Lockheed Martin Selected For Role On U.S. Army Simulation, Training And Instrumentation Contract Vehicle

Lockheed Martin Corporation has been selected by the U.S. Army to compete for future training and simulation tasks under the Simulation, Training and Instrumentation Omnibus Contract (STOC II). One hundred and forty one other companies also were selected to compete for STOC II tasks.

STOC II is an indefinite delivery/indefinite quantity contracting vehicle with a ceiling of $17.5 billion and a total potential ordering period of 10 years. The 141 companies selected to compete for tasks must submit proposals to vie for each portion of the overall contract.

STOC II is designed to quickly get simulation and training products and services into the hands of U.S. and coalition service members.

"Lockheed Martin's selection for STOC II allows us to further enhance our partnership with PEO STRI helping them train their warfighters," said Jim Craig, vice president of Lockheed Martin Simulation, Training & Support Ground, Maritime and Civil Solutions. "The continuation of the STOC concept gives the Army the flexibility it needs to rapidly respond to changing training requirements that are brought about by a changing battlefield."

Lockheed Martin Simulation, Training & Support works with the Army to reinvent how it trains soldiers for today's battlefield and for future conflicts. Focusing on Human Performance Engineering, STS is developing training solutions that are student-centric, enabling soldiers to master tasks at a pace that focuses on the individual, rather than the traditional group environment. This provides a greater return on the training investment often reducing the time needed to train troops.

STOC II is a follow on contract to the STOC I, awarded in 2000, an eight-year $4 billion contract. Among the products Lockheed Martin delivered under STOC I were the Close Combat Tactical Trainer (CCTT), CCTT Reconfigurable Vehicle Simulator, Advanced Gunnery Training System, Reconfigurable Vehicle Tactical Trainer, the Virtual Combat Convoy Trainer, the Warfighter Simulation (WARSIM), MILES XXI, Combat Training Center-Objective Instrumentation System and the Common Training Instrumentation Architecture.

Headquartered in Bethesda, Md., Lockheed Martin is a global security company that employs about 146,000 people worldwide and is principally engaged in the research, design, development, manufacture, integration and sustainment of advanced technology systems, products and services. The corporation reported 2008 sales of $42.7 billion.

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