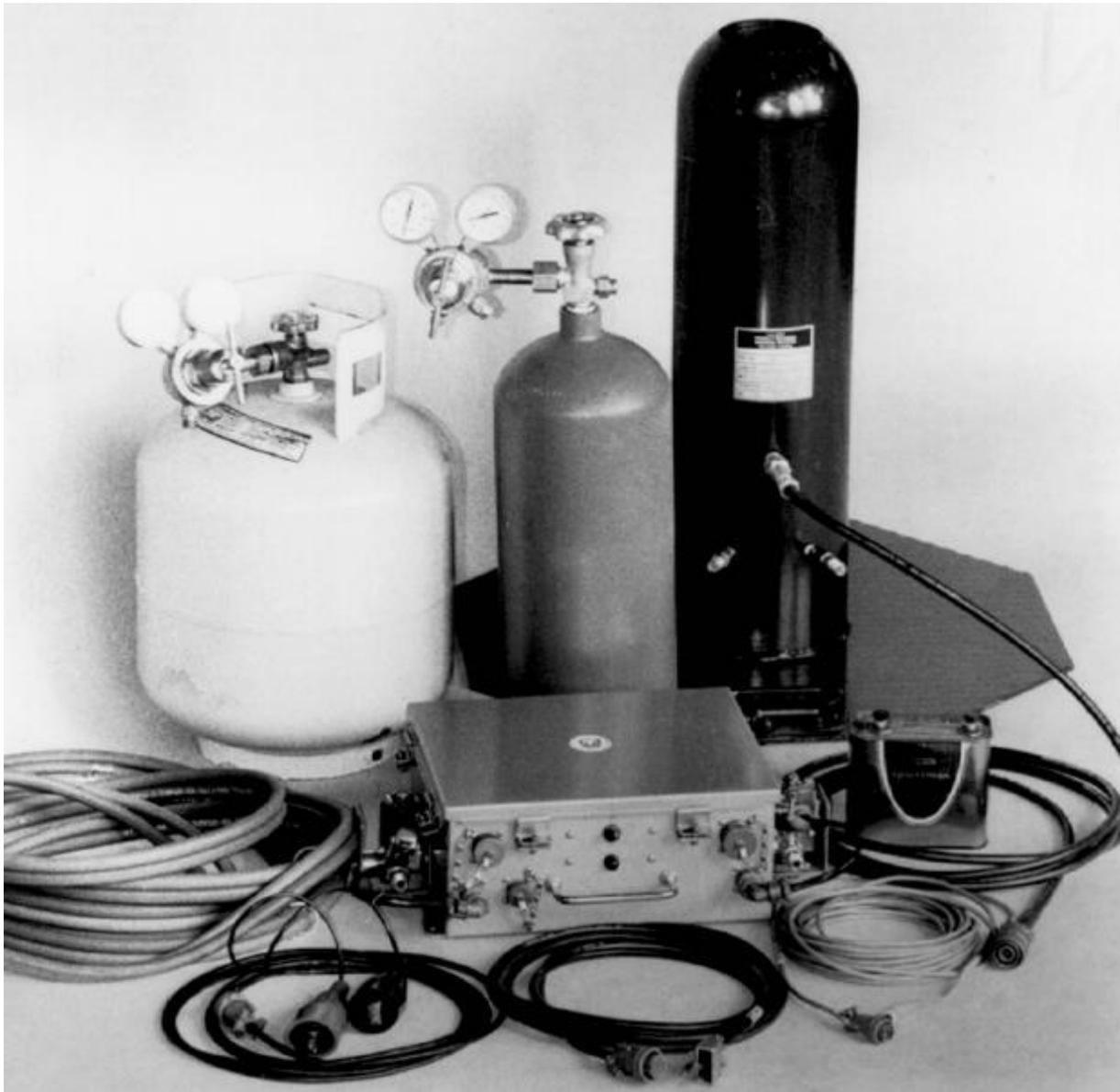

ARTILLERY, MINE, AND DEMOLITION NOISE SIMULATOR



Training Category/Level Utilized:
Combat/Level 3

Logistic Responsible Command, Service, or Agency:
PEO STRI

Source and Method of Obtaining:
Available through local TSC.

Purpose of Trainer:
To provide realistic simulation of common battle noises.
Supports general basic training.

Functional Description:

The devices are noise simulators which can be used in all types of combat courses. They can be used to simulate the noise of artillery and mortar fire, demolition, and mines instead of high explosives in demolition pits. The device operates on the oxygen-propane principle with gases metered through solenoid valves with a timing device initiating a spark in the gas filled chamber to cause the explosion. A remote trigger switch is used to fire the device from a remote location and it can fire a single shot or a sequence of six shots at 10 second intervals. During normal firing, the device is safe at a distance of 10 feet.

Physical Information:

Firing Chamber Assembly: 24" x 24" x 32 1/2" high

Timing Box: 18" x 13" x 5 1/2" high

Total Weight: 125 lb.

Equipment Required, Not Supplied:

12vdc battery

Special Installation Requirements:

Two pits approximately 48" deep, 48" wide, and 48" long are required. One pit is used for the explosion chamber. The other pit is for the oxygen and propane cylinders and the timing assembly. The pits should be separated by at least one foot of earth and reinforced by 4" x 4" corner posts with 2" x 6"

sideboards to prevent the walls from collapsing due to the shock experienced when the device is detonated.

Power Requirements:

100vac, single-phase, 60 Hz. Can also be operated from 12vdc battery.

Applicable Publications:

NAVTRADEV P-4909, Operation and Maintenance Guide.

Reference Publications:

(Information not available)

Training Requirements Supported:

11-Series, 13-Series, and any user applications.