



# Cell Site Simulator Operations: From Planning to Finishing

**LAW ENFORCEMENT ONLY**



## Course Overview:

This hands-on 5-day course is designed to provide Cell Site Simulator truck team members or aspiring member with the skills and knowledge needed to plan and execute successful cell site simulator operations as well as continuing education for current team members. The course will cover historical call detail record analysis, Pen Register Trap and Trace on phones and social media, electronic investigations, mission planning, operational considerations, and finding handsets using a finishing tool to increase your chances of success.

A portion of the course will deal with cell site simulator trucks in an agnostic way, and one will be on-site for the class. Students will participate in a start to finish mission that culminates with hands-on experience locating handsets. This course is designed to help those detailed to cell site simulator trucks or those considering purchasing one maximize their chances of finding the phone by using all the information available to help locate the device.

## Learning Points:

**Identifying Your Target's Number**  
**Cell phone technology**  
**Pen Registers**  
**Pattern of Life Analysis**  
**Mission Planning**  
**Operational Considerations**

**Open-Source Investigations**  
**Historical Cell Site Analysis**  
**Social Media Pen Registers**  
**Pings**  
**Target Acquisition**  
**Using a Finishing Tool**

## Location:

Fremont Police Department: Fremont, California

## Date and Time:

June 26-30, 2023, 8am-5pm daily

## Registration Fee:

\$1,500

## Registration Deadline:

June 19<sup>th</sup>, 2023

## Contact Information:

[training@hawksconsultingllc.com](mailto:training@hawksconsultingllc.com)

<https://hawksconsultingllc.com/training-1/>

Training is provided in conjunction with the Fremont Police Department and Syndetix, Inc.

Note: This training is open to law enforcement personnel only. Proper identification will be required at the time of registration and at the class.