



# TRAIN MORE WITH LESS.

Like any perishable skill, firearms training should be conducted frequently and consistently to prevent deterioration. Most states mandate annual qualification to assess basic marksmanship, but it doesn't address the practice of weak-hand shooting, clearing stoppages, and other critical firearms skills.

Simulated training effectively augments live-fire practice by allowing training to take place anywhere, anytime. However, simulators are often too large, difficult, and expensive to be implemented by most departments. The result is often less-than-adequate training and practice for live-saving skills.

## **Introducing DART - the firearms training simulator that allows you to train more with less.**

**Less bulk.** Because many agencies don't have dedicated spaces for a training simulator, DART is designed to be ultra-portable, making it easy to move from room to room – or building to building.

**Less complex.** DART was designed from the ground up to be easy to set up and use. This means that it will be utilized much more often, continually providing training in core liability skills.

**Less expensive.** Simulation training should save money by reducing the need for travel, ammunition, and range fees, but none of that matters if you can't afford it in the first place. A complete DART system is just \$5,995 - and program updates are free for life.

DART provides more of the training you need and less of the things you don't.

Schedule an online demo  
at [dartrange.com/book](http://dartrange.com/book).

DART



# “EXACTLY WHAT WE NEEDED.”

**DART Range™** – feature-rich firearms simulation software developed by Digimation®, a recognized leader in training and simulation.

**DART Creator™** – develop new courses of fire, each with its own stages, targets, rules, and conditions.

**Visible Weapon™** – weapon mechanics and function fully illustrated using the most realistic 3D graphics ever developed.

**DART Trace™** (optional) – shot tracking extension which tracks the movement of a firearm during all phases of a shot – target acquisition, trigger pull, and follow through.



 **DART™**  
Learn more at [dartrange.com](http://dartrange.com).