<table>
<thead>
<tr>
<th>Existing</th>
<th>Emerging</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Joint Land Component Constructive Training Capability (JLCCTC)</strong></td>
<td><strong>Training Simulation Software (TSS)</strong></td>
</tr>
<tr>
<td>JLCCTC trains Commanders and their staffs in tactical operations across all War Fighting Functions. JLCCTC stimulates Mission Command Systems.</td>
<td>TSS will provide a single training environment accessible over the cloud distributed network. Provides a centralized capability to represent / adjudicate all simulation entities and user inputs.</td>
</tr>
<tr>
<td><strong>Live, Virtual, Constructive – Integrating Architecture (LVC-IA)</strong></td>
<td><strong>Training Management Tools (TMT)</strong></td>
</tr>
<tr>
<td>LVC-IA is a net-centric linkage that collects, retrieves and exchanges data among Live, Virtual, Constructive training enablers and Joint and Army Mission Command Information Systems providing an LVC Integrated Training Environment.</td>
<td>TMT will provide Soldiers and Commanders access anywhere, anytime the ability to create training scenarios. Captures and builds upon each repetition.</td>
</tr>
<tr>
<td><strong>One Semi-Automated Forces (OneSAF)</strong></td>
<td><strong>One World Terrain (OWT)</strong></td>
</tr>
<tr>
<td>OneSAF is an Open Source (Software only) simulation designed to represent brigade and below, combat and non-combat operations.</td>
<td>A terrain capability that provides a fully accessible representation of the globe, accessible through the Army network, useable by simulation trainers, accessible at the Point of Need.</td>
</tr>
<tr>
<td><strong>Synthetic Environment Core (SE Core)</strong></td>
<td><strong>Integrated Visual Augmentation System Squad Immersive Virtual Trainer (IVAS SiVT)</strong></td>
</tr>
<tr>
<td>SE Core enables the Army's Integrated Training Environment (ITE) by providing common terrain, common visual models, common computer generated forces and architecture.</td>
<td>IVAS SiVT capability will allow for the rapid conduct and repetition of squad-level training in a Mixed Reality (MR) based synthetic environment.</td>
</tr>
<tr>
<td><strong>Medical Simulation Training Center (MSTC)</strong></td>
<td><strong>Next Generation Constructive (NGC)</strong></td>
</tr>
<tr>
<td>The MSTC was established to address gaps in the Army's Medical Training Requirements, standardize Medical M&amp;S Capabilities, Centralize Lifecycle Management and provide a single transition office for Army Medical M&amp;S Science and Technology</td>
<td>NGC will replace JLCCTC as the training vehicle for Commanders and their staffs from tactical through operational level.</td>
</tr>
</tbody>
</table>
The CBCSE contract is responsible for the procurement and fielding of COTS hardware and software in support of the Joint Land Component Constructive Training Capability (JLCCTC)

- Conduct onsite fielding/site survey activities
- Procure, field and refresh COTS Common Hardware Platforms (CHPs) and hardware servers
- Procure, field and refresh COTS software licenses
- Manage COTS software license maintenance
- Provide Property Accountability of COTS Products

BCTC-ES provides the network, furniture, fixtures, equipment (FF&E) and technical tools for the Military Construction, Army (MCA) infrastructure, Reconfigurable Tactical Operation Center (RTOC), Tech Control and classrooms.

BCTC-ES-provided equipment enables the linkage of constructive simulations to Mission Command (MC) systems and extends unit communications via the Radio Wire Integration System (RWIS).

ACQUISITION STRATEGY

[Pre-Decisional]
- Competitive Contract is planned to be a Small Business Set Aside
- Contract Type – Single Award ID/IQ
- The Government intends to consolidate with BCTC-ES

PERIOD OF PERFORMANCE

[Pre-Decisional]
Seven (7) Years (Tentative)
- 3 Year base
- 2 – two year options

FUNDING

- Mission and Customer
- Estimated Value: TBD

MILESTONES

<table>
<thead>
<tr>
<th>3QFY21</th>
<th>TBD</th>
<th>TBD*</th>
</tr>
</thead>
<tbody>
<tr>
<td>Market Research</td>
<td>DRAFT RFP</td>
<td>Contract Award</td>
</tr>
</tbody>
</table>

CURRENT CONTRACT/ORIGINAL DEVELOPER/OEM (IF RECOMPETE)

- Phoenix Defense (former Phoenix Logistics Inc.) orders through Aug 2022

POINT OF CONTACT

PM SE
(407) 384-3601
usarmy.orlando.peo-stri.list.pm-ite@mail.mil
LVC-IA is the Army’s integrating architecture for the Live, Virtual, and Constructive (LVC) Integrated Training Environment (ITE) and Mission Command Information Systems (MCIS).

The LVC-IA includes common LVC components such as Enterprise AAR, C2 Adapters, Extension Kits, Terrain Databases, Cyber Security, and Hardware/Software. LVC-IA is a net-centric linkage that collects, retrieves and exchanges data among LVC training enablers and Joint and Army Mission Command Systems providing an LVC-ITE. Contract will include:

- Concurrency with core systems and MCIS
- Analysis, design, development, integration, test and fielding
- Post Deployment Software Support (PDSS)
- Help desk/field support and on-site exercise support
- Key Requirements: Concurrency, Secret cleared personnel, EVMS, Site Support, PDSS, Cyber Security/RMF

**ACQUISITION STRATEGY**

[Pre-Decisional]

- Competitive: Small Business Set Aside
- Contract Type: Single Award IDIQ (Cost Plus Fixed Fee, Firm Fixed Price and Cost provisions)

**PERIOD OF PERFORMANCE**

[Pre-Decisional]

- 10 Year POP

**MILESTONES**

- 2QFY20: RFI / Industry day
- 3QFY21: Draft RFP
- 4QFY21: RFP
- 3QFY22: Contract Award

**CURRENT CONTRACT/ORIGINAL DEVELOPER/OEM (IF RECOMPETE)**

- Cole Engineering Services, Inc.

**FUNDING**

- Mission – RDTE, OPA, OMA
- Estimated Value: $99.9M

**POINT OF CONTACT**

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