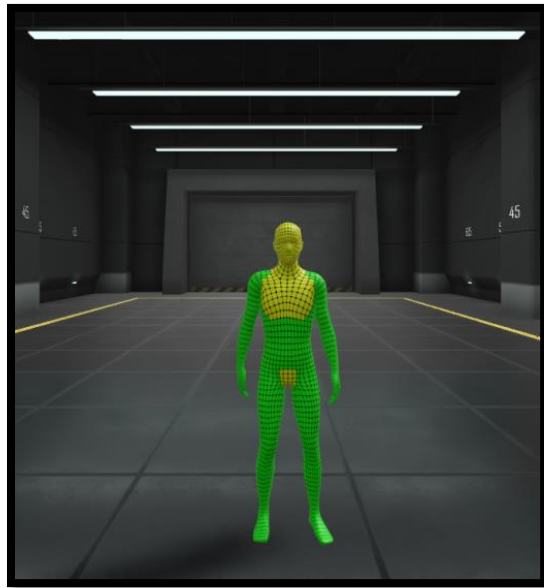


Axon VR

Simulator Training: Range Skills



DRAW REPS

Facilitator's Guide



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FACILITATOR'S GUIDE OVERVIEW & USAGE TIPS

This Facilitator's Guide is customizable, enabling you to adapt it to your specific needs for tracking trainee progress, preparing for and conducting training sessions, and debriefing with and assessing trainees after they complete the Simulator Training: Range Skills Draw Reps exercise.

TRAINING SESSION PREPARATION

NOTE: Trainers should complete the exercise in-headset at least once prior to facilitating this exercise with trainees.

LESSON PLAN

Review the lesson plan, which provides a comprehensive overview of the exercise, including the instructional goal, trainer preparation guidance, and links to additional resources.

LEARNING OBJECTIVES

Review the exercise's learning objectives, identify additional learning objective skills to assess, and add any agency-specific learning objective skills.

AGENCY GUIDELINES

Add agency-specific notes, including any best practices and pertinent guidelines tailored to your agency.

TRAINEE EVALUATION

In [Facilitated mode](#), conduct a debriefing with the trainee to review the After-Action Report (AAR) and their performance in the drills in the exercise, identify the reasons for any failures, and discuss any necessary remediation steps.

NOTE: Facilitated mode is not available in Simulator Training: Range Skills exercises in Australia and New Zealand.

NOTE: If facilitating this exercise with multiple trainees at once, Axon recommends [screen casting](#) the in-headset experience for the group to observe.

AFTER-ACTION REPORT (AAR)

The AAR displays comprehensive performance data for all ten drills in the exercise. Use these results to review the trainee's decisions and actions when determining if the learning objectives were met.

You can also upload the trainee's AAR to [VR web app](#) from the tablet.

NOTE: AAR upload and viewing in VR web app is not available in Simulator Training: Range Skills exercises in Australia and New Zealand.

EXERCISE ASSESSMENT RUBRIC

Following the exercise, debrief with the trainee to discuss their results and provide tips for improving their performance. It's recommended that you engage in a debriefing session with the trainee using the exercise assessment rubric based on the learning objectives for the exercise.

LESSON PLAN

| | |
|---------------------------------|---|
| EXERCISE OVERVIEW | <p>In this exercise, trainees practice the "Ready, Arm, Aim, Threat, Make Safe and Recover" components of the Reality Based Training (RBT) Aim / Threat drill.</p> <p>This exercise enables trainees to practice following verbal commands effectively, precise probe placement and spread to achieve neuromuscular incapacitation (NMI) and refine their efficiency in drawing the energy weapon and the skill of recovering and re-holstering.</p> |
| INSTRUCTIONAL GOAL | <p>The instructional goal of this exercise is to adhere to commands to deploy a TASER energy weapon with proper spread and probe placement on stationary character targets to achieve NMI, with efficient holster draw and recovery back to the holster.</p> |
| LEARNING OBJECTIVES | <p>Upon completion of this exercise, trainees will be able to do the following:</p> <ul style="list-style-type: none">• Demonstrate adhering to commands (written and verbal) to safely and effectively deploy a TASER 7/TASER 10 energy weapon on stationary character targets in VR from the time the weapon is drawn from the holster to the time the weapon is recovered into the holster.• Deploy a TASER 7/TASER 10 energy weapon with proper spread and probe placement on stationary character targets at varying distances to achieve a good electrical connection. |
| IN-HEADSET VR EXPERIENCE | <p>Trainees will be presented with ten drills with character targets in a range setting. Trainees need to follow the written and verbal drill commands and deploy the TASER energy weapon on the "Threat" command. Trainees should vocalize "TASER, TASER, TASER" before deployment. Trainees must holster their TASER energy weapon between drills</p> |
| REQUIRED MATERIALS | <p>Facilitator's Guide (available on the Instructional Content page)</p> |
| PREREQUISITES | <p>None</p> |
| COURSE LENGTH | <p>20 minutes (in-person instructor-led training); exercise length in the headset is 7–10 minutes</p> |

| | |
|---|---|
| EQUIPMENT | <ul style="list-style-type: none"> • Axon VR headset • TASER 7 or TASER 10 VR Controller • Samsung VR tablet (for facilitated training sessions) • TASER VR holster |
| DATE EXERCISE RELEASED | October 2023 |
| LATEST FACILITATOR'S GUIDE UPDATES | <p>Date: October 2025</p> <ul style="list-style-type: none"> • The Drill Summary feature now displays only after a failed drill. This change improves the exercise pacing while preserving essential training feedback. • For drills where the TASER 10 energy weapon is used, the minimum character target distance has changed from five feet to two feet since there will now be at least one character target who will appear at a point-blank range for closer deployment practice. |
| FACILITY LOCATION | The Training Space will be identified by the agency and must contain a virtual boundary to keep trainees safe. Training Spaces should be kept clear of objects, pets, live weapons, and other people. |
| TARGET GROUP | Public safety and law enforcement officers |
| INSTRUCTORS | Any agency-identified VR trainer |
| GROUP RATIO | <p>Trainer: trainee = 1:1</p> <p>(May also be completed in Solo mode without facilitated trainer observation)</p> |
| ADDITIONAL MATERIALS | <p>Download the optional sample Simulator Training: Range Skills Course Roster.</p> <p>Print the optional sample course roster to use while facilitating the Simulator Training: Range Skills exercises to collect the names and email addresses of trainees and track completion.</p> |

| | |
|------------------------------------|---|
| <p>TRAINER PRE-WORK</p> | <ol style="list-style-type: none"> 1. Create a VR Training Space. <p>NOTES:</p> <ul style="list-style-type: none"> • When engaging in Simulator Training: Range Skills, trainees must stand. • In drills using the TASER 10 energy weapon, some character targets are positioned two feet away, requiring trainees to use controlled arm movements and coordinated footwork to maintain tactical positioning. Verify that adequate space is available. <ol style="list-style-type: none"> 2. Complete the exercise in-headset at least once prior to facilitating this exercise. 3. Enable trainees to sign in to Simulator Training directly from the headset by making sure you've created or verified trainee accounts in VR web app (vr.evidence.com) and distributed QR codes to trainees. <p>NOTES:</p> <ul style="list-style-type: none"> • For more information about VR web app, refer to the articles in the VR web app section on the Axon VR Training page. • For additional trainer support on signing in to the Simulator Training app, watch the "How to Sign In to Simulator Training on the VR Headset" video tutorial. |
| <p>ADDITIONAL RESOURCES</p> | <ul style="list-style-type: none"> • For assistance facilitating this exercise, setting up Axon VR equipment, or for additional information and trainer tutorial videos about Simulator Training: Range Skills, see the Axon VR Training page • For assistance customizing the weapon settings in Handgun VR Controllers (such as handedness and optics), see the Customize Handgun VR Controller optics – VR article. • For directions on how to screencast the in-headset experience, see the Screen cast options - VR article • For additional information and a trainer tutorial video about managing AARs in VR web app (vr.evidence.com), see the Manage After-Action Reports in VR web app article • For additional information about how trainees can independently sign in to Simulator Training directly from the headset to save essential data to VR web app (vr.evidence.com), see the VR headset sign in article |

SAMPLE TRAINING SCHEDULE

| TIME | ACTIVITY |
|-----------|--|
| 0800-0810 | Trainee completes the Simulator Training: Range Skills exercise in-headset |
| 0810-0820 | Trainer conducts assessment debriefing with the trainee using the AAR and exercise assessment rubric in this Facilitator's Guide |

