

**ORDER: AUTHORIZE INVERIS TRAINING SOLUTIONS AS A SOLE SOURCE
VENDOR FOR VIRTUAL TRAINING SIMULATOR FOR THE SHERIFF'S
DEPARTMENT**

Motion was made by Mike Roberts, duly seconded by Larry Gillespie, to authorize Inveris Training Solutions as sole source vendor for virtual training simulator for the Sheriff's Department

The vote on the motion was as follows:

Supervisor Brent Larson, voted absent
Supervisor Larry Gillespie, voted yes
Supervisor David Rikard, voted yes
Supervisor Chad McLarty, voted absent
Supervisor Mike Roberts, voted yes

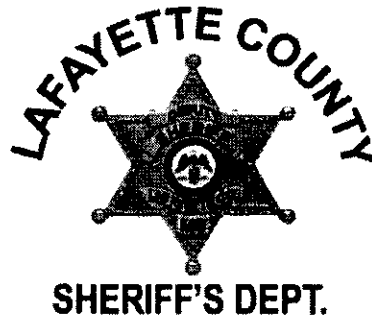
After the vote, Acting President Gillespie, declared the motion carried, this the 17th day of October, 2022.



Larry Gillespie, Acting President
Board of Supervisors



Sherry Wall, Chancery Clerk



Lafayette County Sheriff's Dept.
711 Jackson Avenue
Oxford, MS 38655
662-234-6421

10/12/2022

To whom it may concern,

This letter is to inform you of the reason we feel that virtual training is critical for the deputies. As the Lafayette County Sheriff's Department Training Deputy with 27 years of law enforcement experience, it is my professional opinion that not only will this training benefit the deputies it will benefit the citizens of Lafayette County. This virtual reality-based training system further enhances the deputies' performance/judgment skills with deep experiences using haptic feedback to simulate physical interactions. Now, deputies can literally feel impacts from the virtual training environment, from unarmed attacks to shots fired. This dramatically improves the immersion of the sensory vest training experience, keeping deputies alert and situationally aware the entire time.

Additionally, this provides instructors with insight into a deputy's stress levels during these engagements, which can be used to understand the deputy's mental and emotional abilities further to cope and interact during various real-world events. This helps law enforcement to learn from experience and how to handle certain interactions, it can be used to understand how deputies will engage in similar circumstances, which in turn will help us train to correct any issues.

InVeris continues to raise the bar with a new generation of immersive, 3D, scenario-based solutions that enable instructors to spontaneously escalate or de-escalate engagements in response to a deputy's verbal statements and actions which ensures deputies have memorable experiences to draw upon in everyday occurrences. The objective for these solutions is simple but critical to all concerned: good training saves lives.

I have reviewed several systems and I believe this company will meet our expectations.

Tony Carleton

Tony Carleton
LCSD
Training Deputy



Training Solutions™

September 27, 2022

Tony Carleton
Lafayette County Sheriff
711 E. Jackson Ave
Oxford, MS 38655
662-231-3201
tcarleton@lafayettesheriff.net

Subject: InVeris Training Solution's Virtual Reality Training Simulator (SVR)
Sole Source Justification Letter

IVTS Ref No.: 23847A-22-USL Rev 2

Dear Carleton,

InVeris Training Solutions, Inc. (IVTS) is pleased to provide this sole source justification letter to Lafayette County Sheriff in support of the procurement of an IVTS Virtual Reality Training Simulator (SVR).

This Sole Source Justification is in support of IVTS Proposal Number 23847A-22-USL Rev 2.

Sole Source Justification:

It is our opinion that there is only one supplier capable of satisfying the requirements for an integrated, lighthouse-tracked, "enterprise" solution that can include:

- **Customizable Scenario Platform.** Allows instructors to create an essentially infinite number of scenarios, including domestic violence, active shooters, suicidal individuals, emotionally disturbed persons, and more.
- **Body tracking.** SVR renders a virtual avatar for each trainee's body so trainees can realistically interact with each other in multi-user experiences. Other simulators often only render a floating headset, which is unrealistic for simulating real-life interactions.
- **Eye tracking.** SVR tracks each trainee's eye movements during training in order to gauge situational awareness.
- **Hand tracking.** Allows trainees to manually handcuff suspects, open doors, etc.



