

# NVD ULTRA LIGHT BNVD-E



## SPECIFICATIONS

POWER SOURCE:	<b>(1) AA-SIZE BATTERY</b>
FOCUS RANGE:	<b>9.8" TO INFINITY</b>
OPERATION TIME:	<b>20+ HRS, 1 ALKALINE BATTERY</b> <b>40+ HRS, 1 LITHIUM BATTERY</b>
MAGNIFICATION:	<b>ONE POWER (1X)</b>
FIELD OF VIEW:	<b>40°</b>
DIOPTER ADJUSTMENT:	<b>-6 TO +2</b>
EYE RELIEF:	<b>25MM</b>
WEIGHT (W/O BATTERY):	<b>460 G (16.2 OZ)</b>
DIMENSIONS:	<b>4.3" X 4.2" X 3.3"</b>

## FEATURES

- » **TACTICAL MONOCULAR CUTOFF**
- » **LENSES OPTIMIZED FOR WHITE PHOSPHOR**
- » **40+ HOUR BATTERY LIFE WITH LITHIUM AA BATTERY**
- » **WEIGHS LESS THAN 500 G**
- » **IR LED AND LOW BATTERY INDICATOR**
- » **POWER OFF THE UNIT WHEN IN AN UPRIGHT POSITION AND POWER ON WHEN FLIPPED DOWN**

At only 460 Grams, the **NEW BNVD UL, ultra light dual tube goggle** incorporates new high performance optics that are not only much lighter, but also offer higher performance than standard optics. Currently the AN/PVS-14 and most other night vision systems, use optics which were only designed for green (P43) phosphor image tubes. However these new BNVD optics were designed specifically to be optimized for both White (P45) and Green (P43) image tubes.

The BNVD UL includes features not found in other dual tube goggle designs in this weight class. These features include: EMI compatibility, Full Diopter Adjustment Range (-6 to +2), Infrared LED, and most importantly: a close focus range of 9.8 inches. This is critical when trying to read maps or do close up work such as clearing a weapons jam.

NVD-BNVD UL now features a "Tactical Monocular Cutoff", which turns off power to each channel of the binocular whenever a channel is rotated up out of the users' line of sight. This eliminates stray light emitting from the monocular eyepiece, which would reveal the user to anyone else on the battlefield. The BNVD UL has an automatic system power cutoff whenever the BNVD UL is flipped up into the helmet mounted stow position, and then powers back on when it is flipped back down. This feature can also be turned off via a four position ON/OFF switch. The BNVD UL is submersible to 66 feet (20 meters) for up to 3 hours. The BNVD UL is available with an optional battery pack, which holds 3 "AA" Alkaline batteries for run times exceeding 50 hours.

The BNVD UL can be used with optional 3X Afocal Magnifiers. Each 3X Magnifier can be either slide onto each objective lens or screw into the threads on the objective lenses. For extended use, it is recommended to screw them on to prevent the lenses from falling off. These magnifiers transform the BNVD UL into a fixed 3X Magnification Binocular.

With our expansive capabilities and strategic partnerships, we are able to custom build any of our NVD manufactured products with Image Intensifiers from either Elbit Systems of America®, Photonis® or L3Harris®. This includes green and white phosphor and thin or un-filmed image tubes.

## HELMET MOUNT OPTIONS



The BNVD can be used as a monocular by choosing which side you want to use as your night vision eye and rotate the other side/arm of the binocular up and out of the way. The arm that is rotated up will automatically turn off and will power back on when rotated down. Each arm is tight enough so that the rotated arm will not fall down, but stay in its user adjusted position. To use as a binocular, rotate both sides down or when night vision is no longer needed, shut off and rotate both sides up and out of the way.

Never before could a binocular remain mounted when sighting with a rifle. The NVD-BNVD does not need to be removed. Simply rotate one monocular of the NVD-BNVD up and out of the way, so that the user can view through the dayscope & night vision weapon sight.

## BNVD WITH WEAPON SIGHT



### STANDARD ACCESSORIES

Soft Carry Case, Demist Shields, Sacrificial Windows, IR Spot/Flood Lens, Dovetail Mounting Adapter, Lens Tissue, (2) AA Batteries, Operator's Manual & Card, Neck Cord, Eyecups and Retaining Lens Covers.

### OPTIONAL ACCESSORIES

3X Magnifier, Helmet Mount, Shuttered Eyeguards, Camera Adapter, and Battery pack for 50-60 hours of continual use for extended missions.