OUTLINE OF ACTIVITIES (TRAINER & TRAINEE)

| WHO | STEPS |
|-----------------------|---|
| TRAINER | <ol style="list-style-type: none"> 1. Review and customize this Facilitator’s Guide by doing the following: <ol style="list-style-type: none"> a. Review the exercise’s learning objectives, identify additional learning objective skills to assess, and add any agency-specific learning objective skills b. Add agency-specific notes, including any best practices and pertinent guidelines tailored to your agency |
| TRAINER | <ol style="list-style-type: none"> 2. Complete the exercise in-headset at least once prior to facilitating this exercise. |
| TRAINER | <ol style="list-style-type: none"> 3. To allow trainees to sign in to Simulator Training directly from the headset using a unique QR code linked to their Axon Evidence account, do the following: <ol style="list-style-type: none"> a. Create or verify trainee accounts in VR web app (vr.evidence.com) b. Distribute QR codes to trainees <p>NOTE: It’s recommended that trainers complete these setup tasks <i>at least one day</i> before a scheduled training session to allow time for account setup and QR code distribution.</p> |
| TRAINER & TRAINEE | <ol style="list-style-type: none"> 4. Conduct a facilitated training session with trainee(s) as they: <ol style="list-style-type: none"> a. Sign in to Simulator Training from the headset using their unique QR code b. Complete the drills in the exercise in-headset <p>NOTE: Use a tablet or casting device (like a smart TV or Chromecast) to enhance assessment capabilities. Use either screen casting or facilitate the training with the Samsung VR tablet.</p> |
| TRAINER & TRAINEE | <ol style="list-style-type: none"> 5. Debrief with the trainee by reviewing the AAR and following the exercise assessment rubric in this Facilitator’s Guide. |
| TRAINER (optional) | <ol style="list-style-type: none"> 6. Optionally, do the following: <ul style="list-style-type: none"> • Upload the trainee’s AAR to VR web app • If the trainee signed in to Simulator Training directly from the headset, verify the upload status and review essential data (training date/time, trainer name, trainee name, and training type) in VR web app (vr.evidence.com) as needed <p>NOTE: There is also a sample Simulator Training: Range Skills Course Roster available on the Instructional Content page that you can use to collect the names and email addresses of trainees and track completion.</p> |

LEARNING OBJECTIVES

Upon completion of this Simulator Training: Range Skills exercise, trainees should be able to do the following:

- Demonstrate adhering to commands (written and verbal) to safely and effectively deploy a TASER 7/TASER 10 energy weapon on stationary character targets in VR from the time the weapon is drawn from the holster to the time the weapon is recovered into the holster.
- Deploy a TASER 7/TASER 10 energy weapon with proper spread and probe placement on stationary character targets at varying distances to achieve a good electrical connection.

LEARNING OBJECTIVE SKILLS

Select additional learning objective skills to assess trainees on in this exercise:

| HANDGUN & MARKSMANSHIP | SITUATIONAL AWARENESS & OBSERVATION | TACTICS & MOVEMENT |
|---|--|--|
| <input type="checkbox"/> Background & foreground <input type="checkbox"/> Breath control <input type="checkbox"/> Distance to target management <input type="checkbox"/> Draw speed <input type="checkbox"/> Draw stroke (entire) <input type="checkbox"/> Grip <input type="checkbox"/> Holster manipulation <input type="checkbox"/> Marksmanship fundamentals <input type="checkbox"/> Sight alignment <input type="checkbox"/> Sight picture <input type="checkbox"/> Trigger control | <input type="checkbox"/> Cover, scan, assess area <input type="checkbox"/> 360° awareness <input type="checkbox"/> Observation: Whole body, hands, beltline, demeanor (immediate area) <input type="checkbox"/> Subject proximity <div style="background-color: yellow; text-align: center; padding: 2px;">DE-ESCALATION & COMMUNICATION</div> <input type="checkbox"/> Communication with partner <input type="checkbox"/> Communication with subject/individual <input type="checkbox"/> Cuffing under power <input type="checkbox"/> Duty to intervene <input type="checkbox"/> Verbal de-escalation | <input type="checkbox"/> Interview stance <input type="checkbox"/> Move off the "X" <input type="checkbox"/> Off-hand work <input type="checkbox"/> Recovery position <div style="background-color: yellow; text-align: center; padding: 2px;">TASER ENERGY WEAPON DEPLOYMENT</div> <input type="checkbox"/> Follow through after deployment <input type="checkbox"/> Post deployment activity (supervisor; medical; other) <div style="background-color: #cccccc; text-align: center; padding: 2px;">PROBE DEPLOYMENT:</div> <input type="checkbox"/> Speed <input type="checkbox"/> Preferred targeting area <input type="checkbox"/> Spread |

AGENCY-SPECIFIC LEARNING OBJECTIVE SKILLS

Add any additional agency-specific learning objective skills you would like to assess trainees on as a part of this exercise:

AGENCY GUIDELINES

This training is best augmented with agency-specific guidelines. Axon does not make any recommendations on agency policies.

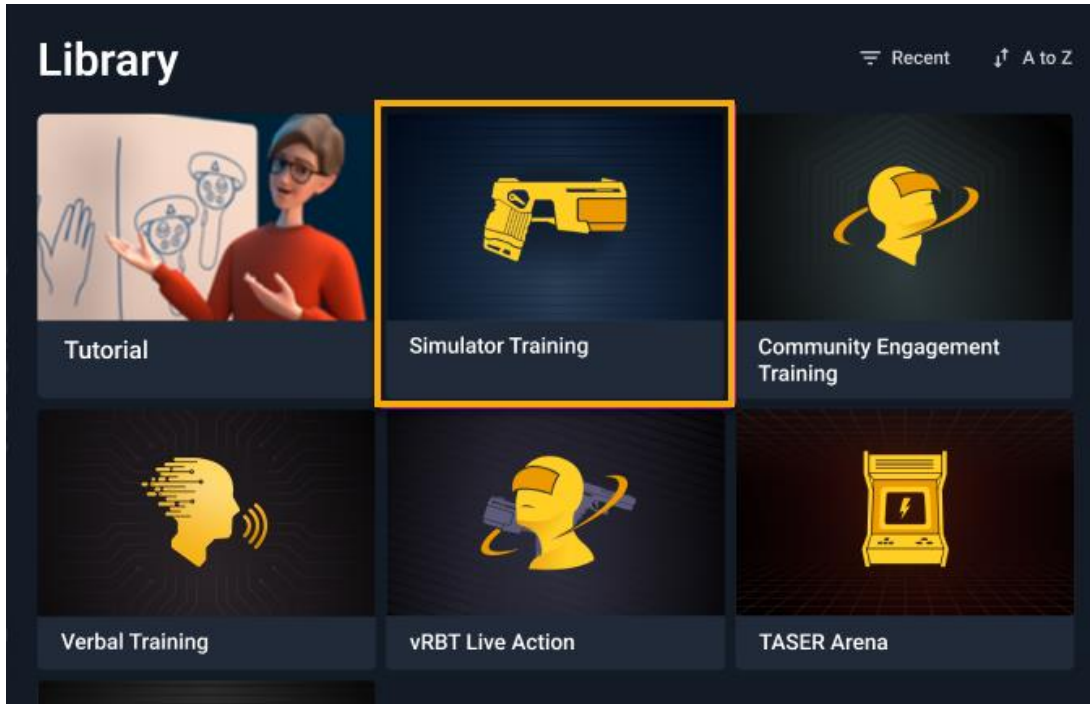
In alignment with agency policy, consider using the space below to add agency-specific guidelines and best practices.

AGENCY-SPECIFIC NOTES

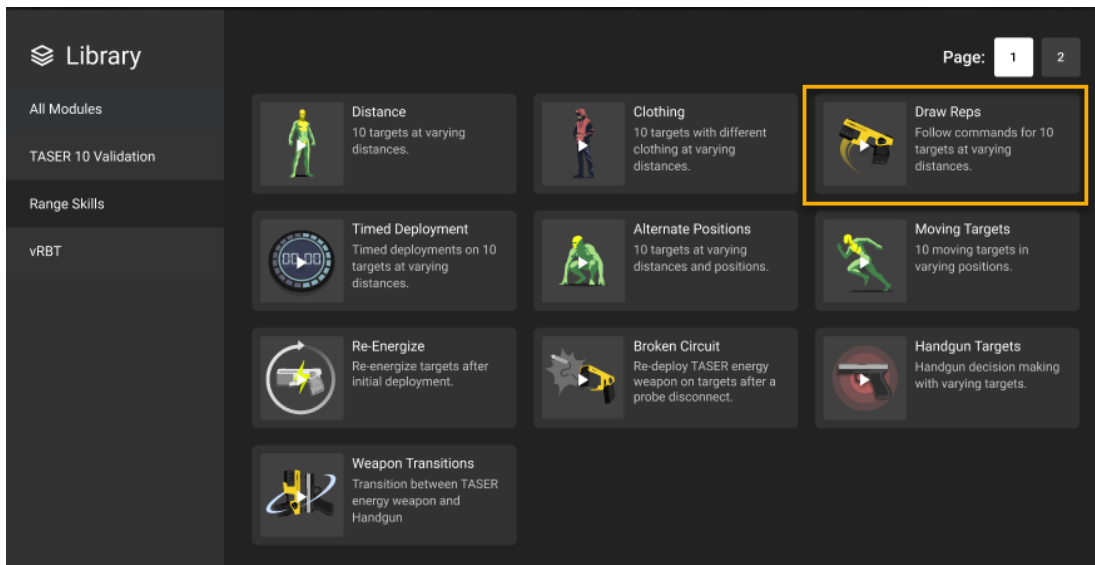
LAUNCHING THE DRAW REPS EXERCISE

The Simulator Training: Range Skills application allows trainees to simulate real-life Draw Reps drills in a safe virtual training environment, enabling them to act as they would in actual situations.

