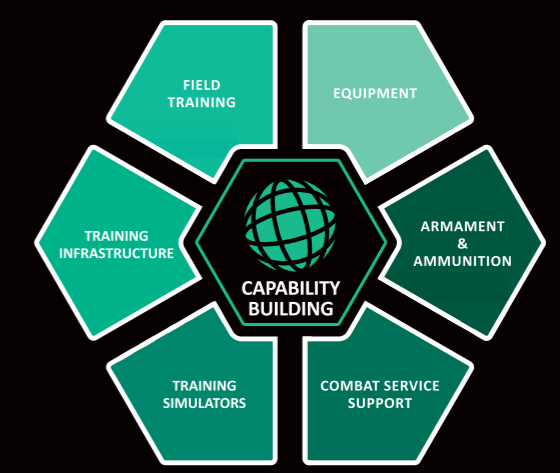
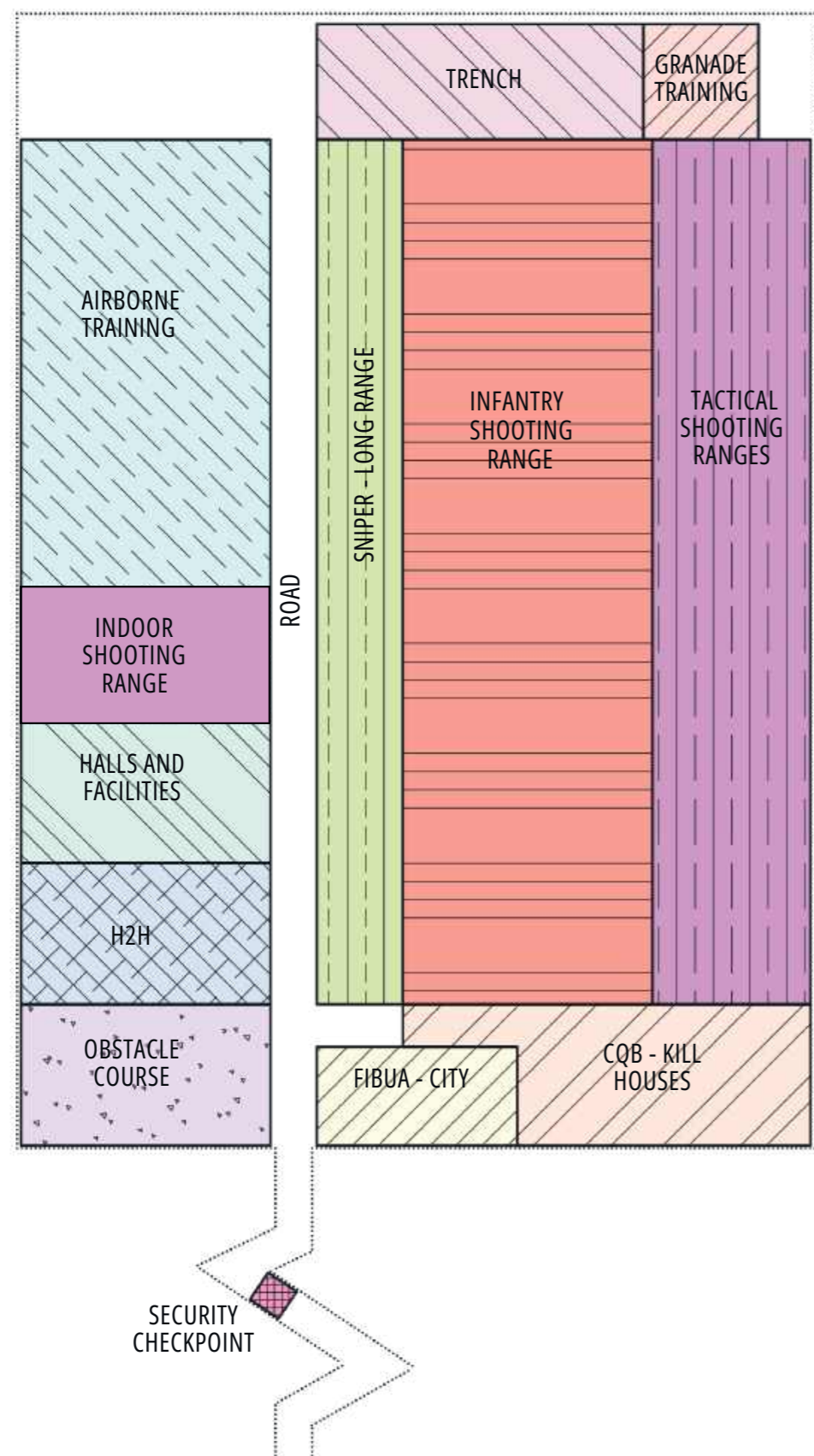





BOWENITE

GENERAL TRAINING FACILITY CONCEPT





GENERAL TRAINING FACILITY CONCEPT

Principles:

- Construction simplicity, low maintenance, durability
- Key considerations will be surface modifications of the terrain – high temperatures and dust in the summer, as well as intense and prolonged rains. It is essential to assess the Ethiopian army's capabilities for earthworks and construction.
- Clearing vegetation, leveling the surface, installing drainage systems (using drainage pipes leading to the terrain or collecting pits), and finishing with multiple layers of rolled macadam (gravel) are necessary.
- The building foundation will likely be a concrete slab or a system anchoring the structure to concrete footings.
- Structures should be constructed using a concrete frame (availability of concrete plants and production of concrete building components such as panels needs to be confirmed).
- Facilities like the Kill House should have a simple roof while maintaining natural ventilation.
- High-quality materials (such as armox, ballistic rubber elements, target mechanisms, etc.) should be imported only in necessary quantities (considering the project cost).
- Determine transportation options – construction machinery, material deliveries, etc.
- The training facility location and infrastructure at a minimum, electricity and water supply options (required for night training, powering moving target mechanisms, and basic maintenance tools like drills, saws, explosives, welding, etc.). Include a simple maintenance workshop as part of the facility.

Simplicity and clarity of training facilities for effective training execution

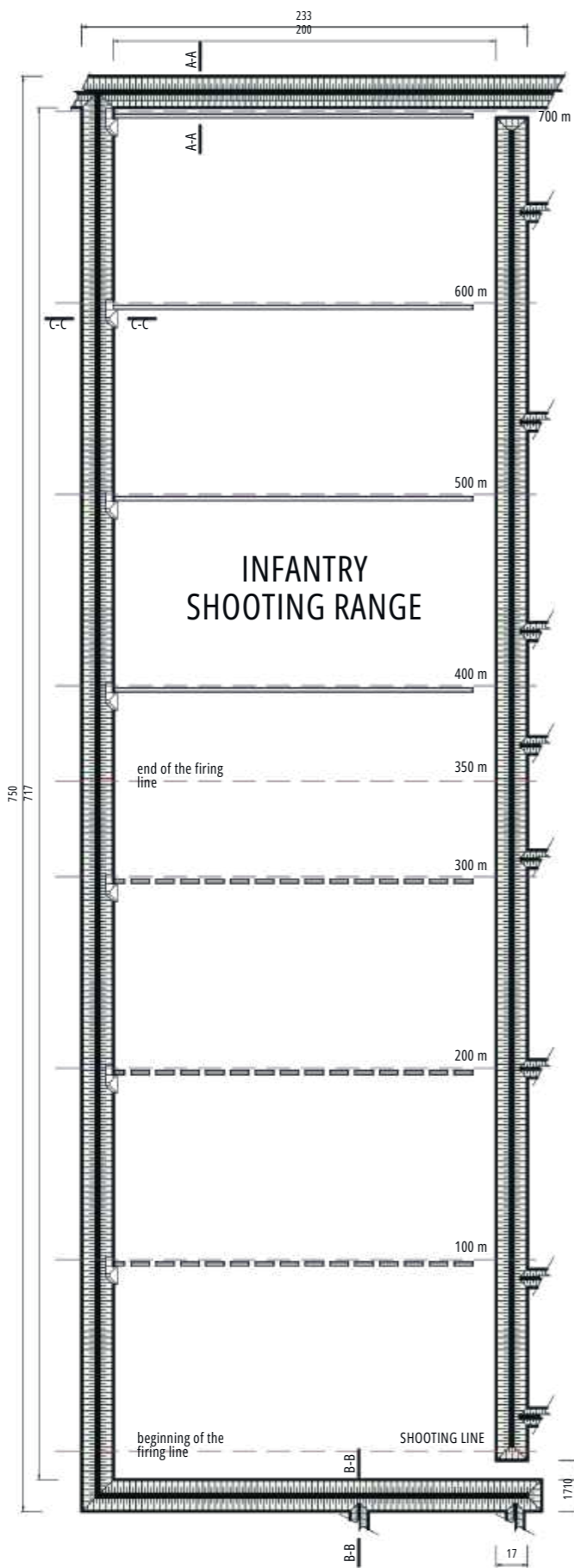
- The core of the training relies on well-trained instructors, not only in tactical and technical aspects but also in organizational and pedagogical aspects. Instructors must understand the purpose and capabilities of various training segments and create optimal training conditions, including the ability to improvise and model training situations.
- From this perspective, training segments should minimally incorporate sophisticated electronic devices (video recording, smoke simulation, noise, etc.).
- Shooting ranges and training segments for live ammunition should be adapted for hand-held weapon systems used by trainees, with appropriate ammunition (use only soft-core bullets in Kill House, especially in the TRENCH segment for very short-range shooting).
- Ensure accessible, prompt, and adequate initial medical first aid.

