

Joint Biological Standoff Detection System (JBSDS)

Limits the effects of biological agent hazards on U.S. forces at the tactical and operational levels of war.



DESCRIPTION AND SPECIFICATIONS

Joint Biological Standoff Detection System (JBSDS) is the first joint biological standoff detection program. It will be capable of providing standoff detection, ranging, tracking, discrimination (man-made vs. naturally occurring aerosol) and generic detection (biological vs. non-biological) of large-area biological warfare aerosol clouds for advanced warning, reporting, and protection. JBSDS can be employed at fixed sites such as airports, sea ports, and amphibious landing sites, as well as on ships, ground vehicles, and nuclear, biological, and chemical reconnaissance platforms. JBSDS will pass detection information and warnings through existing and planned communications networks using the Joint Warning and Reporting Network (JWARN).

Commanders can integrate JBSDS outputs with information from intelligence, meteorological, radar, medical surveillance, local area operations, and other available assets to increase force protection, mitigate the consequences of biological hazards, and maximize combat effectiveness. Key benefits of JBSDS include the following:

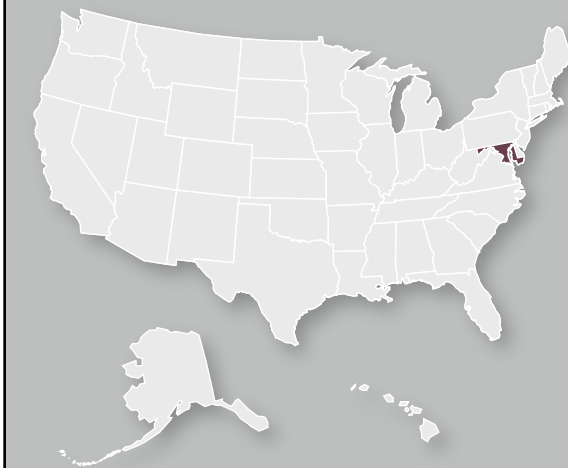
- Provides early warning to commanders and supports timely decision-making
- Detects and tracks aerosol clouds out to 15 kilometers
- Discriminates biological from non-biological particles in aerosol clouds out to three kilometers
- Operates from mobile and reconnaissance platforms, shipboard, and fixed site detectors
- Is operationally skin and eye safe

PROGRAM STATUS

- **3QFY04** JBSDS Block I low-rate initial production awarded

PROJECTED ACTIVITIES

- **2QFY06** Initial JBSDS first unit equipped
- **2QFY06** Next-generation JBSDS system development and demonstration
- **3QFY08** Next-generation JBSDS Milestone C



CONTRACTORS
SESI (Columbia, MD)

INVESTMENT COMPONENT
Modernization

ACQUISITION PHASE
• System Development and Demonstration