1. In the Axon VR Library, pinch to select **Simulator Training**.



2. Select **Draw Reps** to launch the exercise.



FACILITATING THE DRAW REPS EXERCISE

NOTE: Facilitated mode is not available in Simulator Training: Range Skills exercises in Australia and New Zealand.

Simulator Training: Range Skills is a standalone application that does not include any online integrations with Axon Academy. Trainees can complete the Draw Reps exercise in two modes: Solo or Facilitated by an agency trainer:

- In Solo mode (without direct trainer observation or debriefing), trainees can independently complete the exercise in-headset.
- If the exercise is part of a training session facilitated by an agency trainer, the trainer can use a [tablet](#) or casting device (e.g., smart TV, Chromecast) to enhance their assessment capabilities. Trainers can also [upload](#) and manage the AARs from tablet-facilitated sessions in VR web app.

NOTE: AAR upload and viewing in VR web app is not available in Simulator Training: Range Skills exercises in Australia and New Zealand.

The agency-identified VR trainer is responsible for viewing the trainee's performance and determining if the trainee's actions were permissible based on their agency policy.

FACILITATING WITH THE SAMSUNG VR TABLET

- For details on setting up, pairing, and managing headsets from the tablet, including managing the agency list, training groups, guest profiles, or troubleshooting tablet issues, refer to the [Run Simulator Training with a trainer](#) article.
- For additional tablet features and functionality, refer to the [Samsung Galaxy User Manual](#).

Trainers can facilitate Simulator Training: Range Skills exercises via the Samsung VR tablet, fostering greater collaboration with trainees:

- Trainers can only facilitate VR training using the tablet for one trainee at a time.
- Trainees can pair their VR headsets with the trainer's tablet, enabling real-time monitoring, guidance, and interaction during the training exercises. Trainees will benefit from personalized instruction and support from their trainer as well as gaining unique insights from detailed AARs.
- When a trainer starts a facilitated training from the tablet, the trainee in-headset will be pulled out of their solo session (or any other activity) and into the exercise that the trainer has selected.
- To make sure the latest version of Simulator Training is on the headset, power on the headset and tablet, and connect them to the internet and to Wi-Fi. The Simulator Training application will automatically update to the latest version.
- To use the tablet in coordination with a headset, **there must be a connection to an active internet connection.**
- The first time the tablet is connected to a Wi-Fi source, the Simulator Training application will begin to download. Click **OK** if prompted. This should require about three to five minutes, depending on connection speeds. The application will automatically update to the latest version if the app is already downloaded.

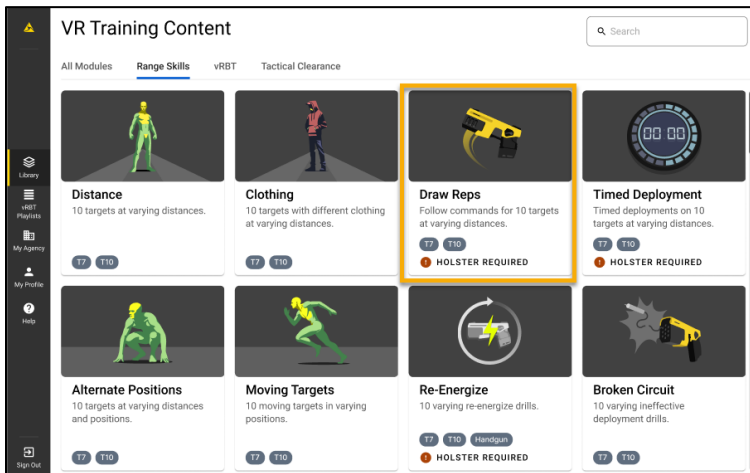
TRAINER-LED SIMULATOR TRAINING: RANGE SKILLS WORKFLOW

Complete the following steps to conduct a training session with a trainee using the tablet:

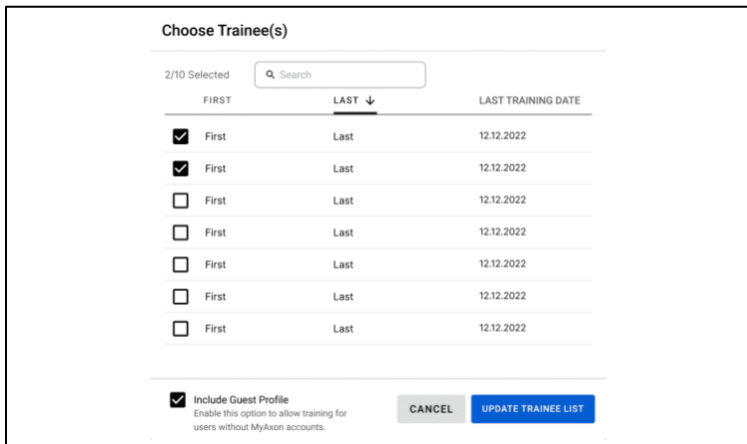
1. Tell the trainee in the headset to open **Simulator Training**.
2. Sign in to the tablet.

NOTE: For assistance signing in to the tablet, refer to the [Run Simulator Training with a trainer](#) article.

3. On the tablet, select the exercise.

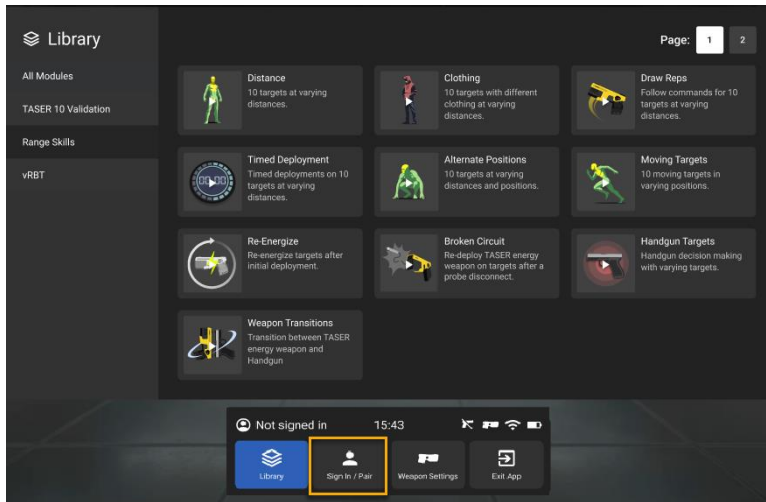


4. On the tablet, create a training group.



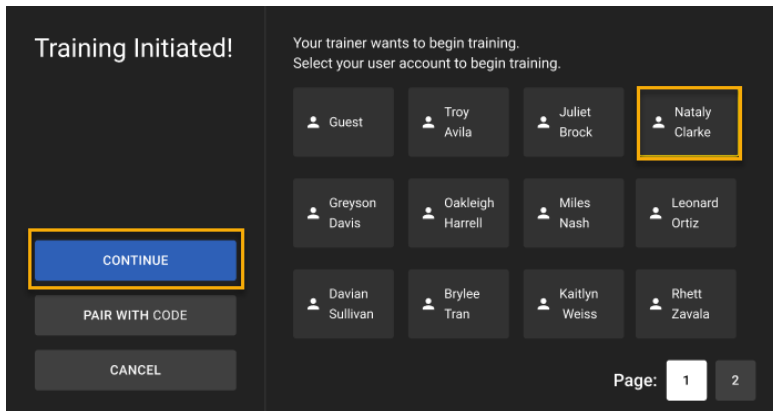
NOTE: For assistance creating and managing training groups, refer to the [Run Simulator Training with a trainer](#) article.