Assignment:

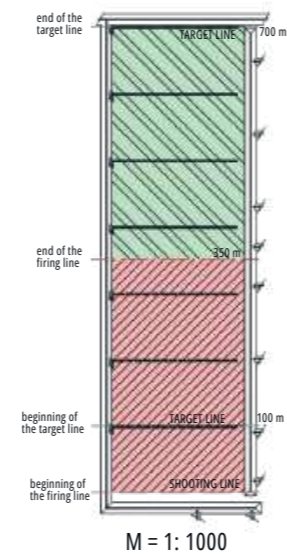
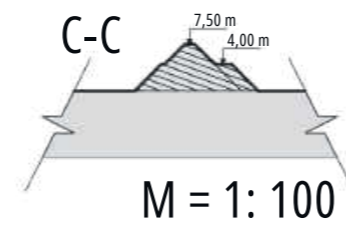
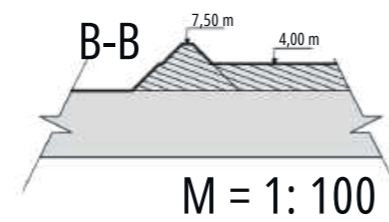
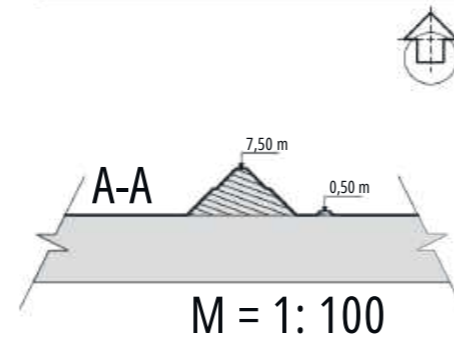
- LARGE OUTDOOR RANGE and SMALLER SIDE OUTDOOR RANGES for shooting from handheld weapons with live ammunition, for LARGE OUTDOOR RANGE possibly extending for machine gun, DMR and sniper rifles shooting.
- FIBUA (Fighting In Built-Up Areas) – we propose addressing two main units, namely simulating an urban environment CITY and simulating a village environment VILLAGE/KISHLAK.
- COLOSSEUM – to be placed at a fixed point, without rails (due to climate and the possibility/impossibility of rail maintenance), allowing the helicopter's hull/fuselage to reach at least one of FIBUA building, the KISHLAK structure, and the COMMANDO TOWER for working at heights.







INFANTRY SHOOTING RANGE

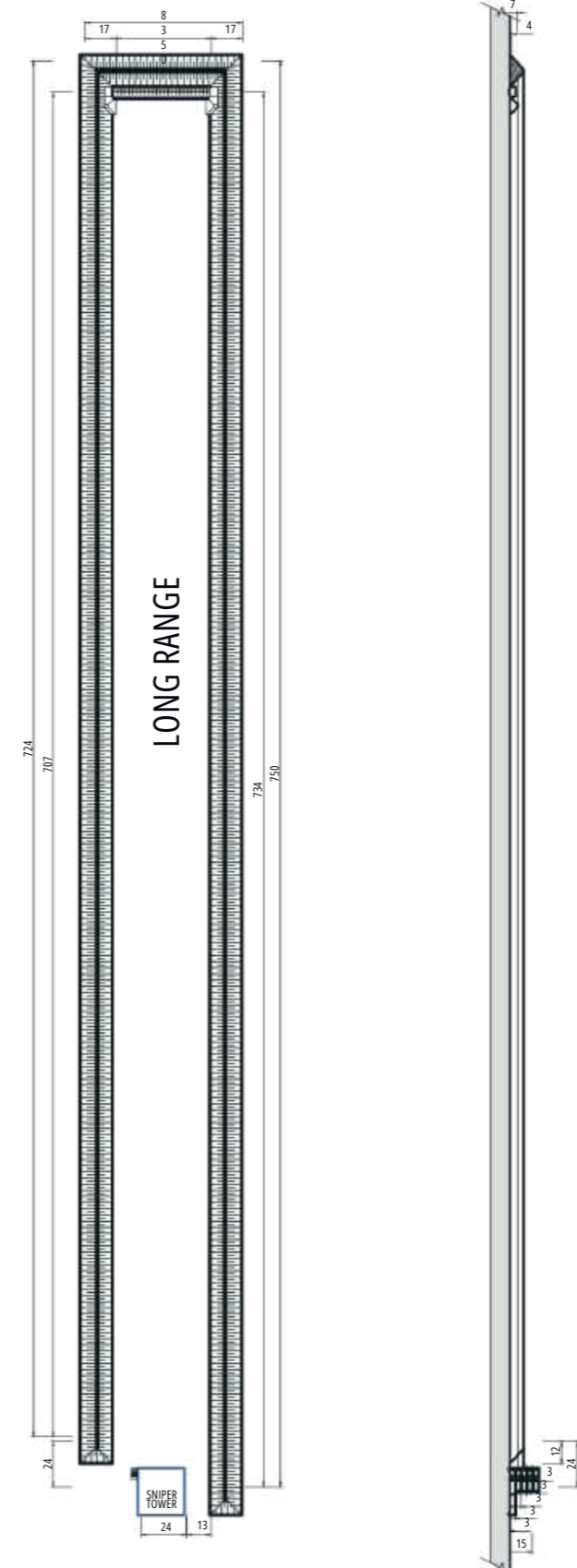
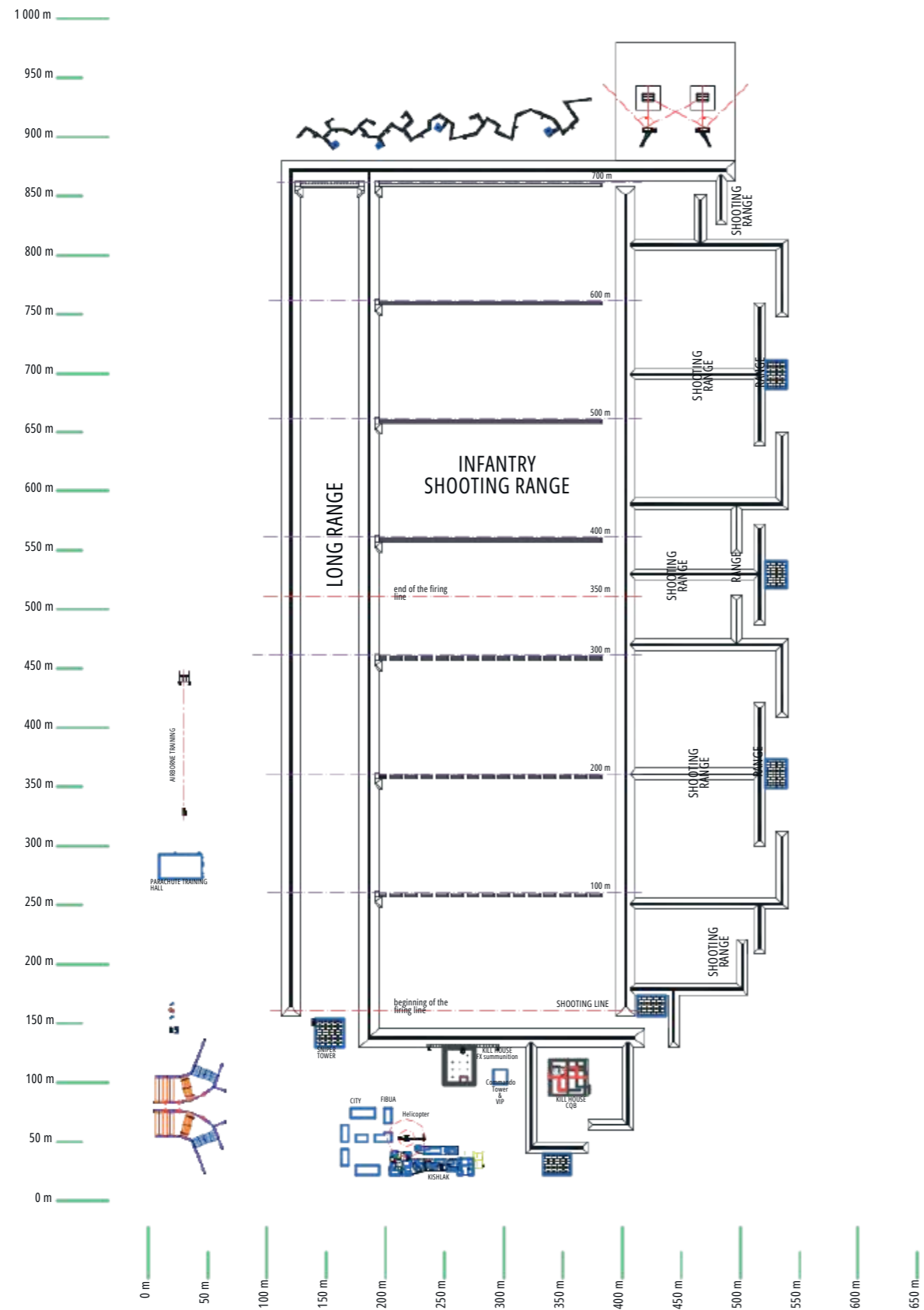


