THE CHALLENGE

REQUIREMENT:

Develop innovative technologies that can;

Access: access munitions, IEDs & bulk agent containers without relying on original access ports

Disable: prevent munitions, IEDs and bulk agent being used for their intended purpose temporarily or permanenty

Destroy: permanently destroy munitions, IEDs and bulk agents

TARGET SET:



CONDITIONS:

Man-portable - able to be transported in 2 standard military bergens by 2 people

Mobile - system should fit on a NATO standard 463L pallet



Access:

Based on the Viper development from DBI Phase 1, Valent proposed enhancing the system to give;

- Increased Stand Off Up to 100m
- Intelligent Drill Head & Control Unit to optimise drilling performance
- o 2 Baseplate configurations to increase operator options on target
- o Increased Empty/Backflush flow rates

Plan to build 2 TRL 6 level Viper systems for testing & evaluation

Access:

DESTRUCTION:

2 streams of work based on 2 destruction technologies - both interfacing with the Viper Access system

POLYCAT UK PolyCatUK has developed a method for the formation and immobilisation of nanoparticle catalysts on polymeric substrates. This would be developed to provide a benign chemistry for the absorptio/catalysis of the agent which should immobilise and destroy it.



Sandia National Labortatories (USA) in collaboration with U.S. Army demonstrated a bi-component CA destruction chemistry comprising lithium nitride (Li3N) and water reacted with CW agent. The Li3N could be introduced to the agent as either a powder or a pressed tablet. For this project tablet form would be used.





Covid Consequences

COVID & Lockdown struck just as the project was due to start at the end of March. Trying to execute a complex R&D project in the past 18 months has not been without challenges

externally. New processes had to be developed and adapted as the situation changed. We found all processes were suddenly being done as

in-house laboratory to conduct the simulant trials for each destruction

Supply Chain Issues: Everything from chemicals to black plastic has been affected meaning some comprimises were made in the final design.

Reduced Client Input: Virtual meetings cannot replace face to face meetings when discussing this type of project



Decreased Production Rate: This affected all elements internally and

Reduced Access to Contractors: This led us to actually building our own

Don't BLOW IT

PROJECT'S PERSES & BLACKDOG

Conclusions & Next Steps

Conclusion:

All Project Elements were, in the main, successfully completed and the project objectives met

Full conclusions to be presented at CWD 2022...

NEXT STEPS:

Valent, PolyCat and Sandia all have a vision for the project and a clear idea on the next development steps





POLYCAT UK

PROJECT RESULTS

2 x Viper Systems successfully designed & built along with accompanying emptying and destruction equipment

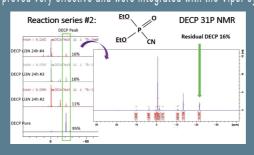
Full equipment capability to be presented at CWD 2022...



DESTRUCTION

Li3N Tablets:

These proved very effective and were integrated with the Viper system.



PolyCat Nanoparticles:

These proved very effective and were integrated with the Viper system.

Objective was not a "fire and fury" breakdown, but gentle destruction to put agent out of

funa				
it use	Study Stage			
	Best result at end of Phase 1	none	29 hours	c. 50 days
	Best result at end of Phase 2	2 days	29 hours	c. 13 days
	Target result for next project	6 hours	1 hour	6 hours

Full results to be discussed at CWD 2022

PROJECT TASKS & TIMELINE lelayed Perses Project Kick-Off Viper Concept Design Delivery of inert Li3N tablets for testin BlackDog Project Kick-Off Viner Test System Complet 'Live' Li3N Tablets deliever BlackDog Milestone 1: Characterisation of Catalyst Perses Milestone 3: Viper Test System Testing Complete BlackDog Milestone 2: Oil uptake Optimisation n-House Laboratory Completed Viper Final Design Complete Synthesis of Simulants for Testing Li3N Tablet testing for pressure & heat Perses Milestone 5 &6: x TRL 6 Viper Systems completed

October 2021 - Projects Complete