5. If the trainee is not already [signed in to the headset](#), tell the trainee to select **Sign In/Pair** in the menu bar below the Simulator Training Library in the headset.

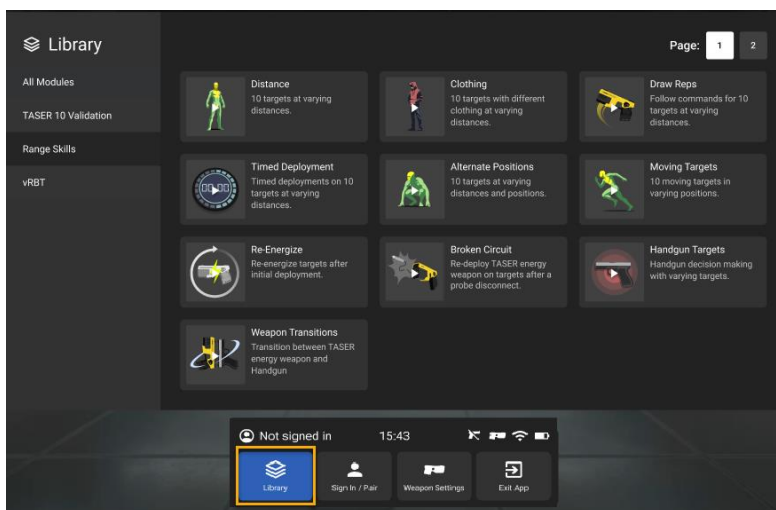


NOTE: For assistance pairing the headset with the tablet, refer to the [Run Simulator Training with a trainer](#) article.

6. Tell the trainee to select their name and then **Continue**.

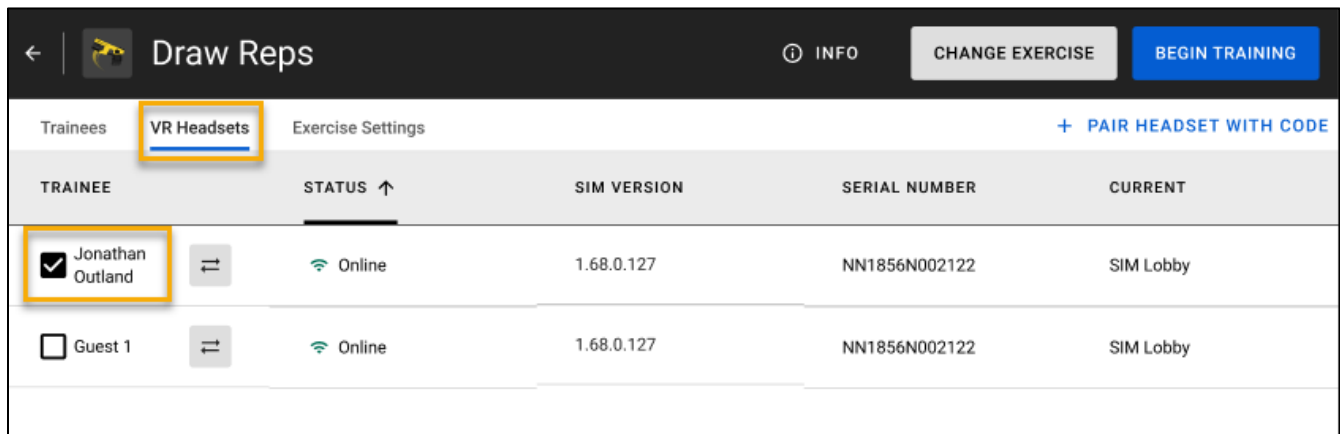


7. Tell the trainee to select **Library** in the menu bar below the Simulator Training Library in the headset to return to the Simulator Training Library.



8. On the tablet, select the trainee's name in the **VR Headsets** tab.

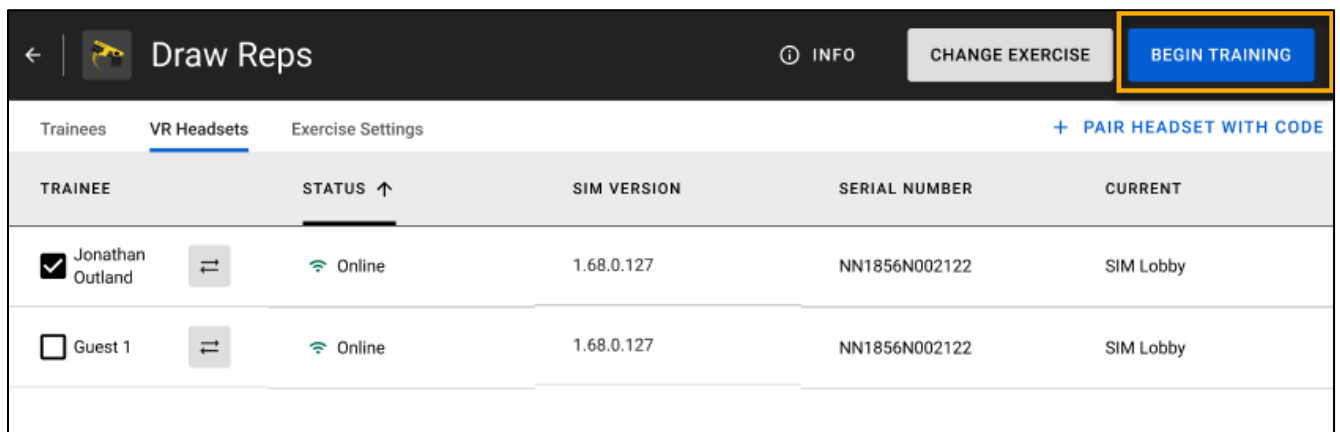
NOTE: If there is only one trainee, they will automatically be selected.



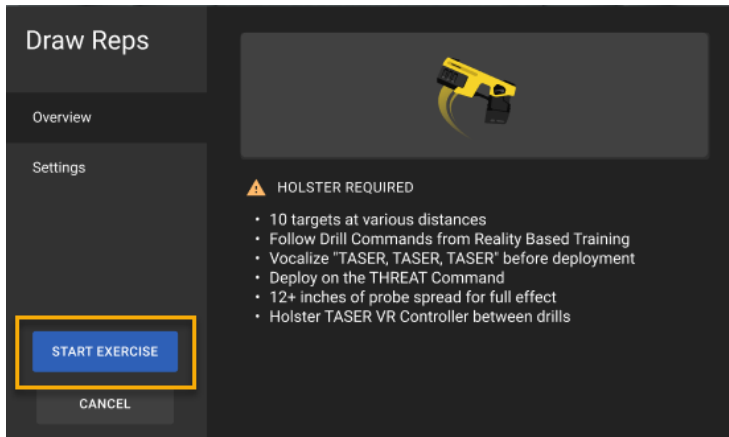
9. On the tablet, adjust any of the settings in the tablet in the **Exercise Settings** tab as needed:

- Select the **Visual Probe Feedback** checkbox to turn feedback for the probes on or off.
- Select the **Show Feedback After Each Target** checkbox to enable a summary after a failed component of any drill.

10. On the tablet, select **Begin Training**.



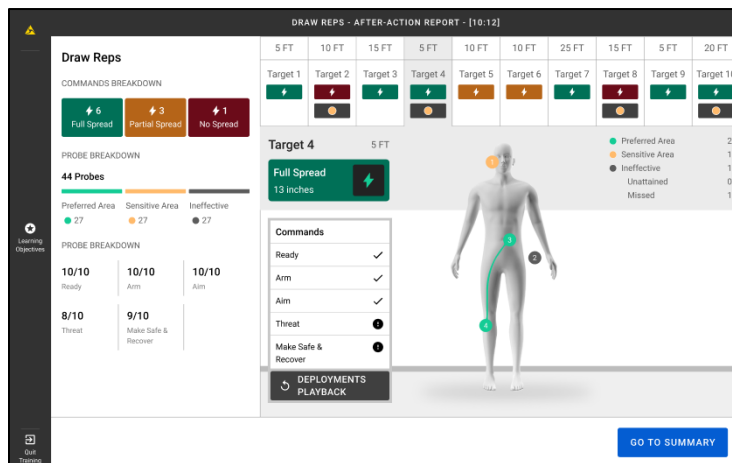
11. Ask the trainee in the headset to review the exercise description and select **Start Exercise** when they are ready to begin.