Infantry Shooting Range

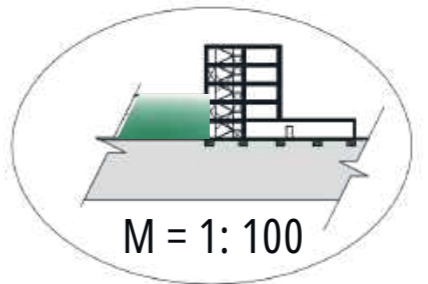
- Approximately 700 x 50 m in size.
- Connected from the side to the main firing range.
- Various types of target mechanisms – fixed paper targets in wooden frames, metal targets, pop-up metal targets, suitable moving targets, etc.
- The lower part used as storage for target materials and firing range accessories.
- Possibility of light overhead covering in the frontal-access part of the firing range.







SNIPER - LONG RANGE



Sniper Range

- A shooting range enabling precision shooting training at short distances and shooting exercises for snipers at medium and long distances.
- Possibility of design and execution based on the client's requirements and specifications.
- Target equipment, and other technical and electronic equipment based on client requirements.
- SNIPER TOWER – a simple at least multiple storey tower allowing shooting from different heights and angles.



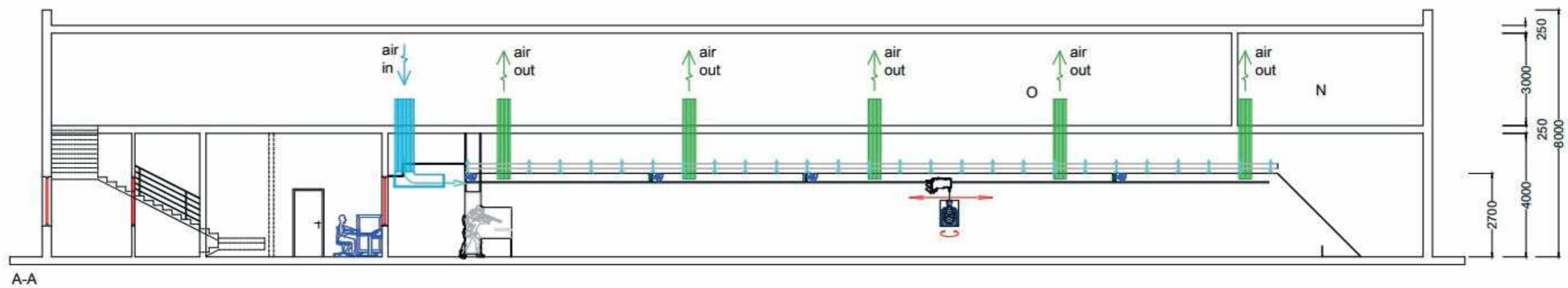
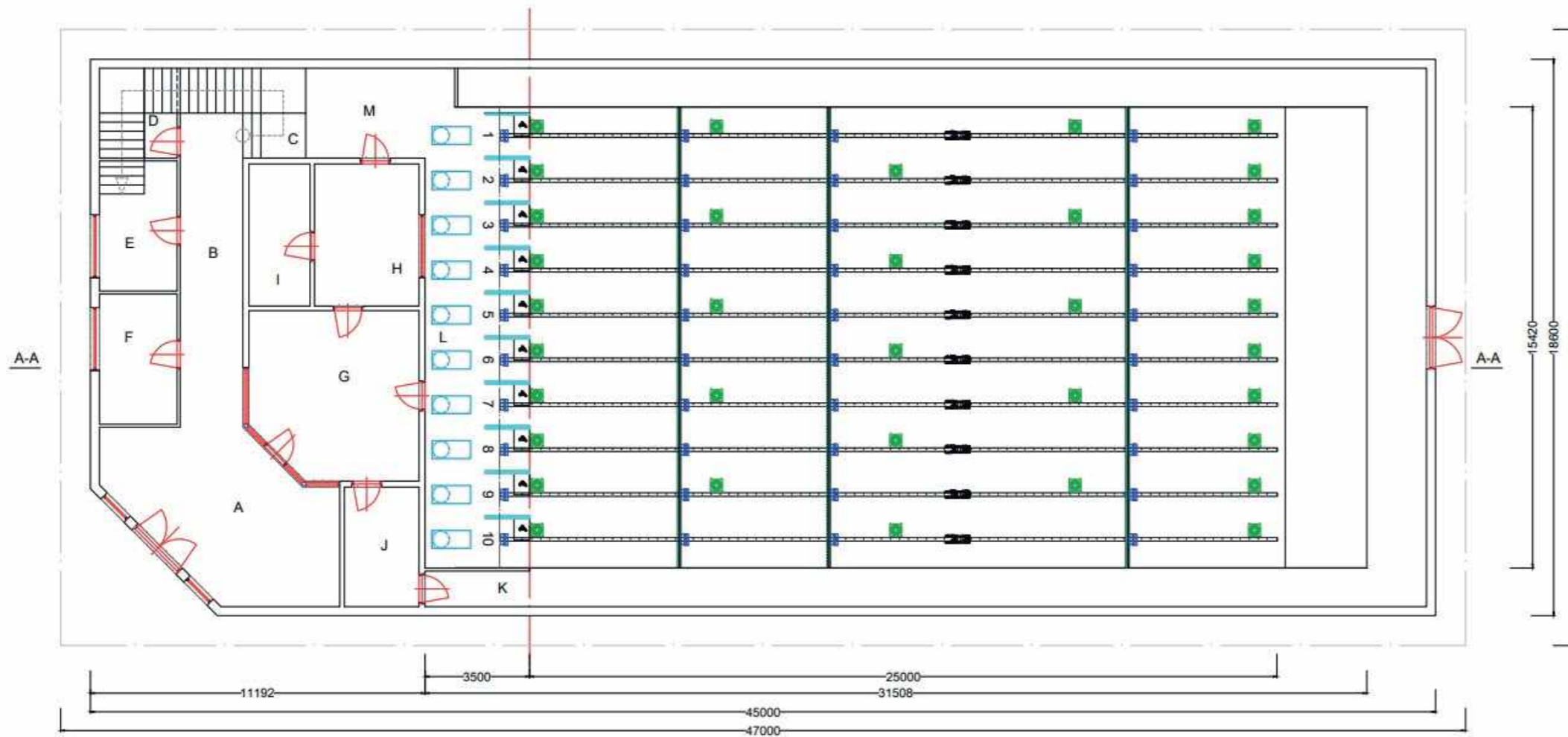




