

# ADMS-POLICE



## Incidents within ADMS-Police

- Crowd Related Events
- Protests
- Violent Crowds
- Critical Location Security
- Terrorist Activity
- Active Shooters
- Hostage Situations
- V.I.P. Transport
- Bus Hijacking
- CBRNE and HAZMAT
- Road Traffic Accidents
- Structural Fires

## MULTI-LEVEL POLICE OPERATIONS TRAINING

ADMS-Police is a virtual reality team training system that provides hands-on experience in crowd control tactics and strategies, use of force principles and de-escalation maneuvers, operation planning and rehearsal, contingency testing and resource management. The virtual environment is a modern city with a public park, sporting arena and commercial, residential and industrial structures. Multiple incidents simultaneously occur within the city ranging from hostage situations, IED explosions, traffic accidents and rioting crowds.

Trainees move around the scene to assess the situation, make decisions and give commands. They may also be stationed inside the Mobile Command Post, giving commands based on the images and information received from exterior camera sources, including CCTVs and helicopters. As ADMS is unscripted and open-ended, verbal commands enable the real-time action of the simulator, and trainees are directly faced with the consequence of their decisions, right or wrong. By utilizing ADMS-Police, agencies can train for operational and event planning, crowd dispersion with riot gear and the strategic deployment of vehicles.



## ADMS TRAINING BENEFITS:

- Lower overall training costs
- Practice for situations that cannot be trained live
- Train securely and confidentially
- Increase procedural knowledge and decision making
- Easily create custom exercises to train for every situation
- Highly realistic, open-ended simulation
- Extensive after action review capabilities
- Ability to train for low-frequency critical events
- Proven transfer of training experience to real-world

*\* Photo on left shows trainees within the command post.*

# The *Most Realistic* Simulation Training System Available!

“There are always similarities between large-scale incidents, whether it’s an active shooter or a public demonstration. You have to deploy resources, manage crowds and control the situation. ADMS can give you the practical experience needed to plan for and respond to whatever incident may occur.”

**Deputy Chief Carl Metzger,**  
*Special Operations  
Division Commander,  
Orlando Police Department*

## TRUE SIMULATION TECHNOLOGY

ETC’s signature technology blends physics-based simulation, embedded artificial intelligence, accurate animations, photo-realistic graphics, ambient sounds, vehicle controls and motion platforms to completely immerse trainees in the exercise. Every unscripted and open-ended ADMS system is fully adaptable to meet specific user needs.

## ADMS-POLICE UNIQUE FEATURES:

- Limitless scenario generating capabilities using the Scenario Generator with SmartModels for creation of incidents such as intruders and security breaches, protesting crowds and terrorist attacks
- Varying levels of crowd behavior generated with artificial intelligence
- Physics-based effects including accurate dispersion of teargas plumes in relation to wind speed and direction
- Multiple police resources available to manage large crowds, including multiple enforcement vehicles, crowd suppressant tools and personnel
- Riot control formations
- Non-lethal and lethal weapons can be used by police, riot control and SWAT units
- User defined parameters characterize the strength of explosions and level of releases for dirty bombs and IED’s
- After Action Review with scoring system, voice recording and exercise replay



**SIMULATION**  
TRAINING SYSTEMS

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