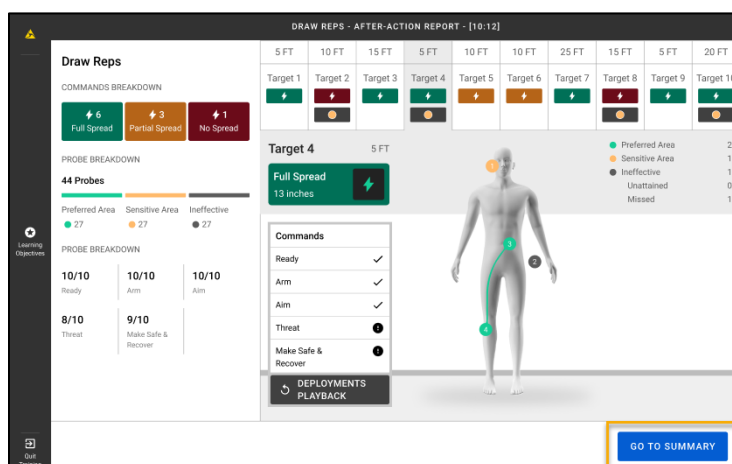
12. As the trainee completes the exercise, monitor their in-headset view from the tablet.

13. After the trainee has completed the exercise, you can view and analyze the AAR on the tablet.

NOTE: The trainee will have a separate AAR to view in-headset.



14. Select **Go To Summary** from the tablet



NOTES:

- The AAR is tailored for both the trainer and the trainee, so each will view their own separate report.
- Actions by the trainer or trainee do not affect the AAR of the other.

NOTE: In the Simulator Training: Range Skills exercises in Australia and New Zealand, measurements in the AARs will be in meters (for range distance) and centimeters (for probe spread).

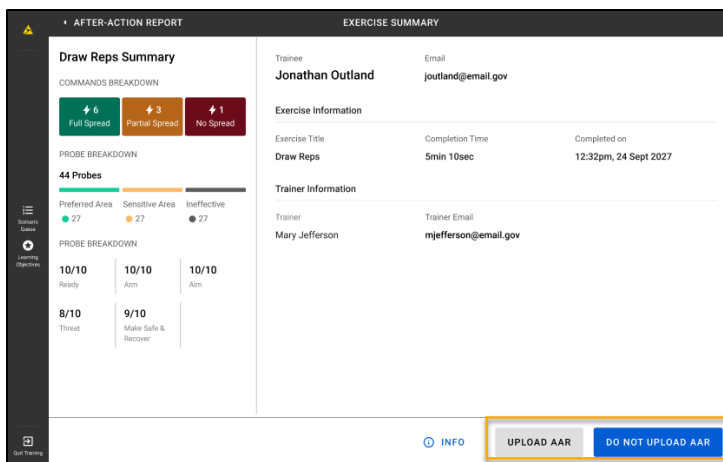
15. Do the following:

- a. Review the AAR Summary.
- b. Conduct a debriefing with the trainee to review the AAR and their performance in the drills in the exercise using the [exercise assessment rubric](#) as a guide, identify the reasons for any failures, and discuss any necessary remediation steps.

16. Select one of the following options:

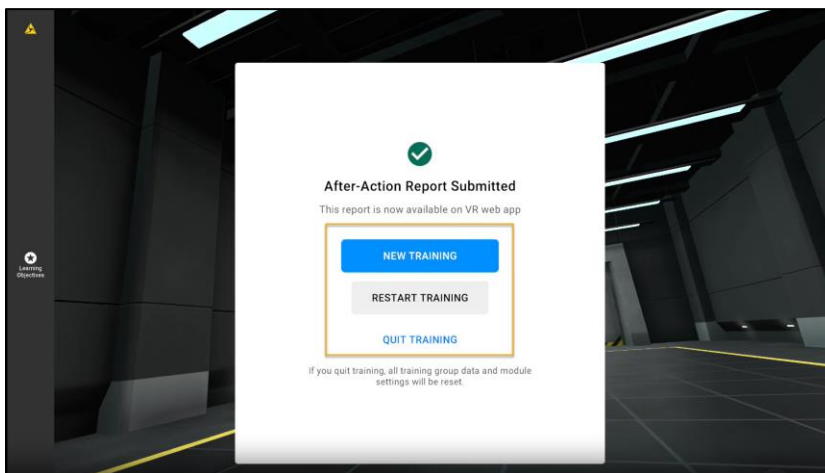
- a. **Upload AAR:** Select to [upload the AAR](#) to VR web app
- b. **Do Not Upload AAR:** Select to continue without uploading the AAR to VR web app

NOTE: Essential data (training date/time, trainer name, trainee name, and exercise type) will still be uploaded.



NOTE: For detailed instructions on uploading the AAR to VR web app, refer to the [Uploading AARs](#) section.

17. Select one of the following:

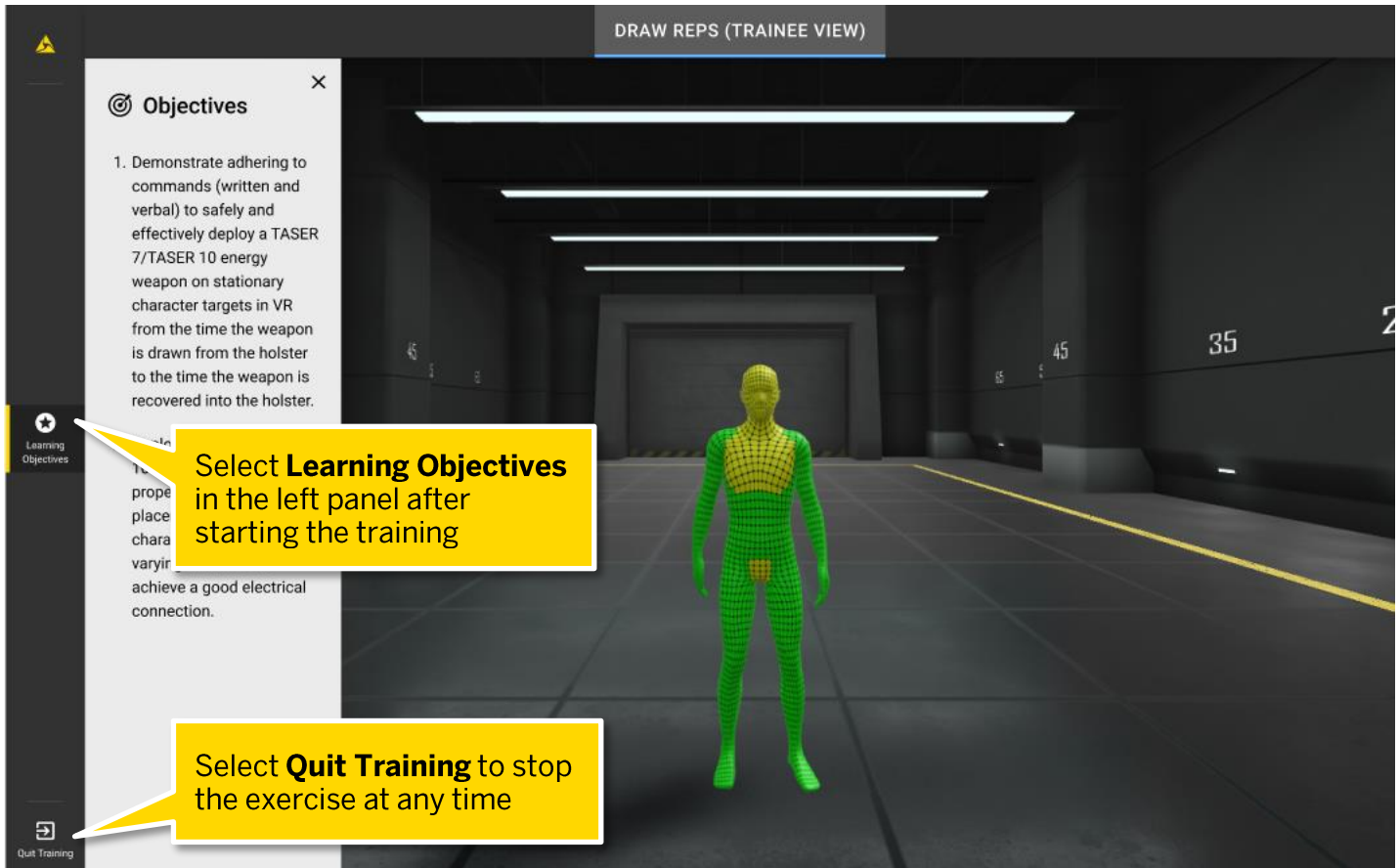


- **New Training:** Starts a new exercise with a different trainee.
- **Restart Training:** Restarts the exercise for the same trainee.
- **Quit Training:** Resets all training group data and module settings.