INDOOR SHOOTING RANGE

Indoor Range

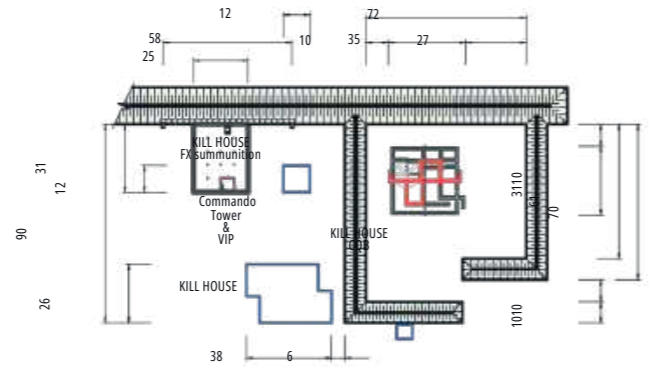
- Width and length according to customer requirements and depending on required capacity.
- Equipped with tgts runs, removable tgts., wooden frames.
- Visual and acoustic effects.
- Recording and evaluation equipment.
- Exhaust gases ventilation system.
- Acoustic insulation.
- Day / Night mode.



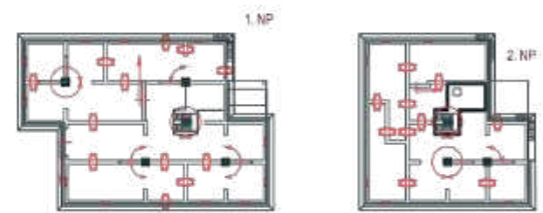




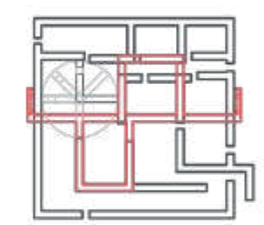
CQB - KILL HOUSE



KILL HOUSE



M = 1: 100



KILL HOUSE CQB

M = 1: 100



KILL HOUSE FX summation

M = 1: 100

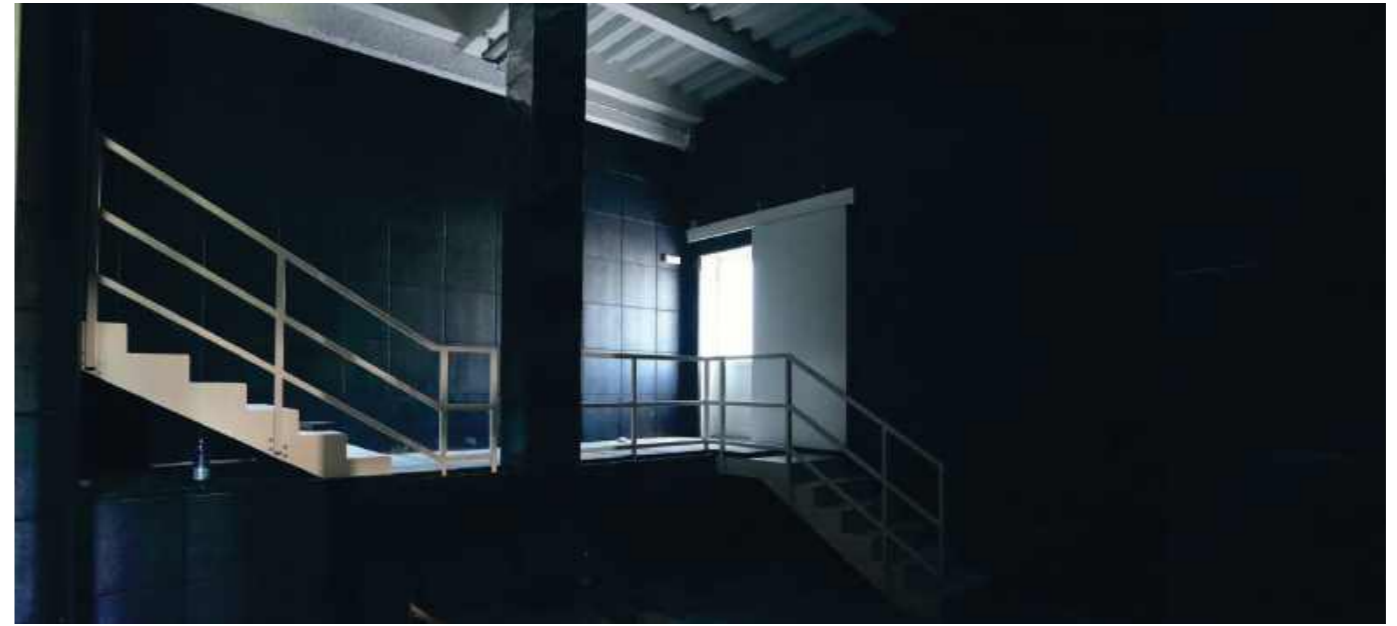
CQB - Kill House:

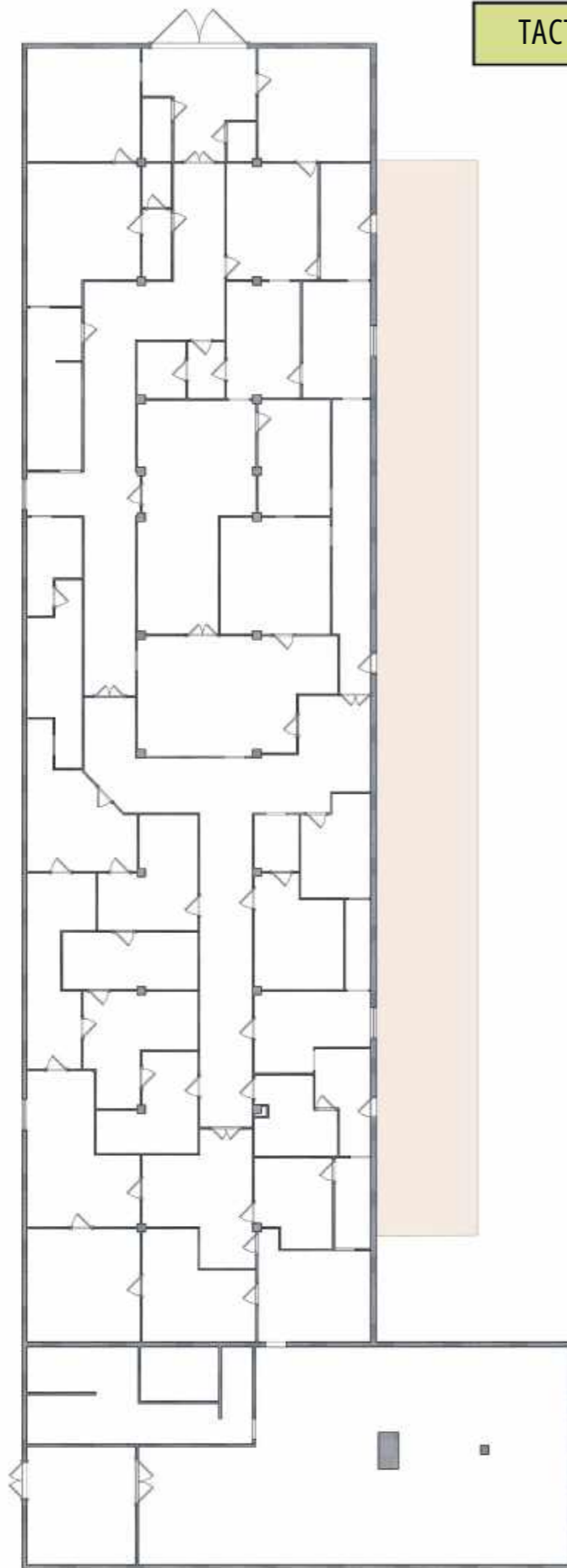
- Possible designs – "RUBBER" made of old tires and the "CLASSIC" made of concrete, ballistic steel and ballistic rubber.
- Both types equipped with walkways (catwalks) and a light roof to provide shelter from rain and sun.
- Natural ventilation ensured by the gap between walls and roof.
- Due to this, the buildings will be single-story.
- Allow live ammunition shooting from personal hand-held weapon systems used by trainees, but only with soft-core projectiles and a muzzle energy determined by ballistics.
- Both structures equipped with HARD BREACHING DOORS for dynamic entry and internal frames for hanging wooden doors – but only for mechanical breaching or shotgun discharge.
- VCQB (Vehicle CQB), live armored shooting house for vehicle operations
- Visual and acoustic effects.
- Recording and evaluation equipment.
- Exhaust gases ventilation system.
- Day / Night mode.







