

STRATEGIC OPERATIONS

General Services Administration
Federal Supply Service
Authorized Federal Supply Schedule Price List
Current as of March 2015

On-line access for ordering is available on GSA Advantage (www.gsaadvantage.gov)

Contract Number: GS-07F-5527P; Contract Period: through December 31, 2018

Contractor Information: Strategic Operations, Inc., 4705 Ruffin Road, San Diego, CA, 92123;
Point of Contact: Kevin Waskow; Telephone: (858) 244-0559; Fax: (858) 715-5383;
e-mail: kevin@e-stops.com
Web site: www.strategic-operations.com
Business Type: Small Business

- 1a. Awarded Special Item Number: 426-99
- 1b. Lowest priced model for each awarded Special Item Number: Please see rate card
- 1c. Hourly Rates: Please see rate card
2. Maximum order guideline: \$200,000
3. Minimum order limitation: \$100.00
4. Geographic coverage: CONUS and OCONUS
5. Points of Production: San Diego, CA
6. Basic Discount: 5%
7. Quantity Discount: Not applicable
8. Prompt Payment Terms: Net 30
- 9a. Government purchase cards accepted below the micro-purchase threshold: Yes
- 9b. Government purchase cards accepted above the micro-purchase threshold: Yes
10. Foreign Items: None
- 11a. Time of Delivery: 45 days ARO
- 11b. Expedited Delivery: 30 days ARO
- 11c. Overnight/2-Day Deliver: None
- 11d. Urgent Requirements: Contact Point of Contact listed above
12. FOB Point: Origin
- 13a. Ordering Address: same as contractor information listed above
- 13b. Ordering procedures: Phone, fax, e-mail, GSA Advantage
14. Payment Address: same as contractor information listed above
15. Warranty provisions: Standard Commercial Warranty
16. Export packing charges: Not applicable
17. Terms and conditions of government purchase card: see 9a and 9b
18. Terms and conditions of rental, maint/repair: Not applicable
19. Terms and conditions of install: Not applicable
20. Terms and conditions of repair parts: Not applicable
21. List of service and distribution points: None
22. List of participating dealers: WorldPoint ECC, Inc
23. Preventative Maintenance: None
- 24a. Environmental Attributes: None
- 24b. Section 508 electronic IT standards: Not applicable
25. DUNS: 127626724
26. SAM Database: Valid until 12/23/15

www.strategic-operations.com

STRATEGIC OPERATIONS

RATE CARD
(Effective May 2014)

DESCRIPTION OF FACILITIES

Tactical Training Laboratory

Strategic Operations fills the void of realistic training for specialty tactical teams of law enforcement, military, and other professional organizations responsible for public safety. Managed and operated by highly trained tactical operators, Strategic Operations knows and understands the needs of both public safety and military professionals. They utilize a professional support staff trained to re-create tactical scenarios in great detail by controlling and manipulating both the physical and sensory environment.



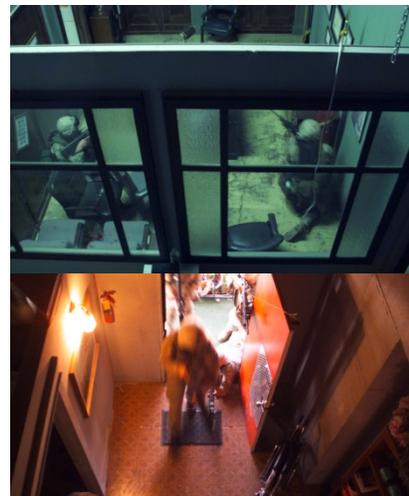
The structures were designed and constructed specifically for tactical training by seasoned architectural designers at the direction of public safety professionals. The environments utilize special effects experts who control lighting, smoke, and sound producing the most believable scenarios. Professional role players and wound make-up artists heighten the experience – creating a training situation that is unmatched by anyone in the industry.

Role players add a convincing and haunting reality to each training experience, regardless of the venue. They take the training exercise to another