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- **Supports up to 3 simultaneous users without VR backpacks.** SVR's wireless headsets are more robust, easier to troubleshoot, and have batteries lasting 3x longer than VR backpacks. (Note: must purchase one system per simultaneous user.)
- **Dual-screen view.** Allows operators to simultaneously control scenarios and view what the trainee sees in their headset.
- **Suspect actions can be selected without limitations.** Many simulators end a scenario when a specific number of actions are completed.
- **Proprietary visual gaze system.** Allows trainees to interact with distant virtual objects, unlike other training simulators.
- **Optional cloud-enabled software updates.** Upon launching the SVR software, a patching application will automatically check for updates.
- **Optional secure offline updates via encrypted flash drives.** No cloud connectivity required if desired by the customer. (Subject to additional costs and update delays.)
- **3D After Action Review from any angle.** Includes training metrics such as shot placement, eye tracking, and distance from a subject.
- **After Action Review bookmarks.** Mark timestamps of interest to quickly switch back and forth.
- **Shot trajectory tracking.** SVR's physics system enables lethal and less-lethal projectiles to travel exactly as they would in the real world. Shot trajectory can be viewed during scenario playback.
- **Full suite of weapons/tools for simultaneous use.** Supports up to 8 simultaneously tracked weapons/tools per trainee. Other simulators typically only allow up to 2-4.
- **Prop placement system.** Allows instructors to place props in various environments.
- **Over 120 props available.** Many ways to customize environments, from backpacks to firearms.
- **Realistic suspect avatars.** Characters are 3D-scanned with various customization options.
- **Proprietary networked microphone input tool.** Allows instructors to speak directly to all trainees without the trainees needing to remove their headsets. Instructors can also verbalize as suspects in real-time.
- **3D/directional audio.** Supports noises such as gunshots during active shooter situations.
- **Artificial movement system.** Enables trainees to seamlessly navigate large virtual environments despite being in a small physical space.
- **Custom training environments based on real locations.** Offered as an optional add-on service.
- **Over 160 different characters.** Instructors can select suspects and bystanders from a large database of characters, with the ability to customize and randomize them as well.
- **Unique environment interactions.** Such as generating certain sounds on command and having suspects open/close doors.
- **Fatal hit placement system.** Allows instructors to choose which body parts result in a suspect's fatality when impacted.
- **Physics-based animation system.** Simulates realistic less-lethal impacts on characters.
- **Advanced analytics system.** Secure, locally stored, and anonymous. Can be used to track trainees' progress during live scenarios and over time (e.g. review past bodycam footage).
- **Scenario saving.** Allows instructors to save and edit new scenarios for later use.



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- **Multiple suspect support.** Allows instructors to place, customize, and control multiple suspects in a scenario. Can support up to 10 suspects in certain scenarios.
- **Customizable military security gate scenario.** For military customers - allows randomized vehicles to enter and exit an entry point with randomly generated suspects and objects in each vehicle. Instructors can choose from several environments, some of which exist in real life.
- **Intelligent suspect movement system.** Allows instructors to click on any location to have a suspect intelligently (e.g. run, walk, strafe) move to that location.
- **Trainee placement system.** Allows instructors to move and rotate trainees within a training environment.
- **Realistic flashlight.** Dynamically and realistically adjusts the surrounding lighting.
- **Highly realistic separate tracked tools for OC Spray and Flashlight** instead of a single unrealistic "universal device" for both tools.
- **Dynamic environment lighting.** Smoothly changes the time of day for scenarios in real time.
- **Weapon reloading.** Also supports customizable ammo counts.
- **Top-tier graphics cards (NVIDIA RTX 30 series).** Far superior to legacy cards in other simulators.

[Continued on next page]



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To the best of our knowledge, the combination of technology and services listed above (the "SVR Virtual Reality Training Simulator") is only available from InVeris Training Solutions, and not from any other supplier. InVeris Training Solutions is also the original manufacturer of most of our technologies and the sole distributor of the SVR Virtual Reality Training Simulator. We believe that you will find the SVR Virtual Reality Training Simulator unique and therefore eligible for sole-source procurement.