VIEWING LEARNING OBJECTIVES

Trainers can view the learning objectives for the exercise on the tablet.

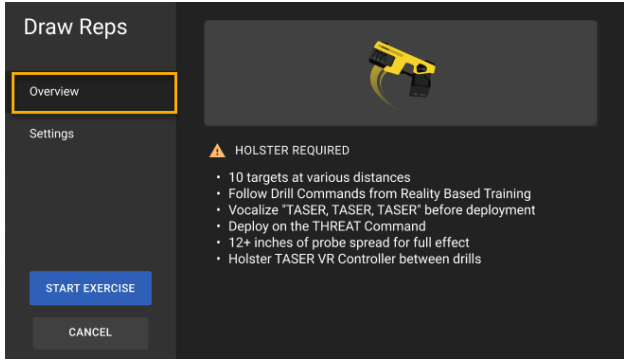
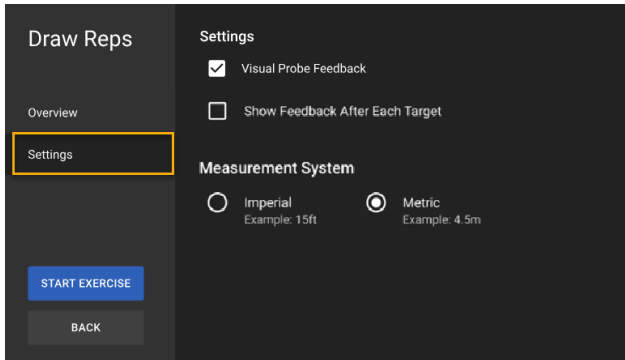
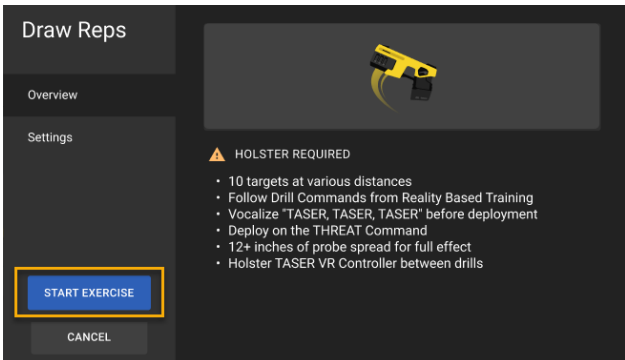
NOTE: Trainees cannot access the learning objectives directly in the headset. However, trainers can verbally share the objectives with them before they select **Start Exercise** in the headset.



NOTE: If the trainer selects **Quit Training** on the tablet, all progress will be lost.

DRAW REPS MENU







Before starting the exercise, review the menu that provides an overview of the exercise. Adjust settings from this menu, if needed.

| | | |
|-------------------------------------|--|--|
| <p>OVERVIEW TAB</p> | <p>The Overview tab provides exercise instructions.</p> |  |
| <p>SETTINGS TAB</p> | <p>In the Settings tab, you can adjust the following settings as needed:</p> <ul style="list-style-type: none"> • Select Visual Probe Feedback to turn feedback for the probes on or off. • Select Show Feedback After Each Target to enable a summary after a failed component of any drill. • In the Measurement System section, select either Imperial or Metric to show range distances in feet (imperial) or meters (metric) |  <p>NOTE: Trainers can also adjust these settings on the tablet in the Exercise Settings tab.</p> |
| <p>START EXERCISE BUTTON</p> | <p>Select Start Exercise to begin the exercise.</p> |  |

DRAW REPS COMMANDS

After selecting **Start Exercise**, commands will prompt the trainee to first "Holster" the TASER energy weapon, and then to get "Ready", "Arm", and "Aim" prior to the "Threat" appearing, which prompts the trainee to deploy the TASER energy weapon.

After the exercise is complete, the trainee will be prompted to "Make Safe & Recover" by re-holstering the TASER energy weapon.

| | | |
|--|---|---|
|  <p>A simulator screen showing a dark room with a blue light bar at the top displaying the word "HOLSTER".</p> |  <p>A simulator screen showing a dark room with a blue light bar at the top displaying the word "READY".</p> |  <p>A simulator screen showing a dark room with a blue light bar at the top displaying the word "ARM".</p> |
| Place the TASER energy weapon in holster | Be prepared for the next command | Take the TASER energy weapon out of the holster and turn off the Safety Switch |
|  <p>A simulator screen showing a green wireframe human figure in the center of a dark room. A blue light bar at the top displays the word "AIM".</p> |  <p>A simulator screen showing a green wireframe human figure in the center of a dark room. A red light bar at the top displays the word "THREAT" with red arrows pointing towards the figure.</p> |  <p>A simulator screen showing a green wireframe human figure in the center of a dark room. A blue light bar at the top displays the words "MAKE SAFE & RECOVER".</p> |
| Aim the TASER energy weapon | Deploy the energy weapon | Re-holster the TASER energy weapon |

CHARACTER TARGET RANGE DISTANCE





Character targets will appear at the following randomized distances in the range:




- 4 to 22 feet (TASER 7)
- 2 to 40 feet (TASER 10)





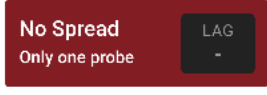

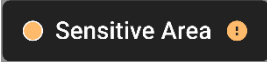

NOTE: For the Simulator Training: Range Skills exercises in Australia and New Zealand, the range distances are measured in meters:

- 1.2 to 6.7 meters (TASER 7)
- <1 to 12.2 meters (TASER 10)

EXERCISE FEEDBACK MESSAGES

| | | |
|---|--|---|
| <p>Command Missed ("Ready", "Arm", "Aim", or "Make Safe and Recover" commands)</p> | <p>Appears if a trainee misses a command. The trainee will be prompted to execute the command again until they have met the expected behavior.</p> |  |
| <p>Command Missed ("Threat" command)</p> | <p>Appears if a trainee misses the opportunity to deploy against a threat. The trainee will need to restart the exercise.</p> |  |
| <p>Early Draw</p> | <p>Appears if a trainee moves onto the "Arm" command before being prompted. The trainee will need to re-holster their weapon.</p> |  |
| <p>Early Disarm</p> | <p>Appears if a trainee rotates the Safety Switch to ARMED before they are prompted to do so. The trainee will need to re-arm their TASER energy weapon and try again.</p> |  |

| | | |
|-----------------------------|--|--|
| <p>Early Aim</p> | <p>Appears if a trainee lifts to extend their TASER energy weapon in front of them before the exercise prompts them to do so. The trainee will need to aim away from the target and try again.</p> |  |
| <p>Early Threat</p> | <p>Appears if a trainee deploys their TASER energy weapon before "Threat" appears. The trainee will need to try again.</p> |  |
| <p>Early Holster</p> | <p>Appears if a trainee re-holsters their TASER energy weapon before the "Make Safe & Recover" prompt appears. The trainee will need to draw their TASER energy weapon again.</p> |  |

| | |
|---|---|
|  | <p>Appears when NMI was successfully reached with 12+ inches of probe spread</p> <p>NOTE: 30+ centimeters in Australia and New Zealand.</p> |
|  | <p>Indicates that the probes are spread between 6 and 12 inches resulting in partial NMI or that the probe spread is less than 6 inches. When the probes are too close together, less than six inches apart, they may not generate an effective NMI.</p> <p>NOTE: 15-30 centimeters in Australia and New Zealand.</p> |
|     | <p>Indicates where the deployment attempts result in no NMI response, including:</p> <ul style="list-style-type: none"> • Missed: When all probe deployments miss the intended target, resulting in no NMI effect • No Deployments: When no probes are deployed during the exercise, resulting in a complete absence of any NMI effect • Only one probe: When only one probe is deployed and makes contact, but does not create a spread • Same Polarity: This scenario applies specifically to the TASER 7, where both probes that have made contact have the same polarity. This configuration limits the NMI effect and is categorized as ineffective. |
|  | <p>Indicates when a probe lands on one of the sensitive areas of the character target, highlighted in yellow</p> |
|  | <p>Indicates when a trainee deploys more than four probes on a character target who is exhibiting signs of full NMI. This serves as a reminder that each deployment of a TASER energy weapon probe must be individually justified based on the subject's behavior and the context of the situation.</p> |

AFTER-ACTION REPORT (AAR)

The After-Action Report (AAR) displays comprehensive performance data for all ten drills in the exercise, including:

- Location and results of probe deployments
- Success or failure to properly complete each drill
- Event replay of the target during each state change
- Elapsed time from the first trigger pull to achieving partial or full NMI (TASER 10 only)

Use these results to review the trainee's decisions and actions when determining if the learning objectives were met.