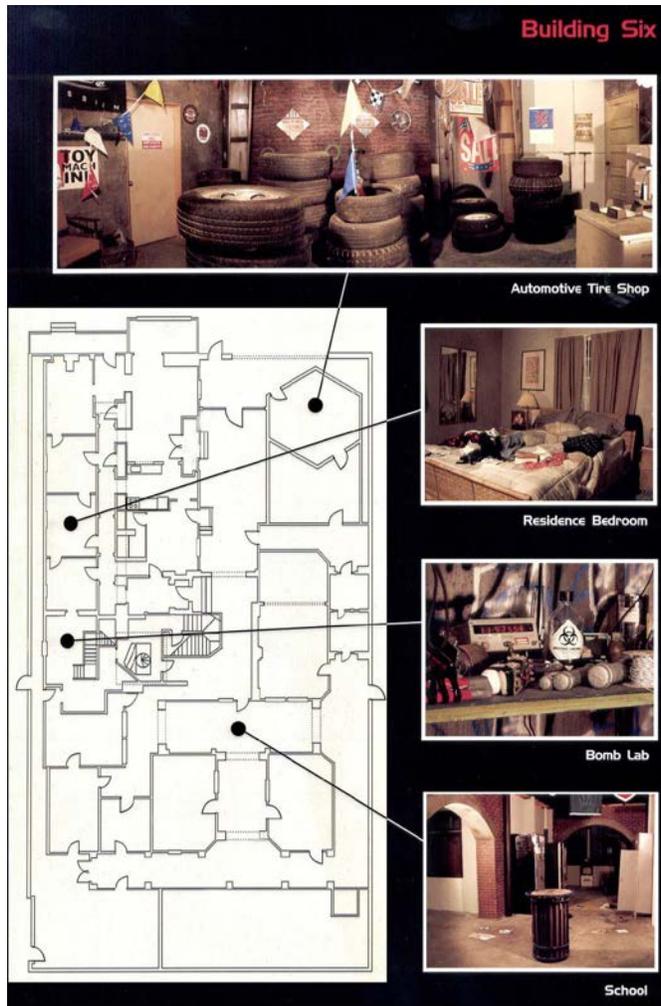
level – one in which law enforcement teams are faced with circumstances not available in any other training experience.

Strategic Operation's role players are highly experienced and expertly trained to ensure credible situations acting as wounded, frantic or outside observers and witnesses.

Strategic Operations corners the market on real-life tactical training environments. Residences, offices and a school are housed within a 12,000 square-foot, intricately designed facility, enabling multiple units to train in the various areas simultaneously. Rooms are fully furnished, floor plans are multi-changeable and overhead viewing catwalks are available in each scenario, resulting in the most accurate, believable and beneficial tactical movement training possible.



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A significant portion of the facility is dedicated to a simulated residence. This fully furnished residence comes complete with a front yard and security door usable for repeated breaches. High-risk warrant services scenarios can be as simple or as complicated as the imagination of the instructor. This "home" is equipped with real furniture, operating fixtures, and life-like surroundings including laundry on the floor and cookware in the kitchen. Windows, mirrors and closets are located in strategic positions, creating credible concerns for tactical operators on an assault. Entrances and exits can be quickly hidden or exposed to create new floor plans preventing exercises from becoming predictable.

Maritime Interdiction Training Site / Optional Helicopter



The Strategic Operations Maritime Interdiction Training Site provides facilities to train in visit, board, search and seizure techniques under realistic conditions. The facility replicates the types of ships, conditions, and scenarios encountered in drug interdiction and anti-terrorist operations. The Maritime Interdiction Training Site includes: a Ship Simulator with 5 levels, decks, hatches, and ladders; 8 separate areas with numerous compartments; a bridge (accessible by hatch, ladder, caving ladder, and rappelling); Captain's quarters; XO's quarters; communications room; galley; crew berthing area; engine room; engineering spaces; cargo holds; a Huey UH-1H

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helicopter body, with four fast rope positions to simulate various types of



The helo at 60' (48' above main deck)

helicopters, co-located with Ship Simulator to enable ship boarding from a helicopter that can “hover” from 60 feet down to the deck. Boarding also can be accomplished from a small-team Zodiac that floats in a tank of water adjacent to the ship.

Special effects and features include: hidden compartments; flooding of lower decks from hidden scuttle valves; non-toxic “movie” smoke; heat; steam; sparks; lighting effects; an operating

diesel engine.

Rappel/Fast Rope & Tactical Tower



60-foot Fast Rope/Rappelling Tower, 6-story, multi-level with balconies, access windows; climbing wall, topped with a Huey UH-1H helicopter body, with four fast rope positions, simulating various types of helicopters, which can “hover” from 60 feet down to the ground.

Each floor has its own set that replicates an office or an apartment, for example, each presenting unique tactical challenges for assaults, hostage rescues or other scenarios.



Climbing Tower

The exterior of the 60-foot Fast Rope/Rappelling Tower is available for use as a 6-story climbing tower that presents a unique multi-level climbing challenge with its balconies, access windows and climbing walls.

Each wall has numerous commercial building obstructions such as pipes and window ledges that can serve as foot and hand holds.

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All facilities are approved for Simunitions® and all facilities have state-of-the-art digital audio and video systems that capture the training scenarios for analysis in classrooms with large screen projection. (The use of the Climbing Tower without the interior tactical facilities does not include the video and audio systems.). The digital video system can display all recordings simultaneously. Each

room can be viewed at the same instant giving an overall perspective of how the assault team is progressing. Creative and constructive debriefs can occur between training exercises with the added benefit of watching the events of each assault unfold. Users can take away DVD with the day's training scenarios downloaded for exclusive use by the unit or agency using the facility.

Custom scenarios can be developed and custom sets can be constructed. Strategic Operations can provided the "opposing force" for the exercises -- men and women who are fully trained, armed and dressed in appropriate wardrobe to match the mission specific scenario, freeing all personnel in the unit to participate in the training evolution. Role players can replicate indigenous people and their customs.