Thank you for your time and consideration. We look forward to working with you.

Sincerely,

George Robertson,

Virtual Sales

InVeris Training Solutions, Inc.

296 Brogdon Road

Suwanee, GA 30024

470-337-3114

george.robertson@inveristraining.com

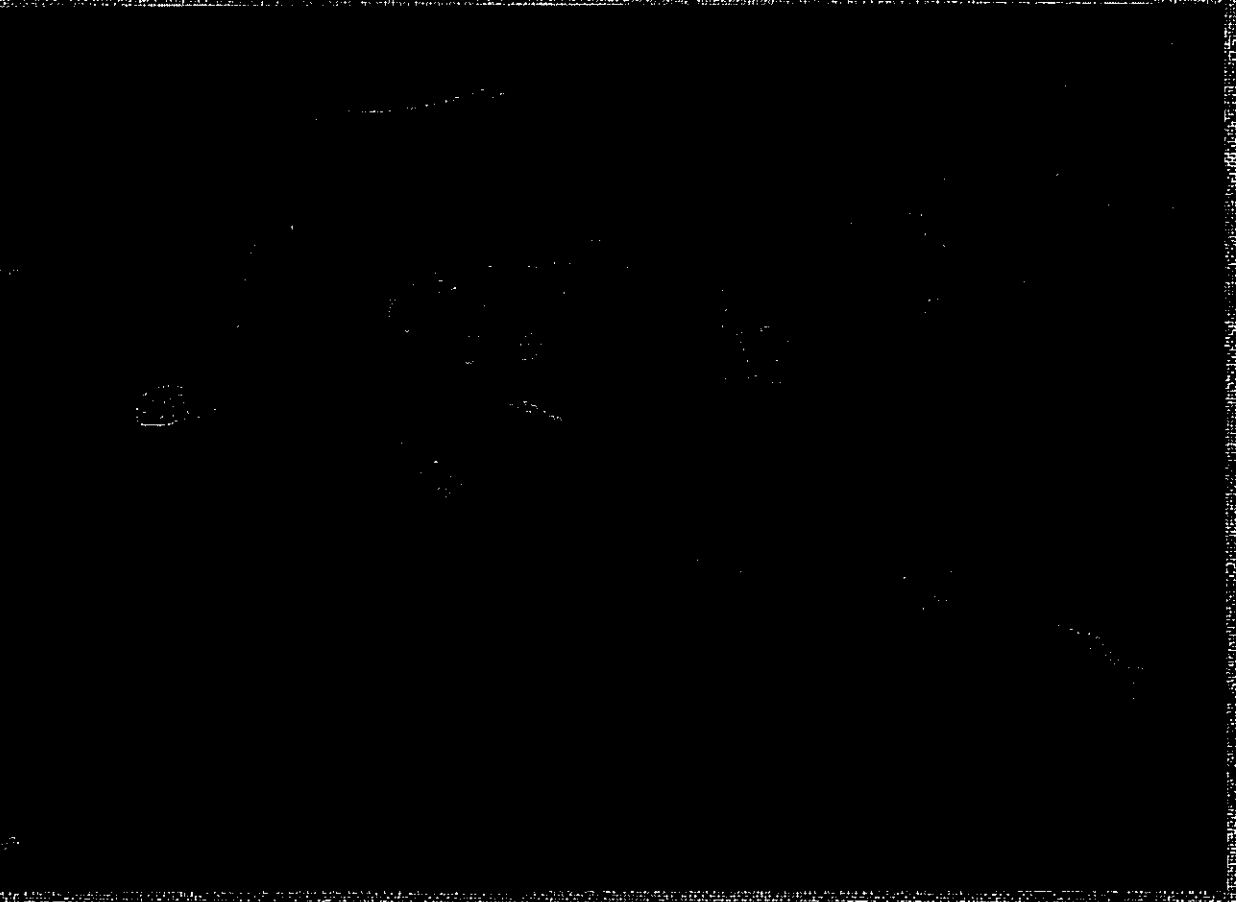
USE AND DISCLOSURE OF DATA: Any and all information and data contained herein is the property of InVeris Training Solutions, Inc. (InVeris), and shall not for any reason, whether tangible or intangible, be disclosed, duplicated, or used, in whole or in part, for any reason other than for sole source justification evaluation by the purchasing agency for the current procurement effort. If, however, a contract is awarded to InVeris as a result of, or in connection with this proposal offer, the recipient (Buyer) shall have the right to duplicate, use, or disclose the information and data contained herein to the extent provided in the resulting contract. These restrictions do not limit Buyer's right to use information or if it is obtained from another, legitimate source without restriction.