Provides a snapshot of the trainee's results, including total probes deployed and the distribution of types of deployments.

Color-coded icons indicate the success of the probes deployed against a specific target.

Select one of the boxes to display where the probes were deployed on the target and the inches of probe spread achieved.

Displays which commands the trainee successfully executed and which they might have missed or need to retry, indicated by the exclamation point.

Shows a missed probe

Select to view an animation of how the probes were deployed against the target during the exercise.

Draw Reps

SPREAD RESULTS

| | | |
|---------------|------------------|-------------|
| 6 Full Spread | 3 Partial Spread | 1 No Spread |
|---------------|------------------|-------------|

PROBE PLACEMENT BREAKDOWN

44 Probes

| | | |
|--------------------|-------------------|----------------|
| Preferred Area: 27 | Sensitive Area: 5 | Ineffective: 6 |
|--------------------|-------------------|----------------|

COMMANDS BREAKDOWN

| | | |
|-------------|--------------------------|----------|
| 8/10 Ready | 9/10 Arm | 9/10 Aim |
| 8/10 Threat | 9/10 Make Safe & Recover | |

Commands

| | |
|---------------------|---|
| Ready | ! |
| Arm | ! |
| Aim | ! |
| Threat | ✓ |
| Make safe & Recover | ✓ |

Target 4 5 FT

Full Spread 13 inches LAG 1.5

RESTART EXERCISE

CHOOSE NEW EXERCISE

DEPLOYMENTS PLAYBACK

NOTE: Simulator Training: Range Skills exercises in Australia and New Zealand use the metric measurement system; therefore, all measurements in the AAR will be in meters (range distances) and centimeters (probe spread).

MANAGING AARS IN VR WEB APP

NOTE: AAR upload and viewing in VR web app is not available in Simulator Training: Range Skills exercises in Australia and New Zealand.

Trainers can upload and manage AARs from tablet-facilitated Simulator Training: Range Skills exercises in VR web app.

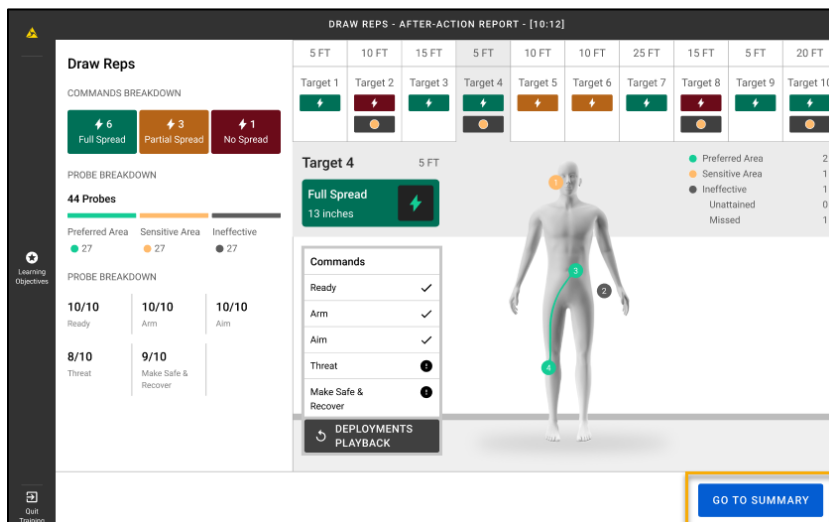
AAR uploads are only available for trainees with registered accounts. Guest accounts do not have this functionality.

TIP: For additional assistance managing AARs in VR web app, refer to the *Managing After-Action Reports in VR web app* [video](#).

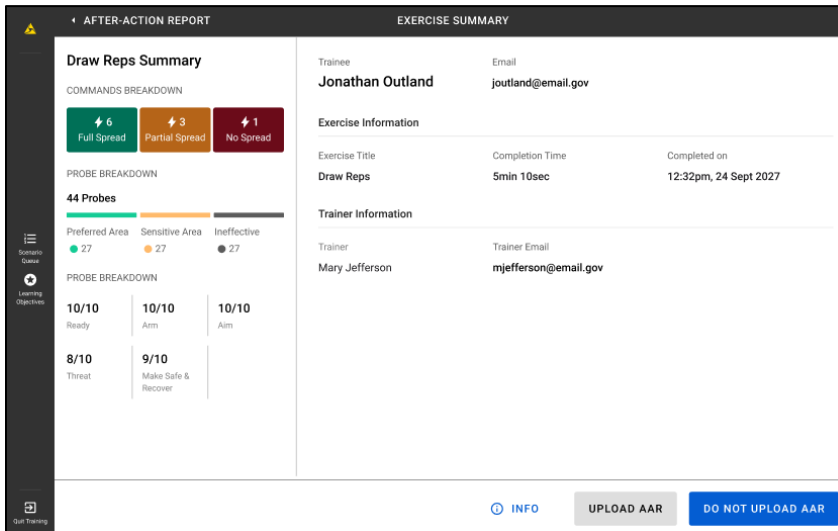
UPLOADING AARS

To upload AARs from the tablet, do the following:

1. Analyze the exercise AAR on the tablet.
2. Select **Go To Summary** at the bottom right.

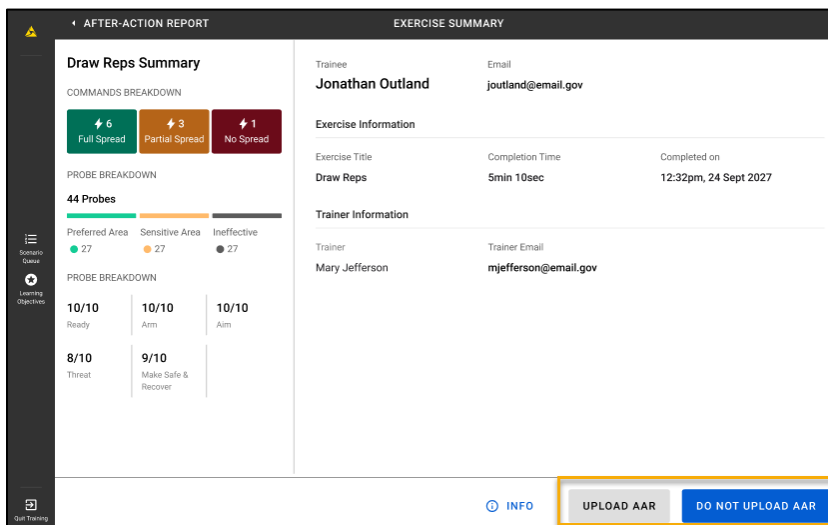


3. Review the evaluation.



4. Select one of the following:

- Upload AAR:** Upload all data displayed in the AAR to VR web app.
- Do Not Upload AAR:** The AAR data will not be uploaded.



NOTE: If you select **Do Not Upload AAR**, the following essential data will still be uploaded to VR web app:


- Training date/time
- Trainer name
- Trainee name
- Exercise type

VIEWING UPLOADED AARS

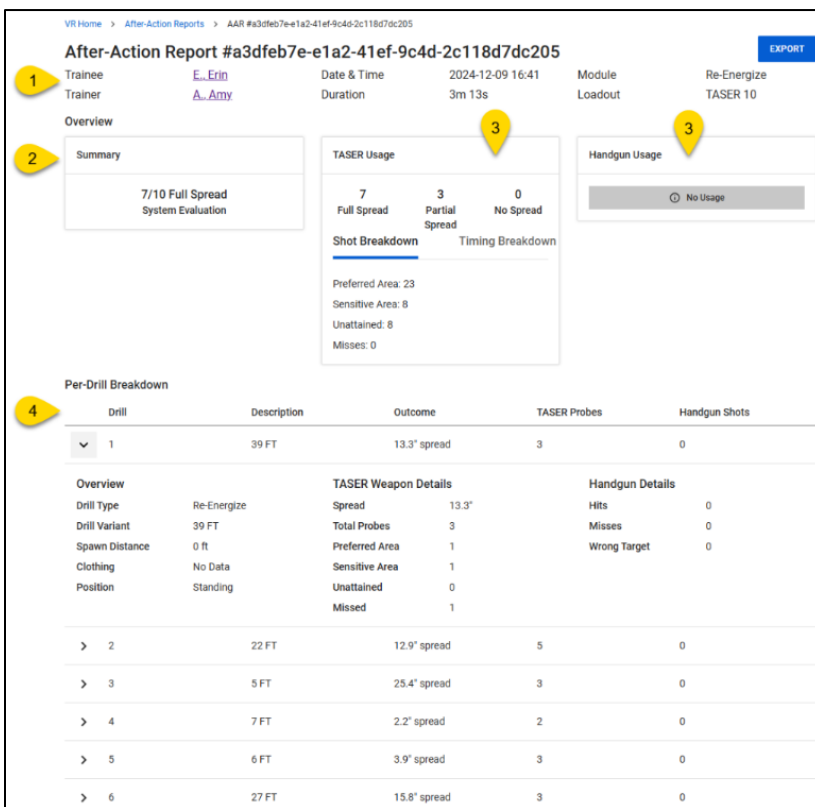
To view the AARs uploaded from the tablet, you must sign in to VR web app using the same account information that you used on the tablet.