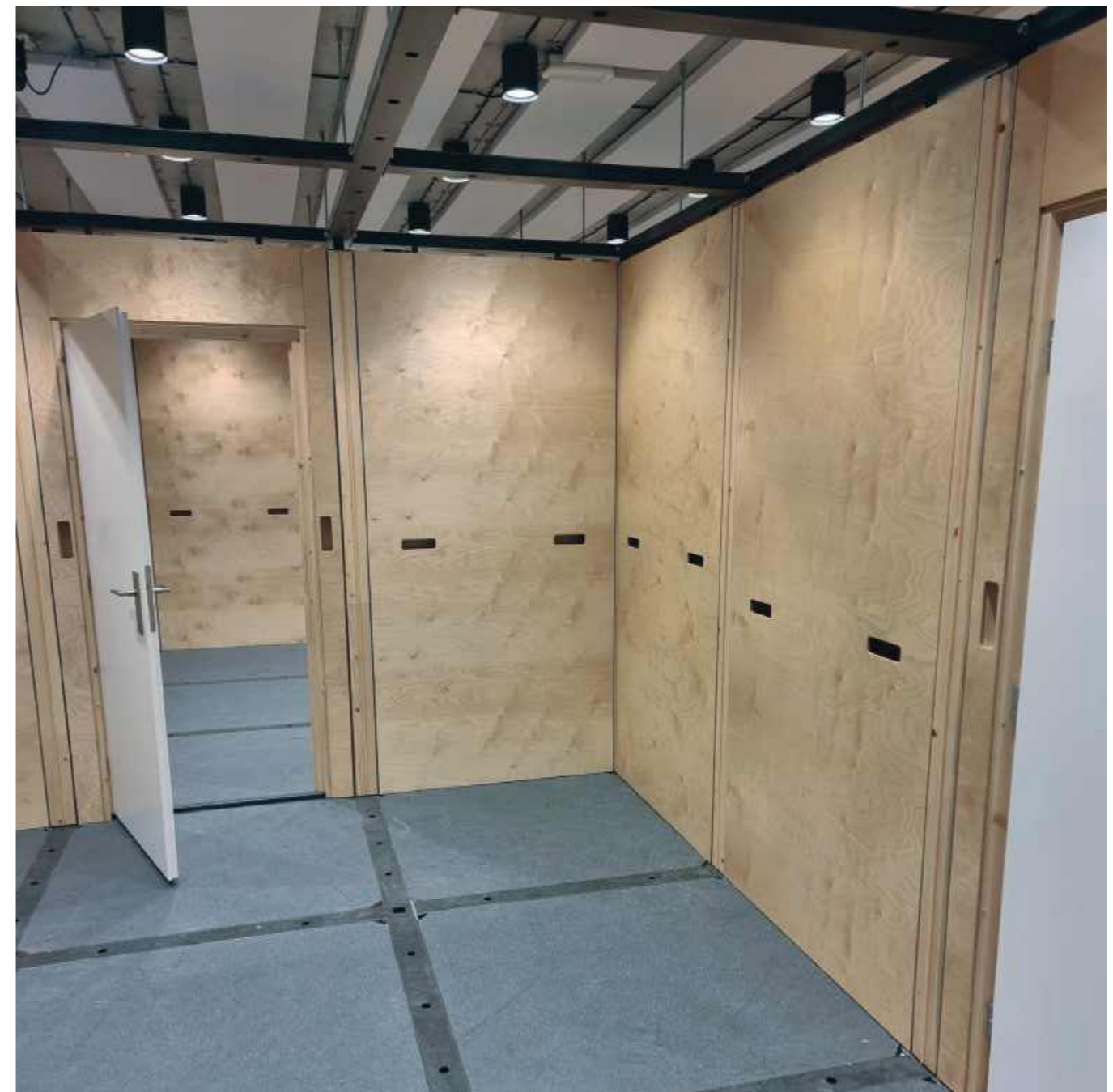


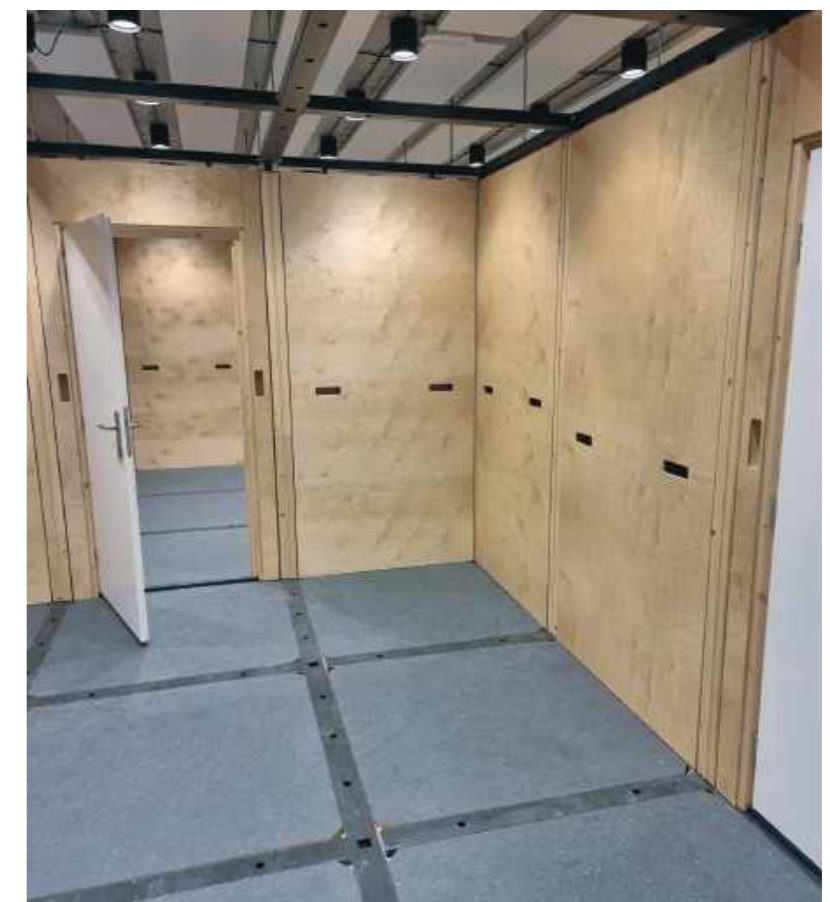


TACTICAL HOUSE

Tactical House:

