

:WHITEPAPER:

Law Enforcement Training Limitations

Part 3
Cost Effectiveness



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SUMMARY

Costs are often a burden for law enforcement departments all over the world. Budgets are tightening and dollars must be used wisely. Training should not be limited to save costs as this might result in catastrophic situations where “prepared” is an understatement. Most training options available are expensive and out of reach for your typical municipality. Even the cheaper options require repeated purchases that rapidly amount to a large sum of money. With iCOMBAT, the cost to begin is relatively low when compared to most training options, and has almost zero continued usage cost. Training programs around the world now have a capable and durable training system at a reasonable cost.

Problem

The typical law enforcement training methods often cost thousands of dollars to obtain. On top of that, a continued usage cost sometimes comes into effect due to the need for replacement ammo or parts. Some of the most popular training options today include Simunition, paintball, and virtual reality. Unfortunately, they are also the most expensive. Some law enforcement branches, especially those in smaller areas, might not be able to afford the high cost and turn to less effective training options.

Simunition is used by many departments and is a somewhat effective way to train. However, in addition to being a messy training option, purchasing rounds each time adds up quickly. A Simunition FX bullet (.223) on average costs about \$1.25, or \$25.00 per box of 20 rounds. The 9mm round is about \$.80 each. Simple math will point out that this is not a cheap way to train, especially with a larger department and more personnel. On top of all that, the department must also purchase a few key components to retrofit their actual firearms into a Simunition shooting device, and buy safety masks and pads.

A lesser used training option is paintball. Paintball is not as common as Simunition, but is quite popular even if just a recreational or team building activity. Training with paintball equipment is fairly expensive. First, one must pay a local paintball field or business to use their designated grounds for a period of time. Then, the rental of safety gear and the actual equipment is required. The main prohibitive cost lies with the paintballs themselves. A box of 2,000 rounds is the average purchase and costs anywhere from \$40.00 to \$100.00. A box costing \$65.00 means you pay \$.03 per round. The inaccuracy of training with paintball justifies this lower cost. A person training for a day can expect to spend anywhere from \$50.00 to \$150.00.

Virtual reality is by far the most expensive training option. The few training programs that can afford a set up still do not experience one hundred percent realism. These video based training simulators require an entire room specially set up for a projector. Several systems exist from Advanced Interactive Systems (AIS), FATS, VirTra, and IES Interactive Training. Setups range from standard point and shoot at the screen to reacting to incoming shots. Costs begin in the tens of thousands of dollars and can quickly reach up to \$500,000.00 depending on required options. A law enforcement branch with a tighter budget probably cannot afford these systems.

Solution

Saving on costs is the ultimate goal for law enforcement branches, especially during an economic downturn. A buyer must determine the up front costs, continued usage costs, and return on investment. Any product purchased must provide some form of value that is justified by its cost. The iCOMBAT system has both a relatively low startup and almost zero continued usage cost.

A full training system set up from iCOMBAT includes an irM4 or irPistol, irVest, and a SmarMag, outfitting one person, costs about \$1,995.00. The only thing that must be purchased from then on is a very inexpensive 12 or 8 gram CO2 cartridge, which cost roughly \$.50 a piece. This converts to \$.02 per shot on a thirty round magazine or less than \$.01 per shot on a high capacity 150-round magazine. These cartridges can be bought in bulk for an even lower price.

Not only do you save on your initial purchase and usage costs, you also do not have to worry about buying safety gear, renting out a special location, or paying for cleanup. Maintenance is virtually cost free.

There is a quick return on investment with the iCOMBAT system. Training can occur more frequently, officers will be better qualified to serve, and money will be saved in the long run that can be better used elsewhere.

Appendix

	Simunition	Virtual Reality	Paintball	iCOMBAT
<i>Initial Cost</i>				
Protective Gear	\$3,760	\$0	\$400	\$0
Weapons	\$1,800	\$10,000	\$2,000	\$20,000
Ammunition	\$500	\$0	\$500	\$24
Setup	\$500	\$100,000	\$400	\$0
Total	\$6,560	\$110,000	\$3,300	\$20,024
<i>Continued Usage Cost (Ammo Only)</i>				
5 Year	\$30,000	\$0	\$30,000	\$1,440
10 Year	\$60,000	\$0	\$60,000	\$2,880

**Based on training 10 officers at a time.*

***One box of ammo per officer per month.*

References

Costs per product collected online at a combination of company sites, retailers, and third parties.

www.ais-sim.com

www.laser-ammo.com

www.simunition.com

www.VirTra.com

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