



Specifications

Component Materials: Helmet shell made of Aramid fabric; chinstrap features cotton/polyester webbing and foam nape pad or nylon webbing and leather nape pad; pads are made of polyurethane foam.

Color: Helmet Shell: Foliage Green 504; Chinstrap/Buckles: Foliage Green 504; Camouflage Cover: universal camouflage pattern.

Size: Currently available in five shell sizes (Small, Medium, Large, Extra Large, and Extra-Extra Large).

Weight: Small: 2.93 pounds; Medium: 3.06 pounds; Large: 3.31 pounds; Extra Large: 3.60 pounds; Extra-Extra Large: 3.77 pounds

“In level of comfort and the way the ACH stays on your head is a lot better, especially in our job where we’re doing a lot of running and jumping and climbing over things. The old helmet would bounce around on your head. It only had one chinstrap connector, point to point, as opposed to the four-point rig, which allows it to stay a lot more secure.”

— SGT. Justin Pizzoferrato, Infantry squad leader, 101st Airborne

Advanced Combat Helmet (ACH)

The Advanced Combat Helmet (ACH) enhances ballistic protection, stability, and comfort without degrading vision or hearing. The modular helmet is available in five sizes with two pad thicknesses. The suspension system provides protection from blunt force trauma and enhances comfort. The edge of the ACH shell is finished with a rubber trim. The cotton/polyester chinstrap, a four-point design, allows for quick adjustment and includes a new neck cushion that adds ballistic protection between the bottom of the helmet shell and the top of the Interceptor Body Armor collar.

Information on use, care, and maintenance of the ACH can be found in TM 10-8470-204-10 or on www.peosoldier.army.mil.



Helmet Sensor External Mounted

Description:

The Helmet Sensor is a small, lightweight, low-power sensor suite that mounts to the Advanced Combat Helmet or the Combat Vehicle Crewman helmet. The Helmet Sensor will detect, measure and record impact (acceleration in three degrees of freedom) and blast overpressure associated with concussive events/IED blasts that Soldiers may experience in operational environments. Data is downloaded via a USB port to any computer.

Objective:

Collect data in theater from combat units to understand and characterize the events that may cause, Traumatic Brain Injury (TBI) as a result of IED/blast impact, and other occupational hazard events. Additionally, the data will be evaluated retrospectively by the medical community to assess its utility as a tool for researching injuries, treating effects of exposure to blast overpressure or other blunt force trauma, and ultimately preventing future Soldier injuries.

