

# Engagement Skills Trainer (EST) 2000

Improves efficiency and conserves needed ammunition through simulated indoor training for individual and crew-served weapons marksmanship, collective marksmanship, and “shoot-don’t-shoot” training.



BAGRAM soldiers during NET training on EST 2000



## DESCRIPTION AND SPECIFICATIONS

The Engagement Skills Trainer (EST) 2000 is a unit/institution, indoor, multipurpose, multi-lane, small arms, crew-served, and individual anti-tank simulator that saves currently required ammunition resources, operation and personnel tempo, as well as travel time and costs to and from ranges. It simulates weapon training events that lead to live-fire individual or crew weapon qualification and training events currently not resourced under Standards in Training Commission (STRAC).

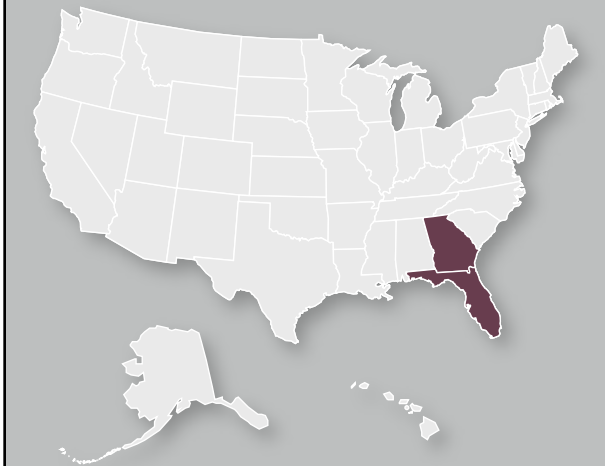
Squad leaders are able to control and evaluate individual, fire team, and squad performance. The EST 2000 simulates the following weapons: M16A2 rifle, M4 carbine, M9 pistol, MK19 grenade machine gun, M249 squad automatic weapon, M240 machine gun, M136 (AT4), M1200 shotgun, M2 machine gun and M203 grenade launcher. At the request of other programs, efforts are in process to model other weapon systems to be part of EST 2000: XM8 carbine, XM307/XM312 crew-served weapon, Precision Guided Mortar Munitions, Land Warrior, and Javelin. Three EST 2000 subsystems equal one system. The system is covered by an approved operational requirements document (ORD) last amended in May 1997.

## PROGRAM STATUS

- **1QFY05** Start fielding of Lot V subsystems (205 subsystems).
- **1QFY05** Complete the modeling of the XM8 carbine for EST 2000 integration
- **1QFY05** Start the modeling XM141 Bunker Defeating Munition (BDM) for EST 2000 integration

## PROJECTED ACTIVITIES

- **2QFY05** Complete Phase 1 of modeling the XM307 Advanced Crew-Served Weapon for integration into EST 2000
- **2QFY05** Award of Lot VI production option (130 subsystems)
- **3QFY05** Complete fielding of Lot V, 205 subsystems
- **1QFY06** Complete fielding of Block I Upgrade to Production Lots I and II (new autotracker, brighter digital projector, more powerful CPU, Windows XP operating system) making them interoperable with Lots III – IV



## CONTRACTORS

**Systems Design and Integration:**  
Cubic Simulation Systems (formerly ECC International Corporation) (Orlando, FL)  
**Simulated Weapons:**  
FATS, Inc. (Suwanee, GA)

INVESTMENT COMPONENT  
Modernization

ACQUISITION PHASE  
• Production and Deployment