EXAMPLE: If you signed in to the tablet with an Axon Evidence account, use those Axon Evidence credentials to sign in to VR web app.

To view a list of uploaded AARs:

1. Open the VR web app.
2. Select the **Reports**  icon.
3. To view the details of a specific AAR, select an entry in the **Date/Time** column.

When viewing a list of AARs, you can click to view details, and review the following:



VR Home > After-Action Reports > AAR #a3dfb7e-e1a2-41ef-9c4d-2c118d7dc205

After-Action Report #a3dfb7e-e1a2-41ef-9c4d-2c118d7dc205 EXPORT

Trainee: E. Erin Date & Time: 2024-12-09 16:41 Module: Re-Energize
Trainer: A. Amy Duration: 3m 13s Loadout: TASER 10

Overview

Summary: 7/10 Full Spread System Evaluation

TASER Usage: 7 Full Spread, 3 Partial Spread, 0 No Spread

Handgun Usage: No Usage

Per-Drill Breakdown

| Drill | Description | Outcome | TASER Probes | Handgun Shots |
|-------|-------------|--------------|--------------|---------------|
| 1 | 39 FT | 13.3" spread | 3 | 0 |
| 2 | 22 FT | 12.9" spread | 5 | 0 |
| 3 | 5 FT | 25.4" spread | 3 | 0 |
| 4 | 7 FT | 2.2" spread | 2 | 0 |
| 5 | 6 FT | 3.9" spread | 3 | 0 |
| 6 | 27 FT | 15.8" spread | 3 | 0 |

Overview

| Overview | | TASER Weapon Details | | Handgun Details | |
|----------------|-------------|----------------------|-------|-----------------|---|
| Drill Type | Re-Energize | Spread | 13.3" | Hits | 0 |
| Drill Variant | 39 FT | Total Probes | 3 | Misses | 0 |
| Spawn Distance | 0 ft | Preferred Area | 1 | Wrong Target | 0 |
| Clothing | No Data | Sensitive Area | 1 | | |
| Position | Standing | Unattained | 0 | | |
| | | Missed | 1 | | |

NOTE: This screenshot shows the AAR details for the Re-Energize exercise as an example.

1. Essential training information, including:
 - **Trainee:** Name of the trainee
 - **Trainer:** Name of the trainer
 - **Date & Time:** Date and time the exercise was completed
 - **Duration:** Length of the exercise session
 - **Module:** Name of the completed exercise
 - **Loadout:** Weapon used during the exercise

2. **Overview:** A high-level summary of how the trainee performed during the exercise, including:
 - **System Evaluation:** An objective assessment of the trainee's performance based on set criteria, detailing the outcomes of the training, such as the number of targets hit
 - **Trainer Evaluation:** Trainer determination whether a trainee passed or failed the exercise based on their performance
3. A breakdown of weapon usage to assess the accuracy and effectiveness of the weapon, including:
 - **TASER Usage:** Breakdown of probes deployed and timing
 - **Handgun Usage:** Breakdown of shots fired and timing

NOTE: VR web app reports will display "No Usage" under TASER Usage or Handgun Usage if those weapons are incompatible with the completed exercise.
4. **Per-Drill Breakdown:** Select an arrow to view the details for each drill.


SORTING & FILTERING AARS

By default, AARs are displayed in chronological order by the most recent training completed. To filter the list by training date and time, trainee, trainer, or completed module, do the following:

1. [View](#) the list of uploaded AARs.
2. Select **Add Filter**.
3. Select a filter type from the **Column** drop-down menu.
4. Apply the filter you want to use.
5. Select **Add Filter**. The list of filtered AARs displays.

EXPORTING AARS TO A CSV FILE

To export a list of AARs to a CSV file, do the following:

1. Select the **Reports**  icon.
2. Apply filters as needed.
3. Select **Export**. The CSV file downloads to your device.

EXERCISE ASSESSMENT RUBRIC

Following the exercise, trainers should debrief with trainees to discuss their results and provide tips for improving their performance based on notes provided during the session.

As part of the assessment rubric, Axon recommends that trainers also discuss their agency policy with trainees to provide agency-specific direction and supplement this experience with agency resources, policies, best practices, and guidelines.

The trainer will then engage in the 10-minute debriefing using the exercise assessment rubric below:

Observe the following trainee behaviors while they safely and effectively deploy a TASER 7/TASER 10 energy weapon on stationary character targets in VR from the time the weapon is drawn from the holster to the time the weapon is recovered back into the holster.

Passing Behaviors

The trainee demonstrated the following:

1. On the command of **READY**, the trainee assumed the “Field Interview” position: hands above the waist, weight evenly distributed, and feet shoulder-width apart.
2. On the command of **ARM**, the trainee correctly armed the energy weapon by doing the following:
 - Draw the TASER 7/TASER 10 energy weapon from the holster with one hand
 - Rotate the Safety Switch to ARMED/UP (TASER 7 only) / rotate the Selector Switch up one click to ARMED/ON (TASER 10 only)
 - Index their trigger finger along the side of the energy weapon
 - Place the energy weapon in SUL position (or modified low ready)
3. On the command of **AIM**, the trainee aimed the TASER 7/TASER 10 energy weapon at the character target by doing the following:
 - Extend the energy weapon out
 - Line up the energy weapon to split the beltline of the character target
 - Line up the LASER at the right or left hip, just above the belt line to gain maximum NMI (*TASER 7 only*)

(continued on next page)

| | |
|--|--|
| | <p>4. On the command of THREAT, the trainee deployed the TASER 7/TASER 10 energy weapon and brought the weapon back to the SUL or low-ready position by doing the following:</p> <ul style="list-style-type: none"> • Deploy the energy weapon for a five-second cycle and doing the following: <ul style="list-style-type: none"> ○ Line up the energy weapon to split the beltline of the character target (TASER 7 only) ○ Aim at the character target's hip ○ Press the trigger to deploy a probe above the belt line ○ Press the trigger to deploy an additional probe into the leg area to create a 12-inch spread <p style="text-align: center;">NOTE: 30-centimeter spread in Australia and New Zealand.</p> • Bring the energy weapon back to SUL or low-ready position and doing the following: <ul style="list-style-type: none"> ○ Place support side finger on the Safety Switch (TASER 7 only) / Selector Switch (TASER 10 only) ○ Index trigger finger along the side of the energy weapon <p>5. On the command of MAKE SAFE and RECOVER, the trainee returned the TASER 7/TASER 10 energy weapon to the holster and did the following:</p> <ul style="list-style-type: none"> • Scan for other threats • Rotate Safety Switch to SAFE/DOWN (TASER 7 only) / Rotate Selector Switch down one click to OFF/DOWN (TASER 10 only) • Re-holster the energy weapon |
|--|--|

| | |
|---|--|
| <input type="checkbox"/> Failing Behaviors | <p>The trainee did not demonstrate the passing behaviors as defined above for this learning objective.</p> |
|---|--|

TRAINER NOTES

Observe the following behaviors when the trainee deploys a TASER 7/TASER 10 energy weapon with proper spread and probe placement within the preferred target area on stationary character targets at varying distances to achieve a good electrical connection.

| | |
|---|--|
| <input type="checkbox"/> Passing Behaviors | <p>The trainee demonstrated the following when deploying their energy weapon:</p> <ul style="list-style-type: none">• Deployed and achieved proper probe spread based on randomized stationary character target's distance, considering the target's distance and angle.• Achieved a minimum 12-inch probe spread within the stationary character target's preferred target area depending on the distance.• Achieved a good electrical connection with two connected probes at a 12-inch spread on the character target. <p>NOTE: Minimum 30-centimeter spread in Australia and New Zealand.</p> |
|---|--|

| | |
|---|--|
| <input type="checkbox"/> Failing Behaviors | <p>The trainee did not demonstrate the passing behaviors as defined above for this learning objective.</p> |
|---|--|

TRAINER NOTES

Although not assessed in this VR range skill exercise, remind trainees to do the following in real-world situations:

- Move the energy weapon further from the target
- Move your body further from the target
- Move your body in the space when deploying the TASER energy weapon