selected non-government entities, and appropriate, approved foreign entities

CONTRACTING OFFICER

PEO STRICOM
12350 Research Parkway
Orlando, FL 32826