Special effects can include smoke, noise, and explosions that add the highest level of realism safely, and simulate the "fog of war." Make up artists can simulate actual combat wounds adding realism to the training.

TABLE 1 - FACILITIES RENTAL

Facility	P/N	Commercial Hourly Rate Offered *	Commercial Daily Rate Offered
12,000 sq. ft. Tactical Training Lab	TACTLAB	\$ 141.75	\$ 1,701.00
Tactical Training Lab plus MOUT	TACTLABMOUT	\$ 236.25	\$ 2,835.00
Maritime Interdiction Training Site	MARITRAIN	\$ 189.00	\$ 2,268.00
Maritime Interdiction Training Site Plus Helicopter	MARITRAINHELI	\$ 245.67	\$ 2,948.00
Rappel / Fast Rope & Tactical Tower (Includes Helicopter)	RAPPEL	\$ 141.75	\$ 1,701.00
Climbing Tower (Excludes Helicopter & Tactical Interior)	CLIMBTOWER	\$ 47.25	\$ 567.00

* Based on daily availability of at least 12 hours

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LABOR RATES FOR SERVICES

In addition to the rental of facilities, custom scenarios can be developed and custom sets can be constructed. Strategic Operations can provide the “opposing force” for the exercises -- men and women who are fully trained, armed and dressed in appropriate wardrobe to match the mission specific scenario, freeing all personnel in the unit being trained to participate in the training evolution. Role players can replicate indigenous people and their customs.

Special effects can include smoke, noise, and explosions that add the highest level of realism safely, and simulate the “fog of war.” Make up artists can simulate actual combat wounds adding realism to the training.

These services can be provided on a custom basis. The labor categories and the labor rates for these categories are provided below.

TRAINING

Strategic Operations can provide fully qualified instructors to train in small arms and anti-terrorism, force protection techniques, including Navy Anti-terrorism/Force Protection Courses. The labor categories and the labor rates for these categories are provided below.

LABOR CATEGORIES FOR SERVICES AND TRAINING

Camera Operator: The person who operates the camera and is responsible to the Principal for composition, focus, camera movement, and anything that comes within the domain of photography in order to record the training activity. Requires specialized training to make appropriate use of the technical equipment and at least five years of professional experience in a related field.

Casting Coordinator: Locates, auditions, and negotiates the services of the role players to meet the language characteristics, gender, and age requirements. Compiles list of potential candidates, checks their availability, verifies base access requirements, and schedules all role players.

Construction Labor I – Assists Construction Labor II and III in the construction of the set or any scenery or environment built indoors or outdoors for use in a scenario. The person responsible for the availability, maintenance, and placement of all props and buildings on the set and requires at least 3 years of professional experience in a related field.

Construction Labor II – The person responsible for constructing the set or any scenery or environment built indoors or outdoors for use in a scenario. Requires at least 5 years of professional experience in a related field.

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Construction Labor III – The person responsible for managing/supervising the construction of the set or any scenery or environment built indoors or outdoors for use in a scenario, including supervision of Construction Labor I and II personnel. Requires at least 10 years of professional experience in a related field.

Driver – The person responsible for the transportation of role players, crew, and equipment from the various locations and sets used in scenarios. Requires at least 1 year of professional experience in a related field.

Editor – The person who edits film taken by the camera operator. The editor works with the principal to build a package from the raw tape sent in from the training.

Facilities Manager – The person responsible for overseeing the operation and maintenance of the facilities used for training including the Tactical Training Lab, Tactical Training Lab plus Outside Military Operations in Urban Terrain (MOUT), aircraft, classroom, Maritime Interdiction Operations (MIO) Training Site and Tactical Tower.

Instructor I — Possesses 3 years of documented military or civilian instructor experience in a field directly related to AT/FP. All instructors have familiarization with various military and/or law enforcement Tactics, Techniques and Procedures (TTP).

Instructor II – In addition to the Instructor I requirements, the Instructor II have in-depth knowledge of military and/or law enforcement TTPs. This position may also be utilized for assistant program managers.

Instructor III – In addition to the qualifications of Instructor II, this person possesses an advanced knowledge of military and/or law enforcement TTPs or at least 10 years of professional experience in a related field. This position may also be utilized for program managers or assistant program managers.

Key Principal – Senior corporate manager responsible for the management, direction, and operation of major aspects of the business. Provides executive-level guidance and direction to single and multiple program areas. Manages complex organizations and teams by integrating skills into client-focused, results-oriented solutions. Requires 20 or more years of professional experience in a related field, or a bachelors degree in a related field and 16 or more years of professional experience in a related field, or a masters degree and 14 or more years of professional experience in a related field, or a Ph.D. degree in a related field and 10 or more years of professional experience in a related field.

