



Republika ng Pilipinas
Republic of the Philippines
Kagawaran ng Tanggulang Pambansa
Department of National Defense

03 September 2019

SUPPLEMENTAL BID BULLETIN NR. DND/PA-TGS-19-02
[Tank Gunnery Simulator Project of the Philippine Army]

This Supplemental Bid Bulletin is issued to inform prospective bidders on the modifications/amendments and/or additional requirements that shall form part of the bidding documents for the Tank Gunnery Simulator Project of the Philippine Army as follows:

CLARIFICATIONS ON THE BIDDING DOCUMENTS

WOLFBERRY ASIA PTC. LTD

Nr	Points of clarification	Answers and SBB
1	Request for an extension of the Submission of bids for a period of four (4) months because the company is still in the process of completing the legal documents required to a foreign bidder as specified under the 2018 Revised Implementing Rules and Regulations of RA 9184 otherwise known as the Government Procurement Reform Act.	The request cannot be accommodated due to time constraint.

PRECISION MUNITIONS INC.

Nr	Points of clarification	Answers and SBB
1	Which vehicles will the system be simulating? Model and Type: Truck or Wheeled	The simulator shall allow simulation of both Tracked and Wheeled Tanks. The motion platform simulation could generate the reaction of both tracked and wheeled in the terrain simulated.
2	For requirements 2.1.d, 2.1.c, 2.1.f, 2.2.f, is it acceptable for the instruments to be virtual simulations based on touchscreens?	It is acceptable for the instrument panel to be presented in screens. This would give the user flexibility to use different type of Tanks. Moreover, the placement of the instrument panel should match

	This would provide the same training benefit but would be quicker, more transportable, allow for the system to be easily modified, and allow for one system to change modes to train for different vehicles.	with the actual type of Tank.
3	For 2.1.g. Can you clarify what the "communication helmets" will be?	Communication helmets refer to COMBAT VEHICLE CREWMAN HELMET. The helmet has built in radio intercom (with headset and mouthpiece) that allows communication among all crew members.
4	Request to get reference images for what the gunner and driver instrument panels need to look like and how they need to function.	Refer to instrument panels of Tanks with OTO MELARA Turret System.
5	Request to get reference images for what the gunner and driver controls need to look like?	Gunner and driver controls should appear like those in a tank with OTO MELARA Turret System.
6	Can the driver's shift lever, accelerator pedal and brake pedal, be generic in design?	Driver's shift lever, accelerator pedal and brake pedal in generic design is acceptable.
7	Can we get more information on how 2.3.g., the warning lamp, should function, What would set off the lamp?	The warning lamp alerts the crew during simulation that there is failure on any of the systems. Refer to Section VII. Technical Specifications 1.2.8 Warning Lamp (in case of system failure) 1.2.3 Instant Gunnery Feedback.
8	For 2.4.d. which 3D modelled targets are needed?	All objects (tanks, soldier, structures) to appear in a three-dimensional model.
9	For 2.4.c. which 3D terrain objects are needed?	All the terrains and geographical features (urban areas, rural areas, jungle and etc) of the battle area should appear in 3D.
10	For 2.4.m., is it possible to get reference images for what the sight reticules need to look like?	Refer to a tank with OTO MELARA Turret System.

Name and Signature of Bidder/s

Please be guided accordingly.


ASEC MANUEL FELINO V. RAMOS *
Chairperson, DND Bids & Awards Committee 1