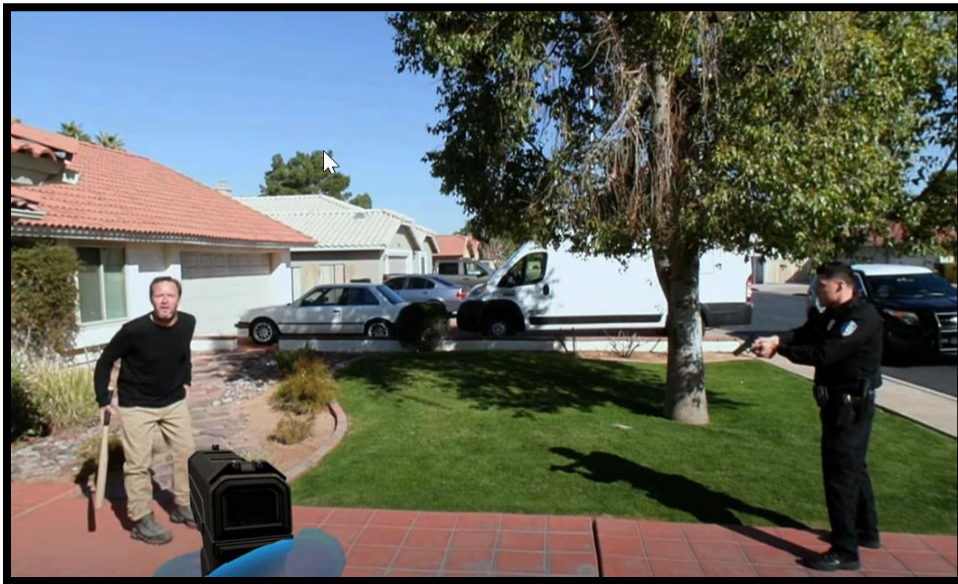


Axon VR

Virtual Reality-Based Training (vRBT) Live Action



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 and assessing trainees after they complete the Virtual Reality-Based Training (vRBT) Live Action scenarios in-headset.

TRAINING SESSION PREPARATION

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

LESSON PLAN	Review the lesson plan, which provides a comprehensive overview of the vRBT Live Action training, including its purpose, scenario overviews, trainer preparation guidance, and links to additional resources.
LEARNING OBJECTIVES	Review the vRBT Live Action learning objectives, identify additional learning objective skills to assess trainees on during the scenarios, and add any agency-specific learning objective skills to assess.
AGENCY RESOURCES	Add agency-specific notes, including local and state resources, best practices, and pertinent guidelines tailored to your agency.
SCENARIOS	Review the scenario overviews, including flowcharts that outline decision points and branches for each scenario.

TRAINEE EVALUATION

Use the [trainee evaluation form](#) to track trainee completion and document notes on their scenario decisions. Conduct a debriefing with the trainee by asking debriefing questions and questions in the [scenario assessment rubric](#). Print copies for each trainee and add the trainee's name, ID, and position at the top of each evaluation form to use as a training record.

NOTE: If facilitating this training with multiple trainees at once, use the group debriefing and group scenario assessment rubric questions in the [group evaluation](#) section to debrief the group. Axon also recommends [screen casting](#) the in-headset experience for the group to observe.

DEBRIEFING QUESTIONS	After the trainee completes a scenario in-headset, conduct a debriefing with them to provide feedback, discuss their choices and the scenario's outcome. Use the provided debriefing questions for guidance and incorporate any agency-specific debriefing questions.
SCENARIO ASSESSMENT RUBRIC	Conduct an assessment of the scenario with the trainee based on the learning objectives. Use the provided assessment questions for support as needed. Your assessment should also include a discussion about agency policy and a review of any pertinent local and state resources.

LESSON PLAN

OVERVIEW

vRBT Live Action combines 360° video with Handgun and TASER VR Controllers for a highly immersive and realistic training experience. This innovative approach enhances rapid visual assessment, de-escalation techniques, and hands-on technical proficiency with a handgun and TASER energy weapon.

After completing the experience, the trainer will conduct a debriefing with the trainee using the [AAR](#), [debriefing questions](#) and [scenario assessment rubric](#).

DISCLAIMER: This training experience is intended to simulate real-life scenarios as much as possible but cannot duplicate all field scenarios. By offering this training experience, Axon is not setting use of force standards, nor providing legal advice. Trainees should follow their agency policy. This training is not intended to replace or supplement your agency's required firearms training. Read and follow all manufacturer warnings and recommendations while engaging in this training experience.