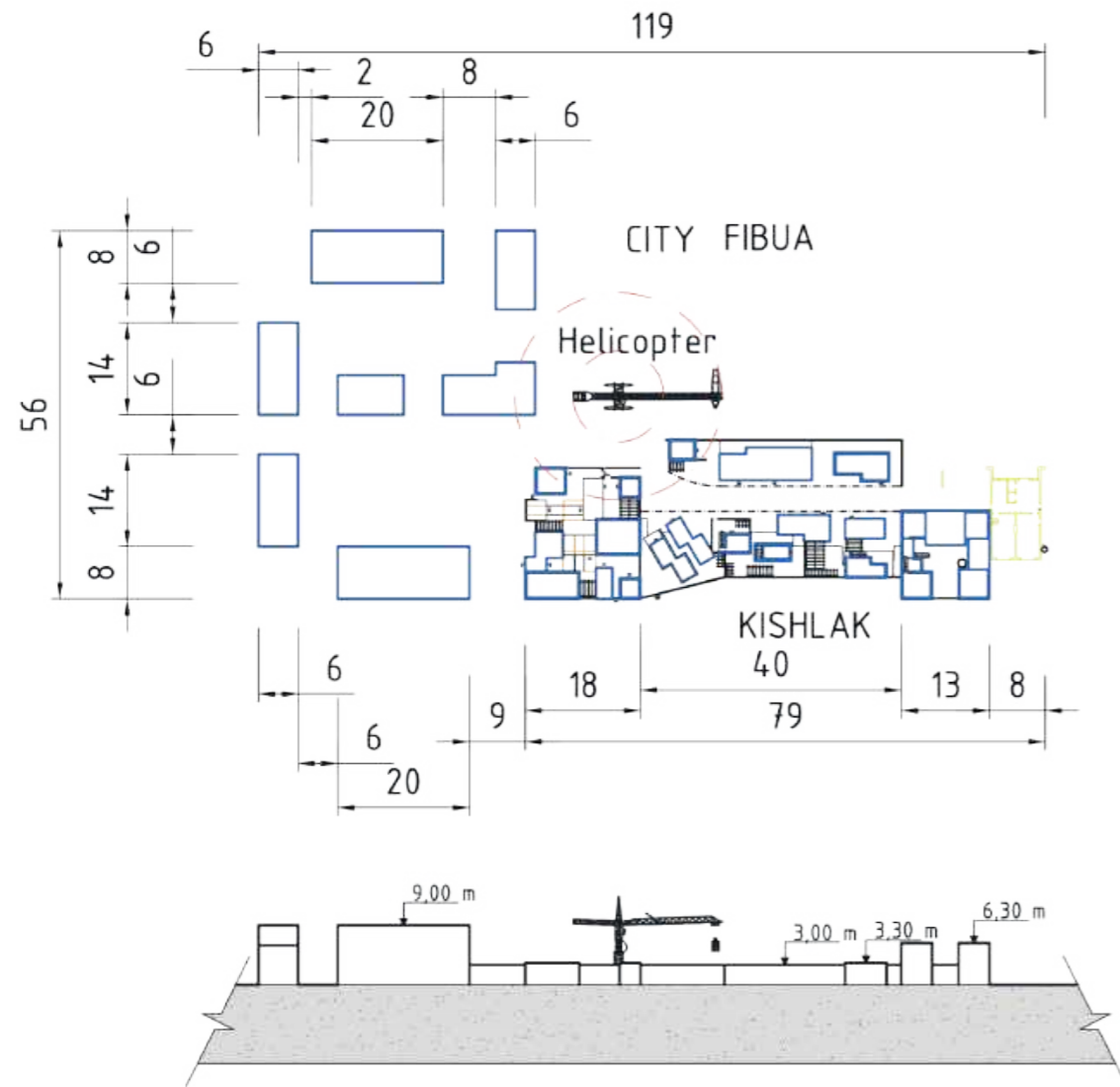
- Basic CQB training with training ammunition (FX, UTM, Airsoft).
- Moveable walls allowing to change the layout of the training area and possibility of creating multiple training scenarios and situations.
- Visual and acoustic effects.
- Recording and evaluation equipment.
- Exhaust gases ventilation system.
- Day / Night mode.