Principal I (Program Manager) – Senior corporate manager responsible for analyzing, planning, directing, and coordinating activities of designated projects and organizations within the business. Ensures that goals and objectives of these projects and organizations are accomplished within prescribed time frames and budgets. Requires 16 or more years of professional experience in a related field,

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or a bachelors degree in a related field and 12 or more years of professional experience in a related field, or a masters degree and 10 or more years of professional experience in a related field, or a Ph.D. degree in a related field and 8 or more years of professional experience in a related field.

Principal II (Program Manager) – Senior corporate manager responsible for analyzing, planning, directing, and coordinating activities of designated projects and organizations within the business. Ensures that goals and objectives of these projects and organizations are accomplished within prescribed time frames and budgets. Requires 18 or more years of professional experience in a related field, or a bachelors degree in a related field and 14 or more years of professional experience in a related field, or a masters degree and 12 or more years of professional experience in a related field, or a Ph.D. degree in a related field and 10 or more years of professional experience in a related field.

Role Player I (Non-FLS) – Possesses acting ability to deliver a performance that has continuity in emotion, energy, speed and reality appropriate to the scenario. Requires at least 1 year of professional experience in a related field. Does not have a Foreign Language Skill (FLS).

Role Player II (FLS) – Possesses the acting ability to deliver a performance that has continuity in emotion, energy, speed and reality appropriate to the scenario. Possesses knowledge of weapons and tactics, and the skills to simulate law enforcement and military tactics. Requires at least 3 years of professional experience in a related field. Has a Foreign Language Skill.

Role Player II (Amputee) – In addition to the role player II requirements is missing at least one limb.

Role Player II Category II – Meets the requirements of a role player II and possesses a secret clearance.

Role Player II Category III - Meets the requirements of a role player II and possesses a top secret clearance.

Role Player Coordinator – In addition to role player II requirements is responsible for management of role players while in the performance of contractual requirements.

Set Decorator I – The person responsible for placing furnishings such as furniture, rugs, lamps, draperies, wall paintings, books, and more around the indoor or outdoor set. Requires at least 3 years of professional experience in a related field.

Set Decorator II – The person responsible for creating the set design and responsible for the supervision and coordination of the Set Decorator I personnel. Requires at least 5 years of professional experience in a related field.

Special Effects I – Assists makeup, pyrotechnic, and sound special effects artists. Requires at least 3 years of professional experience in a related field.

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Special Effects II – Makeup, pyrotechnic, and sound special effects artists are responsible for many special effects such as realistic wounds, bullets hitting walls, buildings or vehicles exploding, fires, and more that are used in scenarios. Requires at least 5 years of professional experience in a related field and serves as the supervisor for special effects I personnel.

Special Effects III – The person responsible for layout and design of the various special effects used, and supervision and coordination of Special Effects I and II personnel. Responsible for assembly and management of explosive devices and firearms, sound effects, or make-up special effects. Requires at least 10 years of professional experience in a related field and is considered a technician.

Training Coordinator – The person responsible for planning and coordinating the training exercise based on the unit training schedule and operations requirements. This person identifies the role-player and instruction support, the special effects, vehicles and locations to be used. Advises the unit trainers in the best methods to coordinate the special effects and role-players into scenarios to achieve the training objectives.

Wardrobe Labor – The person in charge of designing and assembling costumes and clothing to accurately depict the customs and time periods for the scenario being portrayed. Requires at least 3 years of professional experience in a theatrical or related field.

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SERVICES AND TRAINING

The labor categories and the hourly and daily rates for each of the services provided by Strategic Operations are specified below.

TABLE 2 – LABOR RATES FOR SERVICES

LABOR RATES				
Labor Category Offered	P/N (Hourly)	Commercial Price List Hourly Rate*	P/N (Daily)	Commercial Price List Daily Rate
Camera Operator	CAMOPER-H	\$ 35.26	CAMOPER-D	\$ 493.58
Casting Coordinator	CAST-H	\$ 25.01	CAST-D	\$ 350.08
Construction Labor I	CONSTLAB1-H	\$ 25.01	CONSTLAB1-D	\$ 350.08
Construction Labor II	CONSTLAB2-H	\$ 27.52	CONSTLAB2-D	\$ 385.31
Construction Labor III	CONSTLAB3-H	\$ 41.28	CONSTLAB3-D	\$ 577.97
Driver	DRIV-H	\$ 25.26	DRIV-D	\$ 353.63
Editor	EDIT-H	\$ 30.35	EDIT-D	\$ 424.84
Facilities Manager	FACILITIES-H	\$ 25.01	FACILITIES-D	\$ 350.08
Instructor I	INSTR1-H	\$ 26.70	INSTR1-D	\$ 373.80
Instructor II	INSTR2-H	\$ 35.65	INSTR2-D	\$ 499.09
Instructor III	INSTR3-H	\$ 45.75	INSTR3-D	\$ 640.49
Key Principal	KEY-H	\$ 97.09	KEY-D	\$ 1,359.26
Principal I (Program Manager)	PM-H	\$ 75.51	PM-D	\$ 1,057.20
Principal II (Program Manager)	PM2-H	\$ 85.71	PM2-D	\$ 1,200.00
Role Player I (Non-FLS)	RP1-H	\$ 24.29	RP1-D	\$ 340.00
Role Player II (FLS)	RP2FLS-H	\$ 30.35	RP2FLS-D	\$ 424.84
Role Player II (Amputee)	RP2A-H	\$ 30.35	RP2A-D	\$ 424.84
Role Player II Category II	RP2C2-H	\$ 39.29	RP2C2-D	\$ 550.00
Role Player II Category III	RP2C3-H	\$ 50.00	RP2C3-D	\$ 700.00
Role Player Coordinator	RPC-H	\$ 30.35	RPC-D	\$ 424.84
Set Decorator I	SD1-H	\$ 25.01	SD1-D	\$ 350.08
Set Decorator II	SD2-H	\$ 33.71	SD2-D	\$ 471.96
Special Effects I	SFX1-H	\$ 35.26	SFX1-D	\$ 493.58
Special Effects II	SFX2-H	\$ 52.89	SFX2-D	\$ 740.39
Special Effects III	SFX3-H	\$ 58.76	SFX3-D	\$ 822.65
Training Coordinator	TRAINCOOR-H	\$ 25.62	TRAINCOOR-D	\$ 358.68
Wardrobe Labor	WL-H	\$ 25.01	WL-D	\$ 350.08