SCENARIOS

vRBT Live Action offers a set of scenarios designed to strengthen critical decision-making in high-stress situations. It includes a wide range of environments and supports multiple weapon types.

Available scenarios include:

1. [Active Shooter](#)
2. [Armed Subject I](#)
3. [Armed Subject II](#)
4. [Assault Suspect: Attempt to Locate](#)
5. [Bar Altercation](#)
6. [Domestic Disturbance I](#)
7. [Domestic Disturbance II](#)
8. [Neighbor Altercation](#)
9. [Robbery](#)
10. [Terry Stop](#)
11. [Traffic Stop I: Sovereign Citizen](#)
12. [Traffic Stop II: Non-Compliant Passenger](#)
13. [Workplace Disturbance](#)

<p>SCENARIO FEATURES</p>	<p>Some scenarios have unique features, including the ability to deploy a Warning Arc (TASER 7 VR Controller) or Warning Alert (TASER 10 VR Controller), re-energize the TASER VR Controller, or show the subject's reaction when the trainee draws a Handgun VR Controller.</p> <table border="1" data-bbox="456 304 1502 627"> <thead> <tr> <th data-bbox="456 304 870 405">Warning Arc (TASER 7) or Warning Alert (TASER 10)</th> <th data-bbox="870 304 1192 405">Re-Energize</th> <th data-bbox="1192 304 1502 405">Handgun Reaction</th> </tr> </thead> <tbody> <tr> <td data-bbox="456 405 870 627"> <ul style="list-style-type: none"> • Armed Subject II • Neighbor Altercation • Terry Stop • Workplace Disturbance </td> <td data-bbox="870 405 1192 627"> <ul style="list-style-type: none"> • Assault Suspect: Attempt to Locate </td> <td data-bbox="1192 405 1502 627"> <ul style="list-style-type: none"> • Workplace Disturbance </td> </tr> </tbody> </table>	Warning Arc (TASER 7) or Warning Alert (TASER 10)	Re-Energize	Handgun Reaction	<ul style="list-style-type: none"> • Armed Subject II • Neighbor Altercation • Terry Stop • Workplace Disturbance 	<ul style="list-style-type: none"> • Assault Suspect: Attempt to Locate 	<ul style="list-style-type: none"> • Workplace Disturbance
Warning Arc (TASER 7) or Warning Alert (TASER 10)	Re-Energize	Handgun Reaction					
<ul style="list-style-type: none"> • Armed Subject II • Neighbor Altercation • Terry Stop • Workplace Disturbance 	<ul style="list-style-type: none"> • Assault Suspect: Attempt to Locate 	<ul style="list-style-type: none"> • Workplace Disturbance 					
<p>IN-HEADSET VR EXPERIENCE</p>	<p>Primed with radio traffic from a dispatcher, trainees dive into high-stress calls for service, demanding quick, critical decision-making ranging from issuing a TASER energy weapon audible alert to deploying their TASER energy weapon or firearm, effectively equipping them for complex real-world scenarios.</p> <p>Trainees determine how the call ends and see the results of their choices play out before them. Trainees can also complete each scenario more than once to experience the different possible outcomes.</p> <p>NOTE: While subjects won't respond to verbal commands in these scenarios, its recommended to use them for realism.</p> <p>See the scenario flowcharts for an overview of the scenario branching.</p>						
<p>LEARNING OBJECTIVES</p>	<p>Given a scenario depicting an officer responding to a high-stress call for service, the trainee will complete the following with their agency trainer and score 100% on the scenario assessment rubric:</p> <ul style="list-style-type: none"> • Demonstrate best practices according to agency policy in responding to situations involving a high-risk subject with little time or space to react and potential safety risks to all parties on scene. • Effectively deploy a TASER 7/TASER 10 VR Controller within the available preferred target areas on a moving subject who is in various positions at varying distances with obstructing barriers to achieve neuromuscular incapacitation (NMI). • Effectively fire a Handgun VR Controller on a threatening stationary subject who is in various positions at varying distances with obstructing barriers to incapacitate the subject. 						

