



Law Enforcement Trainer (LET)

The best in law enforcement are those who are best trained. Meggitt Training Systems provides an unequalled virtual training solution with its Law Enforcement Trainer. In a completely synthetic environment, LET presents realistic and powerful scenarios for marksmanship and judgmental training.

Supporting a full range of handguns and most rifle models, LET provides an accurate simulation of weapon firing including the effects of wind speed and direction on ballistics. Weapon aim point, shot location, and number of round fired are a few of the measurements that are identified in the shot feedback screen display. Muzzle trace with trigger pull, and weapon diagnostics including trigger squeeze and butt pressure are some of the actions that are monitored in real-time for the training instructor. Depending on the configuration of the purchased system, LET provides up to four firing lanes.



LET supports the entire scope of firearms training to improve accuracy and speed, develop and build decision-making skills, and acquire weapon handling techniques and procedures. Adding optional devices such as the Hostile Fire Simulator (HFS) intensifies the training experience and stresses the importance of cover and concealment.

Law Enforcement Trainer is completely self-contained for portability and protected from harsh environments by the integrated mil spec storage case.

LET Law Enforcement Trainer

Shot Feedback (Main Screen)

- Weapon aim point
- Shot hit point (multiple targets – up to three simultaneous targets)
- Number of rounds fired
- Symbol denoting direction of missed shot
- Score by region
- Identifies frame of target at shot impact time on animated targets
- Interactive targets (based on authored course)
- Weapon shot sounds (unique)
- Bullet hole on target
- Tracers
- Shot splash
- Wind flag (denotes direction and speed; wind flag position is configurable)
- Raising and lowering of targets
- Occulted targets
- Animated targets

Accuracy

- Accurate firing simulation of weapon
- Fixed sight ballistics
- Adjustable sight ballistics
- Effects of wind speed and direction on ballistics
- Dual sight Ballistics
- Effects of weapon cant

Weapon Procedures

- “Load/Unload”
- “Make Safe”
- “Jam/Clear”
- “Immediate Action Drills”
- Multiple procedures for one weapon

Scenario Course Content

- Marksmanship
- Force escalation/de-escalation
- Use of force



Supported Weapons and Devices

- Rifles/Carbines
- Machine Guns (sub and light)
- Shotguns
- Pistols
- Taser®
- Chemical spray
- Flashlight

Instructor Monitoring (Real-Time)

- Muzzle trace
- Weapon sensor feedback (can include cant angle, trigger squeeze, butt pressure, rounds remaining, safety, round in chamber and many others)
- Course results

Optional Supplementary Systems

- Hostile Fire Simulator
- Look Back
- Live Fire

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