* Based on a daily rate availability of at least 12 hours

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ST/OPS rates are for Continental United States (CONUS) efforts only. For outside CONUS efforts ST/OPS rates will be increased to include Department of State required differentials. Other related international expenses required to support employees outside of the CONUS, like travel and per diem, will also be included.

Outside CONUS efforts will be negotiated specifically with ordering activities on an individual task order basis.

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GETFO

“Get-Forces off-and-on-fast” (GETFO) Rapid Egress System (Marine Corps version Mod 2) for a 7-ton MAS-equipped MTRV truck



STRATEGIC OPERATIONS provides the military with cutting edge, next generation, live-training simulations and facilities unique in the training arena.

Thousands of Marines have trained at Strategic Operations prior to deployment to OEF and OIF during which many lessons learned have been incorporated into the design of facilities and equipment.

This fertile ground has also contributed to innovative research and development and rapid prototyping. One product of this effort - the GETFO – resulted from watching the difficulties Marines sometimes have in rapidly mounting and dismounting from 7-ton trucks.

The small ladder attached to the tailgate of a 7-ton truck is the only way to safely get in and out of the back of the vehicle. When troops carrying 80-100 pounds of combat gear need to dismount in a firefight they either have to use the ladder or jump almost six feet to the ground, all too often injuring an ankle or leg. *

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Strategic Operations designed a solution to innovatively allow troops quick injury-free egress from the back of a 7-ton truck and to re-enter the bed of the truck quicker and safer than standard methods, all the while maintaining their situational awareness.

Using a technique similar to “fast-roping,” the GETFO system allows troops to slide down a pole – decelerating – and controlling their rate of descent until safely on the ground.

The GETFO is a simple system easily retrofitted in the field with two hand tools within 20 minutes.

The GETFO is adaptable – other versions can be retrofitted to various models of military and commercial vehicles.

Marine Corps MTRV with MAS

The Marine Corps requires the ability to rapidly ingress/egress fully loaded infantry combat Marines from the cargo bed of a Medium Tactical Vehicle Replacement (MTRV) retrofitted with Marine Armor System (MAS). MTRVs, which are in direct support of infantry operations, require a rapid, safe, and efficient manner to load/unload Marines carrying a full combat load. This system will be provided to MTRVs deployed in Iraq and specifically being utilized with motorized infantry.

To reduce operational risk and unnecessary injury risk to infantry Marines, the Marines need a kit that will allow a rapid exit and entrance to the MAS MTRV during combat operations and training. Constraints of the current MAS on the MTRV have made it difficult for rapid egress from the rear troop compartment. Strategic Operations developed a kit that aids in rapid egress deployment from the bed of the MAS MTRV. This kit attaches to MAS MTRVs without interfering, weakening, damaging, or decreasing armor protection. This system is able to withstand repeated ingress/egress activity of combat loaded Marines simultaneously while allowing the occupants to exit the MTRV within three minutes. The Rapid Egress System is a bolt on/removable system weighing approximately 311 pounds.

		P/N	
GETFO Commercial Price		GETFO	3,778

FOB - San Diego. Individually packaged in a wooden shipping container - \$604 ea

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SECURITY (COMPOUND) WALLS



Strategic Operations manufactures a variety of appurtenances including walls, gates, and tunnels systems. Security (compound) wall components are made of composite materials over steel frames and can replicate the look of brick, masonry, adobe,

or any material or construction technique.

Components are portable, scalable, easily assembled, and rugged. The walls can be scaled, the gates can be breached, and the surfaces can withstand weather, and training wear and tear.