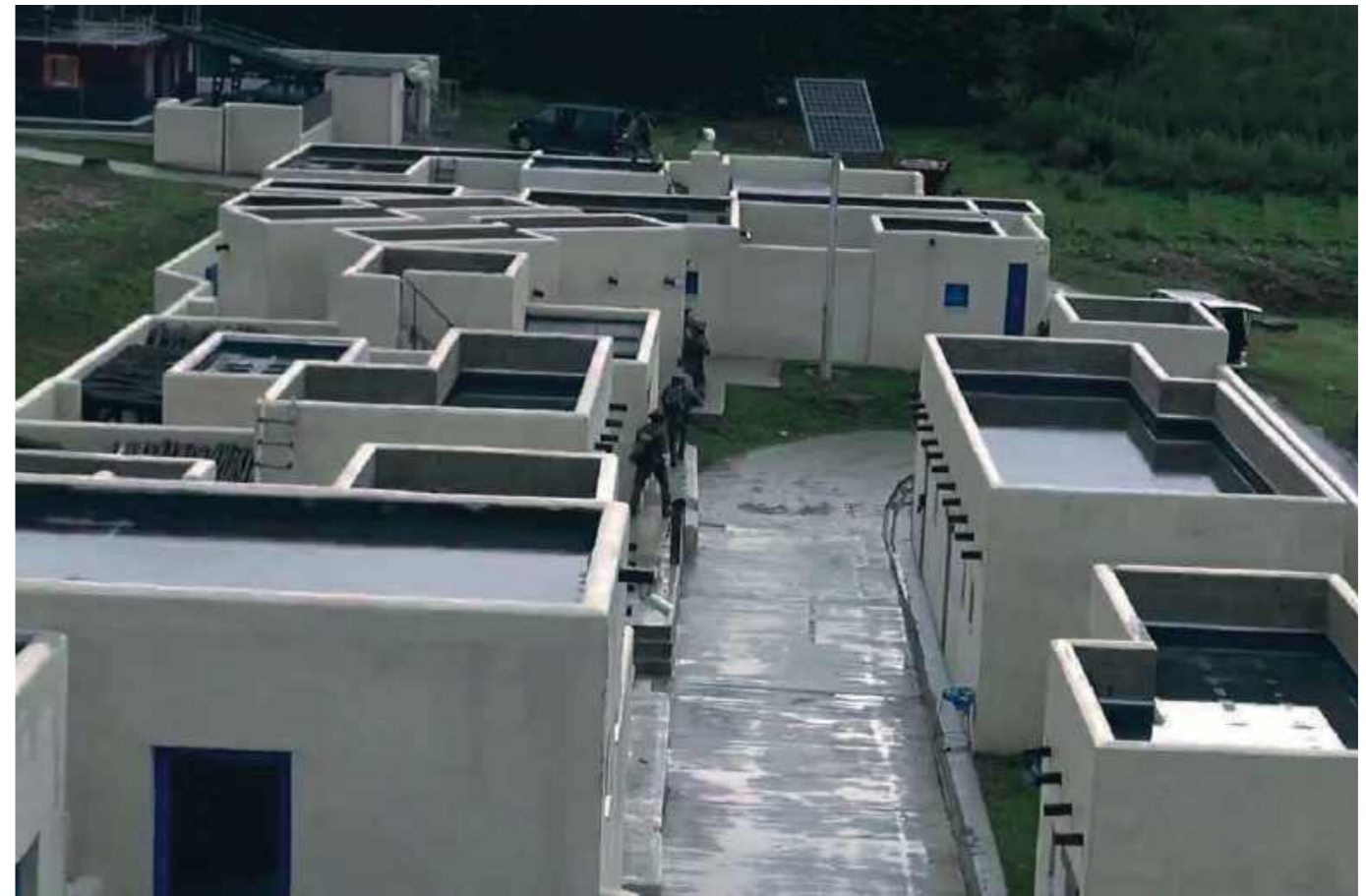
FIBUA – CITY

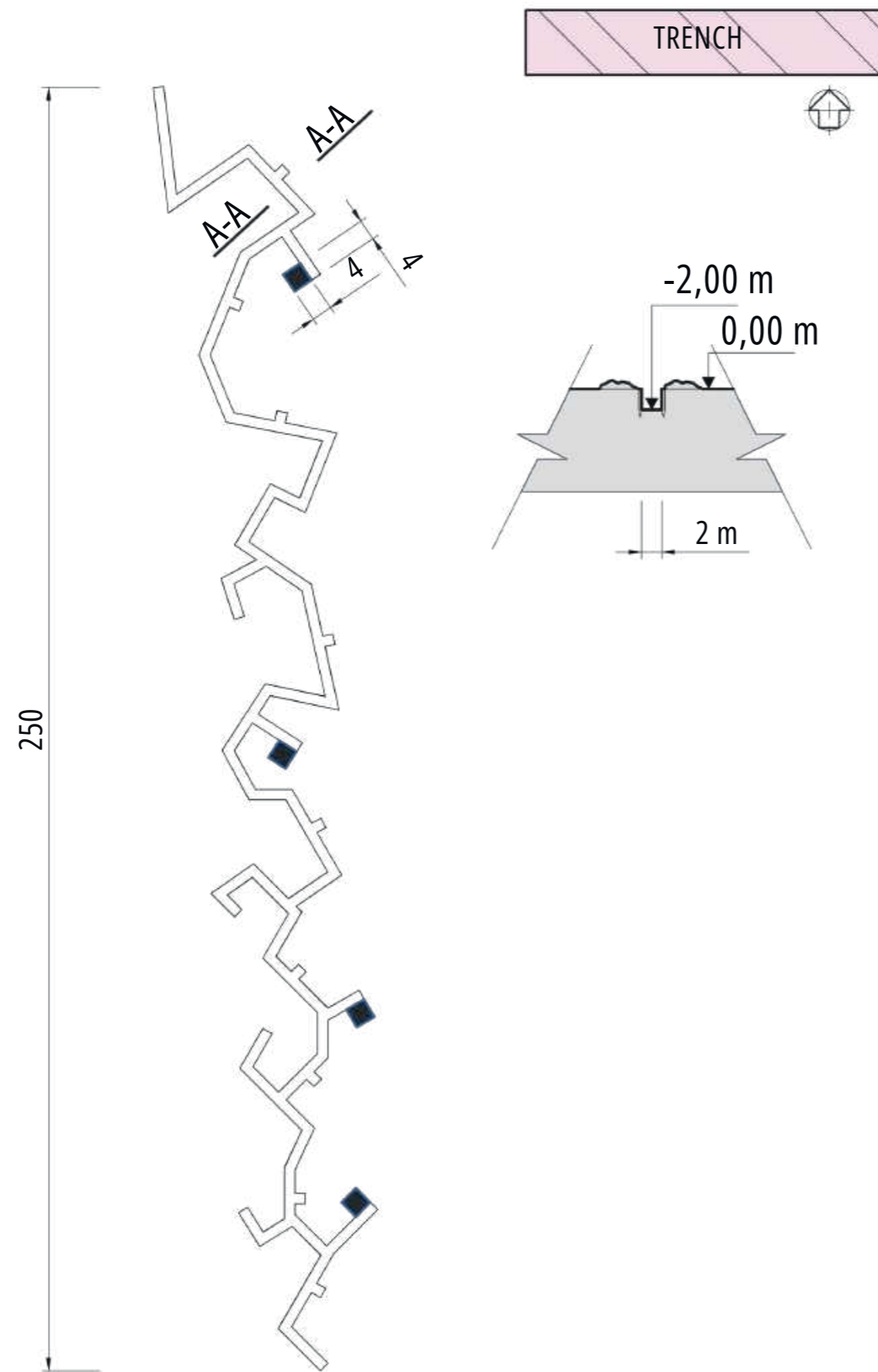


FIBUA – CITY:

- Training of tactical movement and conducting tactical operations in urban areas.
- Possibility of construction of multi-storey buildings, cellars, tunnels, public buildings and other objects (rural/urban) according to customer specifications.
- Materials used allow the use of training ammunition and explosives.
- Training of breaching into a buildings (mechanical/explosives).







Trench:

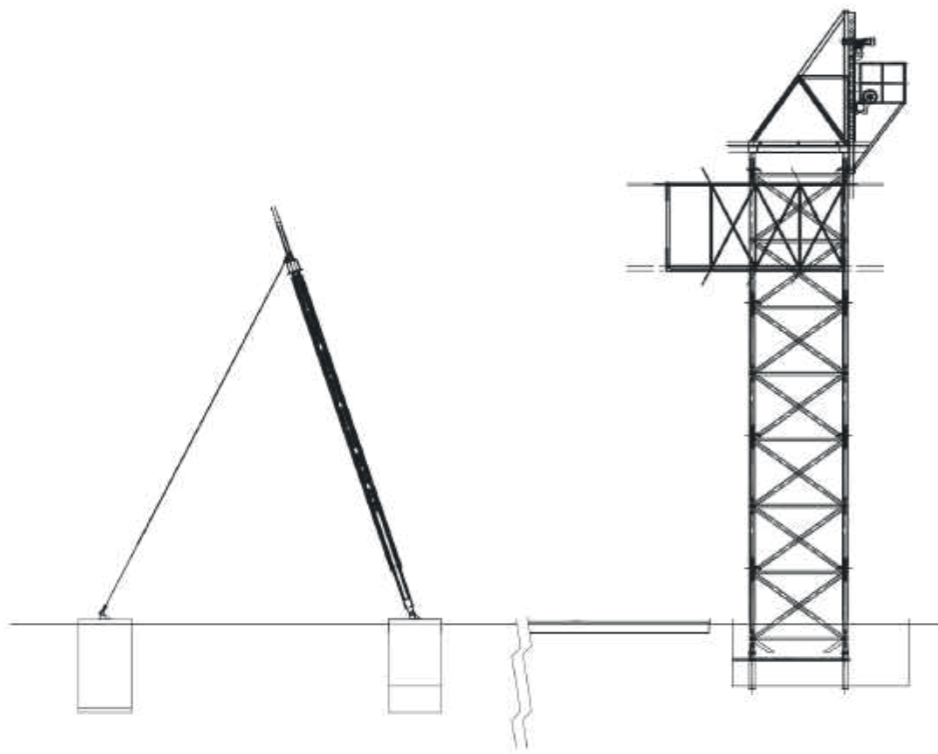
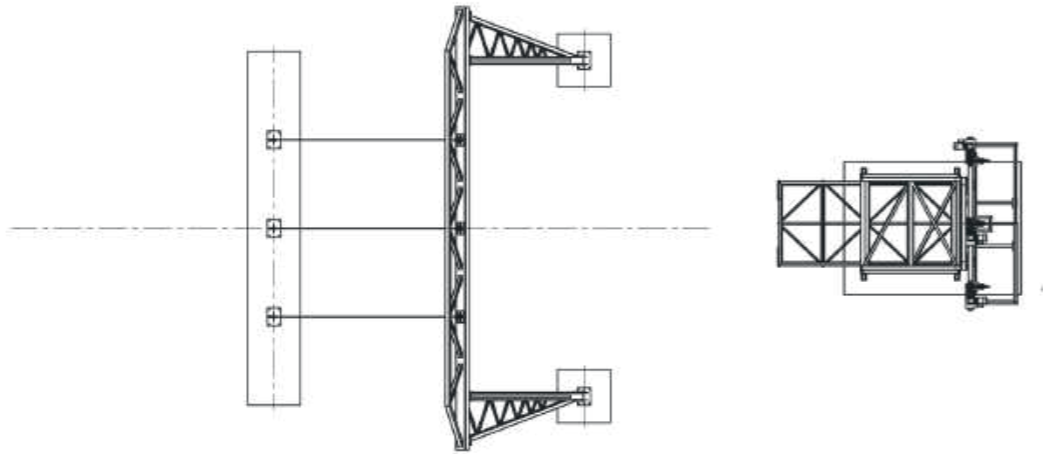
- Tactical training in the trench, movement and concealment.
- Trench warfare, throwing grenades, practicing movement and tactical activities in a limited space.