INSTRUCTIONAL GOAL	As a responding officer, the trainee will apply use of force decision-making strategies during a high-stress call for service, demonstrating sound judgment under time and space constraints by effectively deploying a TASER 7/TASER 10 VR Controller and Handgun VR Controller at high-risk subjects, achieving target accuracy, neuromuscular incapacitation (NMI), and subject incapacitation in accordance with agency policy and safety protocols.
REQUIRED MATERIALS	Available on the Instructional Content page: <ul style="list-style-type: none"> • Facilitator's Guide • Sample course roster (<i>optional for collecting trainee names and email addresses and tracking completion</i>)
DATE RELEASED	October 2023
PREREQUISITES	None
COURSE LENGTH	<ul style="list-style-type: none"> • Each scenario requires two to three minutes to complete in headset. • Support trainees by debriefing for about 15 minutes in-person immediately after they complete a scenario and remove their headset.
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	This curriculum is designed for a trainer-to-trainee ratio of 1:1. NOTE: If facilitating this module with multiple trainees at the same time, Axon recommends screen casting a trainee's in-headset experience for the group to observe.
ADDITIONAL RESOURCES	<ul style="list-style-type: none"> • For assistance facilitating this vRBT Live Action or setting up Axon VR equipment, see the Axon VR Training page • For assistance screen casting the in-headset experience, see the Screen cast options – VR article

EQUIPMENT

- VR headset (cleaned and charged)
 - VR Controller (charged):
 - TASER 7 VR Controller
 - TASER 10 VR Controller
 - Handgun VR Controller
- NOTE:** Depending on the specific vRBT Live Action training scenario, trainees will be able to use one or more of the paired VR Controllers.
- Optional, but recommended equipment:
 - TASER VR Controller holster
 - Handgun sidearm holster
 - Samsung VR tablet (for trainer observation and [screen casting](#) to a group of trainees)
 - VR Controller specifications:
 - The Handgun VR Controller is not required for vRBT Live Action; not all scenarios use it.
 - You can use the TASER 10 VR Controller in all of the vRBT Live Action scenarios.
 - Some scenarios only require the TASER 10 VR Controller.
 - The Handgun VR Controller can be used in all scenarios, except those that only require the TASER 10 VR Controller.
 - You cannot [pair](#) both a TASER 7 VR Controller and a TASER 10 VR Controller with the headset simultaneously.

SAMPLE TRAINING SCHEDULE

vRBT Live Action is a standalone application that does not include any online integrations with Axon Academy. In Solo mode, trainees can complete scenarios on their own without trainer observation. However, agencies can use scenarios as part of facilitated training with a trainer.

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.

0800-0805	Trainee completes a vRBT Live Action scenario in-headset
0805-0820	Trainer conducts assessment debriefing with the trainee following the evaluation procedure using the debriefing questions and scenario assessment rubric

LEARNING OBJECTIVES

Given a scenario depicting an officer responding to a high-stress call for service, the trainee will complete the following with their agency trainer and score 100% on the scenario assessment rubric:

- Demonstrate best practices according to agency policy in responding to situations involving a high-risk subject with little time or space to react and potential safety risks to all parties on scene.
- Effectively deploy a TASER 7/TASER 10 VR Controller within the available preferred target areas on a moving subject who is in various positions at varying distances with obstructing barriers to achieve neuromuscular incapacitation (NMI).
- Effectively fire a Handgun VR Controller on a threatening stationary subject who is in various positions at varying distances with obstructing barriers to incapacitate the subject.

LEARNING OBJECTIVE SKILLS

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

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, belt line, demeanor <input type="checkbox"/> Multiple threat engagement (<i>handgun only</i>) <input type="checkbox"/> Subject proximity <input type="checkbox"/> Vehicle proximity	<input type="checkbox"/> Interview stance <input type="checkbox"/> Move off the "X" <input type="checkbox"/> Off-hand work <input type="checkbox"/> Recovery position
WEAPONS MANIPULATION	DE-ESCALATION & COMMUNICATION	TASER ENERGY WEAPON DEPLOYMENT
<input type="checkbox"/> Weapon transition: Lethal to less lethal <input type="checkbox"/> Weapon transition: Less lethal to lethal	<input type="checkbox"/> Building rapport <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"/> Dispatch disparity (caller perception, bias, etc.) <input type="checkbox"/> Duty to intervene <input type="checkbox"/> Empathy <input type="checkbox"/> Third party considerations/bias <input type="checkbox"/> Verbal de-escalation	<input type="checkbox"/> Follow through after deployment <input type="checkbox"/> Post deployment activity (supervisor; medical; other)
		PROBE DEPLOYMENT:
		<input type="checkbox"/> Speed <input type="checkbox"/> Preferred targeting area <input type="checkbox"/> Spread <input type="checkbox"/> Clothing consideration
		ADMINISTRATIVE TASKS
		<input type="checkbox"/> Court preparation <input type="checkbox"/> Report writing

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 scenario:

AGENCY RESOURCES

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

In alignment with agency policy, consider creating a supplemental guide (or use the space below to add agency-specific notes) to share with trainees that includes the local and state resources available that are specific to your agency and community, best practices, and agency-specific guidelines.