The front of this compound depicted in the photo to the right, is comprised of corner pieces, 10-ft. wall sections, gate columns, and wooden gates.

This compound surrounds two structures, but there is no limit to the size of the walled compound, or the number of structures that can be contained within.



These wall systems can be made with “spider holes,” sections of walls that can be explosively breached in simulations using pyrotechnic special effects. The wall systems can be made into tunnel complexes, and connected to bunkers, structures, or could contain hidden caches. The wall system components are very cost effective alternatives to

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permanently constructed walls, and they can be moved, re-configured, and easily re-decorated to achieve a look that can replicate any geographical area of the world.

DETAILS



The interior of the compound has been set decorated with furniture, furnishings, window and door treatments, and props to replicate a typical Iraqi structure.



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6 FT COMPOUND WALL / WALL CORNER



VEHICLE GATE

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VEHICLE GATE WITH PEDESTRIAN GATE

BARRIERS



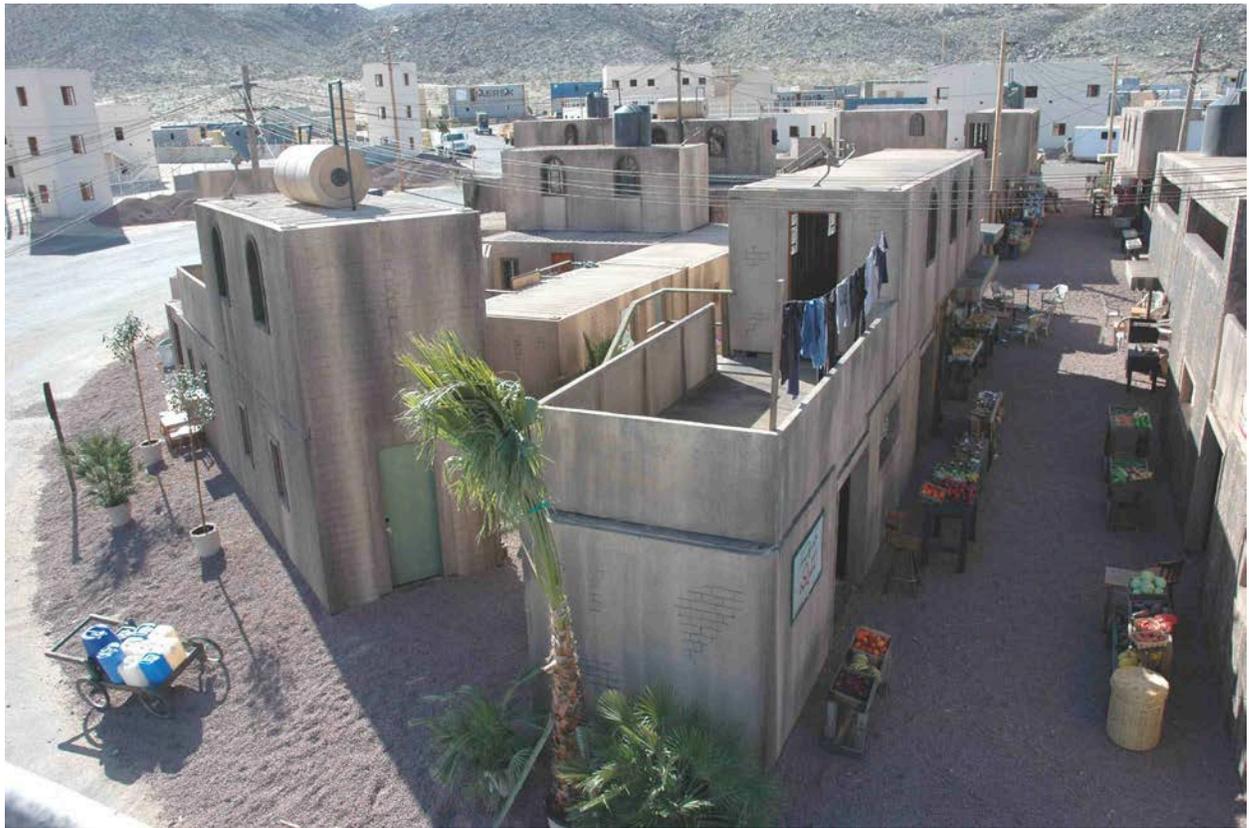
JERSEY BARRIERS

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ALASKA BARRIERS

The barriers are constructed of composite foam material and come as two pieces. The pieces are the angular base and the upright portion. When assembled the barriers are 10 ft high, 4 ft wide and 6 inches thick. Utilizing a tongue and groove interlocking system the barriers are designed to replicate a typical concrete barrier. The angular base is 3 ft high and 3 ft wide. At least 2 ft of the upright portion will slide into the angular base. The barriers weigh less than 100 pounds and can be moved/carried by two people.