DESTINATION CONTROL STATEMENT: The enclosed document contains Technical Data that is subject to the Export Administration Regulations. Diversion contrary to U.S. Law is prohibited.

Lafayette County Sheriff

Virtual Reality Simulator: One Person Configuration

For Law Enforcement Training



Available in
Virtual Reality
One Person Configuration
For Law Enforcement Training

Available in
Virtual Reality
One Person Configuration
For Law Enforcement Training

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DESTINATION CONTROL SYSTEM: The system contains technical data that is used to control the system. The system is designed to be used by a single person in a virtual reality environment. The system is designed to be used by a single person in a virtual reality environment. The system is designed to be used by a single person in a virtual reality environment.

1 Pricing

1.1 Pricing – Base Package

Table 1 below provides pricing for items proposed as part of the Base Package.

TABLE 1 – BASE PACKAGE						
GSA / OPEN MKT	CATALOG NO.	DESCRIPTION	QTY	UNIT	UNIT PRICE (USD)	TOTAL PRICE (USD)
OPEN MKT	VR- SIMULATOR	VIRTUAL REALITY SIMULATOR: 1-Person simulator configuration with Service Package. Includes the following: <ul style="list-style-type: none"> One VR head-mounted display that fully immerses a trainee into a realistic training environment. One VR-Optimized Computer system with wireless adapter and two batteries. One portable lighthouse tracking system with hand tracking to track the trainee in up to a 35' x 35' space. One VR Toolset with one each of the following: VR Handgun, VR Rifle, VR Taser, VR OC Spray, and VR Flashlight. One Desktop Computer with keyboard, external keypad, mouse, charging hub, audio/ microphone, headset & speakers. Two Monitors for initial simulator (additional simulators receive one monitor). Miscellaneous wires/parts. One year Warranty that covers hardware. One year Service Package that provides software updates and new features. 	1	LOT	\$45,000.00	\$45,000.00
OPEN MKT	VR-INSTALL/ TRAIN	IN-PERSON INSTALLATION AND TRAINING: Includes on-site equipment setup and train-the- trainer onboarding.	1	LOT	\$2,000.00	\$2,000.00
OPEN MKT	IVHAP-VEST	S-VR HAPTIC VEST: Numerous haptic points wrapped around the upper body to wirelessly deliver haptic feedback to simulate a hit detection to trainee	1	EA	\$900.00	\$900.00

TABLE 1 – BASE PACKAGE						
GSA / OPEN MKT	CATALOG NO.	DESCRIPTION	QTY	UNIT	UNIT PRICE (USD)	TOTAL PRICE (USD)
					SUBTOTAL (USD)	\$47,900.00
					One-Time Discount (USD)	(\$15,000.00)
					TOTAL PRICE (USD)	\$32,900.00

1.2 Pricing – Optional Extended Warranty and Service Agreement Package

Table 2 provides pricing for the optional Extended Warranty and Service Agreement Package that can be purchased along with the Base Package.

TABLE 2– OPTIONAL EXTENDED SERVICE AGREEMENT PACKAGE						
GSA / OPEN MKT	CATALOG NO.	DESCRIPTION	QTY	UNIT	UNIT PRICE (USD)	TOTAL PRICE (USD)
OPEN MKT	EXT WRTY	EXTENDED SERVICE AGREEMENT PACKAGE: Additional year Service Agreement provides software updates and technical support. <ul style="list-style-type: none"> ○ Covers a 1-year period starting after the Initial Coverage Period ends. ○ Service Package price for one simulator is \$950 per year. 	1	YR	\$950.00	\$950.00
					TOTAL PRICE - OPTION (USD)	\$950.00