AIRBORNE TRAINING



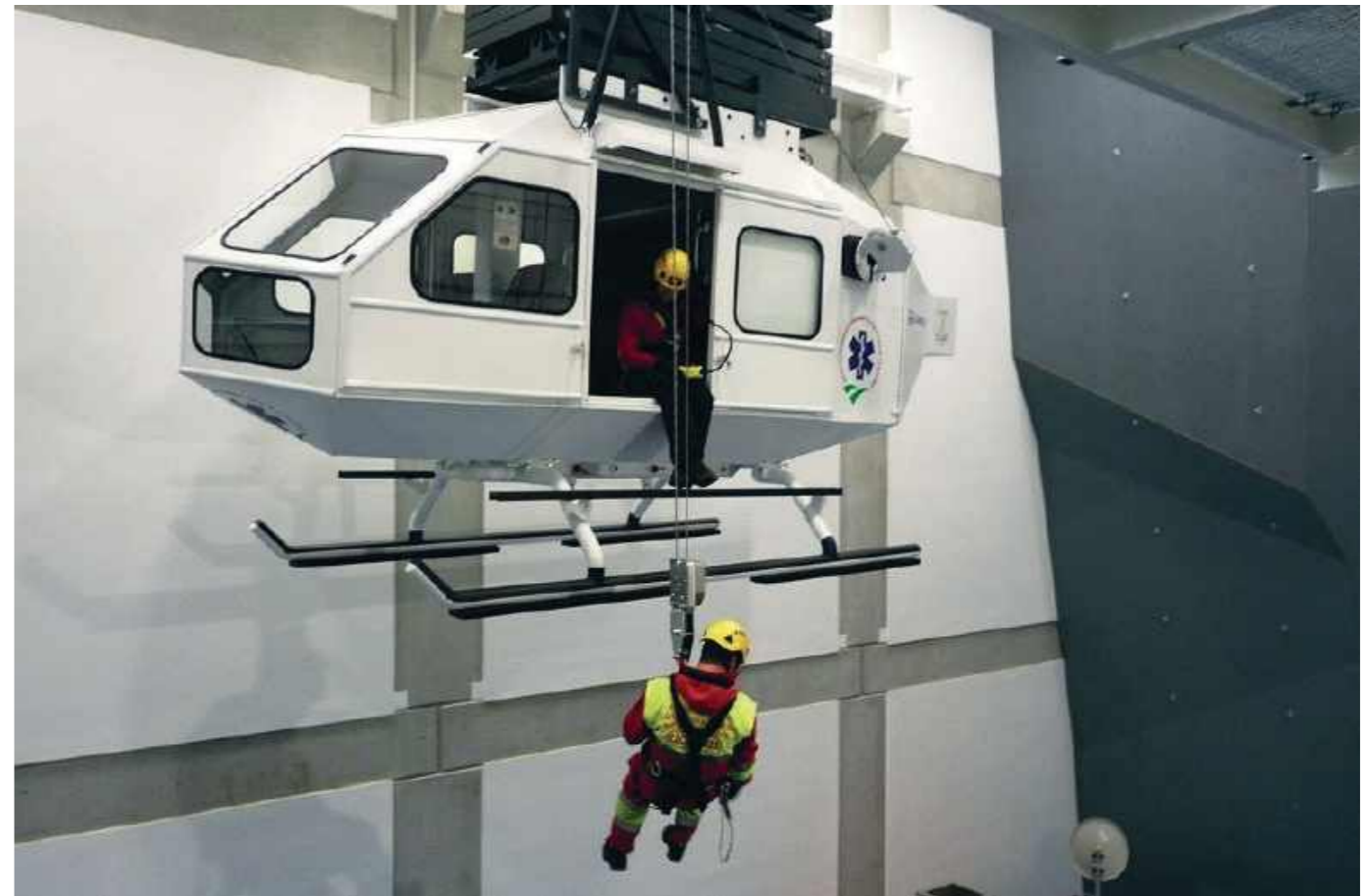
Airborne Training:

- Ground airborne training.
- Parachute system basic control training.
- Procedures after the jump and rebound.
- Training of aircraft abandonment.
- Dynamic rope and fastrope rappelling.
- Training of infil and exfil from the helicopter platform.



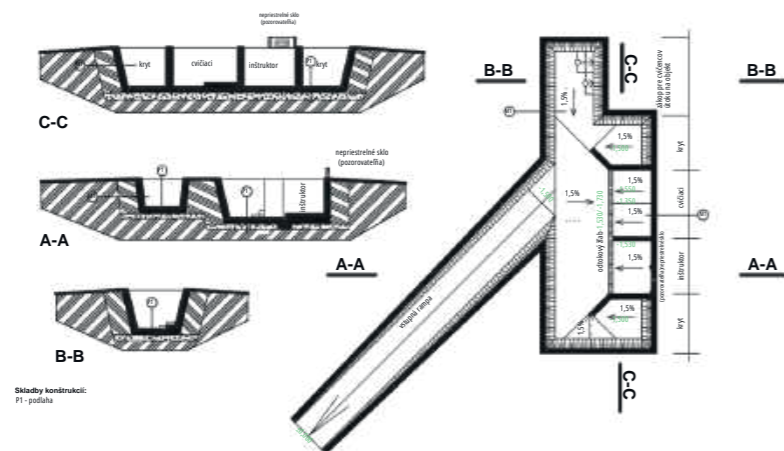
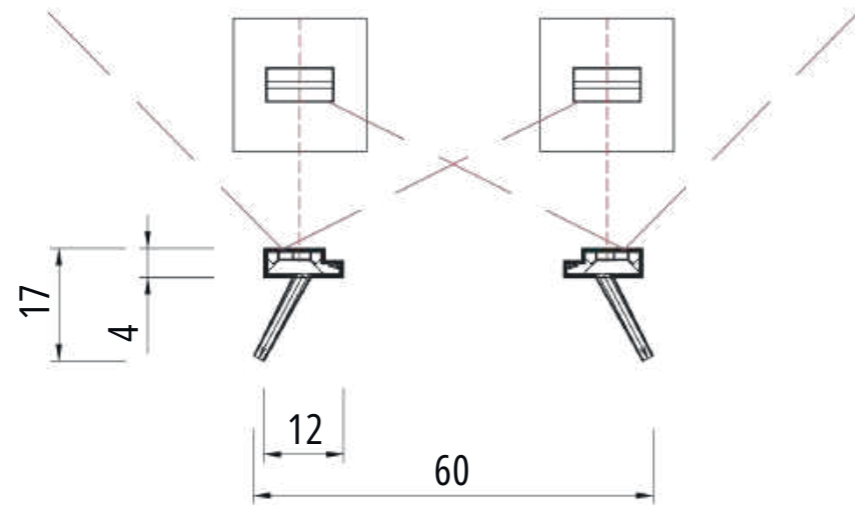








GRENADE THROWING RANGE



M = 1: 25

Grenade Throwing Range

- Throwing live frag grenades.
- Firing grenades from grenade launchers.
- Shooting from anti-tank rocket systems (PRG's).
- Placement of targets simulating multiple infantry, APC or tank.



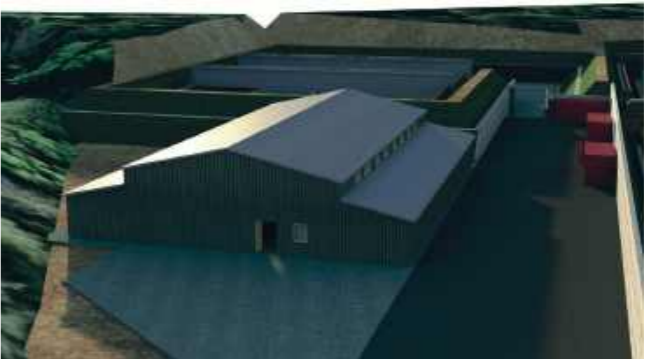
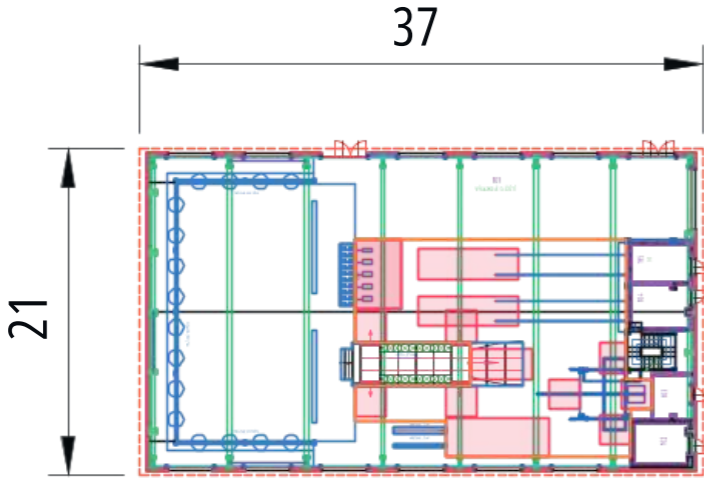


HALLS & FACILITIES



Halls & Facilities:

- Fully equipped accommodation facilities.
- Dining room.
- Relaxation room.
- Lecture halls and classrooms.
- Operational offices.
- Other administrative and management offices.





OBSTACLE COURSE & H2H

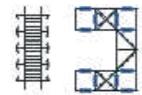


Obstacle Course & H2H:

- Infrastructure for physical fitness training, obstacle crossing training and hand to hand combat.
- Wide variety of obstacles to improve the operability and movement of the individuals and teams.

Track 1	24	1	5	9	16	18	28	32	37	35
Track 2	25	2	6	10	17	19	29	40	36	38
Track 3	26	3	7	11	33	20	27	22	30	31
Track 4	15	4	8	12	34	14	21	23	13	39

Track 1	24	1	5	9	16	18	28	32	37	35
Track 2	25	2	6	10	17	19	29	40	36	38
Track 3	26	3	7	11	33	20	27	22	30	31
Track 4	15	4	8	12	34	14	21	23	13	39







2025

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