PARAPET

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PRICE LIST

(Nov 2013)

P/N	Description	Commercial
10FTCW	10 Ft Compound Wall Section	\$ 1,242.15
10FTWC	10 Ft Wall Corners	\$ 1,242.15
PEDGATE	3 Ft Gates	\$ 933.00
2FTGP	2 Ft Gate Posts	\$ 1,264.00
15FTS	15 Ft T Sections	\$ 1,774.00
6FTCW	6 Ft Compound Wall	\$ 745.00
6FTWALCOR	6 Ft Compound Wall Corner	\$ 745.00
VEHGAT2.4	Vehicle Gate (2 ea 4 ft sections)	\$ 1,867.00
VEHGAT1.8	Vehicle Gate (1 ea 8 ft sections)	\$ 1,867.00
VEHGAT-PED	Vehicle Gate with Pedestrian Gate	\$ 2,117.00
JERS-BAR	Jersey (42 in x 96 in with 30 in base)	\$ 538.00
ALAS-BAR	Alaska (4 ft x 10 ft with 36 in base)	\$ 858.00
PRPT42X8	Parapet - 42 in high by 8 ft long	\$ 815.00

Prices are FOB Origin and do not include assembly.

Assembly on site is \$15 per linear foot for materials and labor (excluding per diem as applicable). Assembly includes anchoring into ground, caulking, and finish (including “scenic” painting, i.e., weathering).

ST/OPS rates are for Continental United States (CONUS) efforts only. For outside CONUS efforts ST/OPS rates will be increased to include Department of State required differentials. Other related international expenses required to support employees outside of the CONUS, like travel and per diem, will also be included.

Outside CONUS efforts will be negotiated specifically with ordering activities on an individual task order basis.

Contact Strategic Operations for custom quotes.

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MOBILE STRUCTURES (“RHUs”)

The basic structure of the Hyper-Realistic Mobile MOUT is the RHU (“re-locatable habitat unit”), a 12 ft long x 8 ft wide x 8 ft tall modular building, made of composite



materials. Materials and construction provide all-weather, long-lasting structures suitable for year-round military training in all environments.

RHUs can be connected and assembled in a variety of configurations: side-to-side,

back-to-back, offset, stacked, or in any combination of ways.

The photos above and below depict façades typical in many areas of Afghanistan.



RHUs are modular, scalable, transportable, and can be assembled without tools.

Features include breachable doors with “sacrificial jams, and hidden compartments.

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Set Dressing Interior

P/N	RHU Option Items	Commercial
PORCH	Porch / Outside Overhang	\$ 483.00
STOWRACKS	Stowage Racks	\$ 4,541.00
SETDRESSPRP	Set Dressing Roof (Per Roof Panel)	\$ 89.00
SETDRESSSTOW	Set Dressing Stowage	\$ 2,923.00
REPLPANLT	Replacement Panels (Tapered)	\$ 496.65
REPLPANSP	Replacement Panels (Straight Panels)	\$ 496.65
SD-PSF	Set Dressing (Per Sq Ft)	\$ 7.00

The Government discount of 5% applies.

Note: The prices above are based on FOB San Diego and do not include assembly and installation. If assembly is desired, it would be added to the order separately and quoted using established GSA labor rates. Travel costs would be per the Joint Travel Regulations.

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Relocatable Habitat Unit (RHU) – Model A (Picture of 8x12 RHU shown above)



Relocatable Habitat Unit (RHU) – Model B (Picture of 8x12 2-story shown above)

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Relocatable Habitat Unit (RHU) – Model C (Picture of 12x16 shown above)



Relocatable Habitat Unit (RHU) – Model D (Picture of 12x16 shown above)

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Relocatable Habitat Unit (RHU) – Model E (Picture of 8x12 shown above)



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Relocatable Habitat Unit (RHU) – Round



Relocatable Habitat Unit (RHU) – Mosque



Relocatable Habitat Unit (RHU) With Courtyard Walls

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RHU PRICE LIST

(Nov 2013)

P/N	Description of RHU	Commercial Price
RHU-8X12-A	Relocatable Habitat Unit (RHU 8X12 - Model A)	\$ 13,361.00
RHU-8X12-B	Relocatable Habitat Unit (RHU 8X12 - Model B)	\$ 14,756.00
RHU-8X12-C	Relocatable Habitat Unit (RHU 8X12 - Model C)	\$ 15,466.00
RHU-8X12-D	Relocatable Habitat Unit (RHU 8X12 - Model D)	\$ 16,252.00
RHU-8X12-E	Relocatable Habitat Unit (RHU 8X12 - Model E)	\$ 18,827.00
RHU-12X16-A	Relocatable Habitat Unit (RHU 12X16 - Model A)	\$ 23,589.00
RHU-12X16-B	Relocatable Habitat Unit (RHU 12X16 - Model B)	\$ 24,229.00
RHU-12X16-C	Relocatable Habitat Unit (RHU 12X16 - Model C)	\$ 24,870.00
RHU-12X16-D	Relocatable Habitat Unit (RHU 12X16 - Model D)	\$ 27,170.00
RHU-12X32A-A	Relocatable Habitat Unit (RHU 12X32A - Model A)	\$ 43,361.00
RHU-12X32A-B	Relocatable Habitat Unit (RHU 12X32A - Model B)	\$ 44,368.00
RHU-12X32A-C	Relocatable Habitat Unit (RHU 12X32A - Model C)	\$ 45,375.00
RHU-12X32A-D	Relocatable Habitat Unit (RHU 12X32A - Model D)	\$ 48,700.00
RHU-12X32B-A	Relocatable Habitat Unit (RHU 12X32B - Model A)	\$ 43,984.00
RHU-12X32B-B	Relocatable Habitat Unit (RHU 12X32B - Model B)	\$ 44,991.00
RHU-12X32B-C	Relocatable Habitat Unit (RHU 12X32B - Model C)	\$ 45,998.00
RHU-12X32B-D	Relocatable Habitat Unit (RHU 12X32B - Model D)	\$ 49,332.00
RHU-12X32C-A	Relocatable Habitat Unit (RHU 12X32C - Model A)	\$ 44,196.00
RHU-12X32C-B	Relocatable Habitat Unit (RHU 12X32C - Model B)	\$ 45,203.00
RHU-12X32C-C	Relocatable Habitat Unit (RHU 12X32C - Model C)	\$ 46,210.00
RHU-12X32C-D	Relocatable Habitat Unit (RHU 12X32C - Model D)	\$ 49,534.00
RHU-8X12-2ST-A	Relocatable Habitat Unit (RHU 8X12 2 Story - Model A)	\$ 28,446.00
RHU-8X12-2ST-B	Relocatable Habitat Unit (RHU 8X12 2 Story - Model B)	\$ 31,236.00
RHU-8X12-2ST-C	Relocatable Habitat Unit (RHU 8X12 2 Story - Model C)	\$ 32,657.00
RHU-8X16-LS-A	Relocatable Habitat Unit (RHU 8X16 L-Shape - Model A)	\$ 24,765.00
RHU-8X16-LS-B	Relocatable Habitat Unit (RHU 8X16 L-Shape - Model B)	\$ 25,449.00
RHU-8X16-LS-C	Relocatable Habitat Unit (RHU 8X16 L-Shape - Model C)	\$ 26,182.00
RHU-8X16-LS-D	Relocatable Habitat Unit (RHU 8X16 L-Shape - Model D)	\$ 28,738.00
RHU-16X20-LS-A	Relocatable Habitat Unit (RHU 16X20 L-Shape - Model A)	\$ 30,014.00
RHU-16X20-LS-B	Relocatable Habitat Unit (RHU 16X20 L-Shape - Model B)	\$ 30,837.00
RHU-16X20-LS-C	Relocatable Habitat Unit (RHU 16X20 L-Shape - Model C)	\$ 31,661.00
RHU-16x20L-8X12-2ST-A	Relocatable Habitat Unit (RHU 16X20 L-Shape with 8X12 - 2 Story -Model A)	\$ 46,353.00
RHU-16x20L-8X12-2ST-B	Relocatable Habitat Unit (RHU 16X20 L-Shape with 8X12 - 2 Story -Model B)	\$ 48,572.00
RHU-16x20L-8X12-2ST-C	Relocatable Habitat Unit (RHU 16X20 L-Shape with 8X12 - 2 Story -Model C)	\$ 50,107.00
RHU-12X32-12X16-2ST-A	Relocatable Habitat Unit (RHU 12X32 with 12X16 - 2 Story - Model A)	\$ 70,667.00
RHU-12X32-12X16-2ST-B	Relocatable Habitat Unit (RHU 12X32 with 12X16 - 2 Story - Model B)	\$ 72,315.00
RHU-12X32-12X16-2ST-C	Relocatable Habitat Unit (RHU 12X32 with 12X16 - 2 Story - Model C)	\$ 73,963.00
RHU-R-A	Relocatable Habitat Unit (RHU Round -Model A)	\$ 16,467.00
RHU-M	Relocatable Habitat Unit (RHU Mosque)	\$ 21,209.00

STRATEGIC OPERATIONS

RHU Descriptions

Model A: flat roof, flat sides, sand type finish

Model B: flat roof, flat sides, textured finish

Model C: flat roof, flat sides, textured finish with wainscot

Model D: flat roof, tapered sides, textured finish

Model E (8x12 only): domed roof, tapered sides, textured finish

We can emulate most worldwide textures to include:

1. Concrete Masonry Unit (CMU)
2. Adobe
3. Brick
4. Mud
5. Vertical or horizontal wood slats
6. Logs
7. Wood Shake Shingle
8. Stone
9. Any Stucco Textures
10. Bamboo

Combination Patterns

1. All of the above textures can be a combination panel. For example: CMU and Adobe; CMU Wainscot and Blownout Adobe)
2. Blownout Adobe
3. Blownout Brick
4. Blownout Stone
5. Blownout CMU