AGENCY-SPECIFIC NOTES

SCENARIOS

vRBT Live Action training offers a library of training scenarios that focus on crucial decision making in high-stress situations. There are a variety of scenarios with different environments and weapons supported.

NOTE: The following scenarios are available with the initial vRBT Live Action application:


- [Terry Stop](#)
- [Traffic Stop II](#)
- [Neighbor Altercation](#)

You can download any of the additional scenarios in headset on the **Manage Content** screen. For instructions how to download additional scenarios, refer to the [Launching vRBT Live Action Scenarios](#) section in this guide.

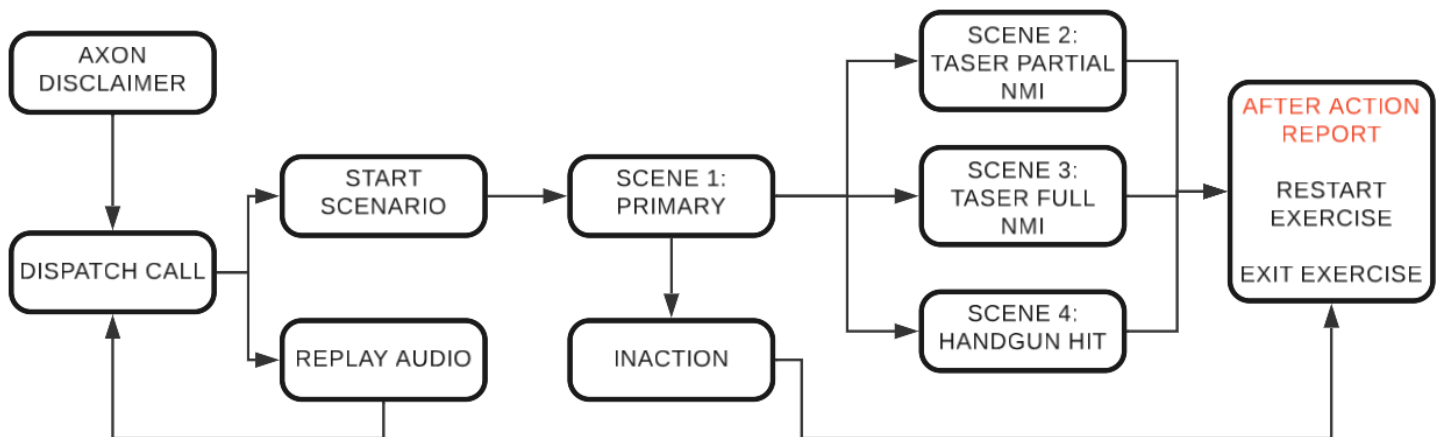
Available scenarios include:

1. [Active Shooter](#)
2. [Armed Subject I](#)
3. [Armed Subject II](#)
4. [Assault Suspect: Attempt to Locate](#)
5. [Bar Altercation](#)
6. [Domestic Disturbance I](#)
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9. [Robbery](#)
10. [Terry Stop](#)
11. [Traffic Stop I: Sovereign Citizen](#)
12. [Traffic Stop II: Non-Compliant Passenger](#)
13. [Workplace Disturbance](#)


ACTIVE SHOOTER

<p>DESCRIPTION</p>	<p>In this scenario, trainees are equipped with both a TASER energy weapon and a handgun as they rush to a business shortly after an active shooter has been reported.</p> <p>Trainees can refine their skills in precise aiming and strategic deployment of force when taking cover behind a wall.</p> <p>From this position, trainees aim to prevent any further harm to others as the shooter emerges from the building.</p>	
<p>ENVIRONMENT</p>	<p>Business</p>	
<p>WEAPONS SUPPORTED</p>	<ul style="list-style-type: none"> • TASER 7 VR Controller • TASER 10 VR Controller • Handgun VR Controller 	

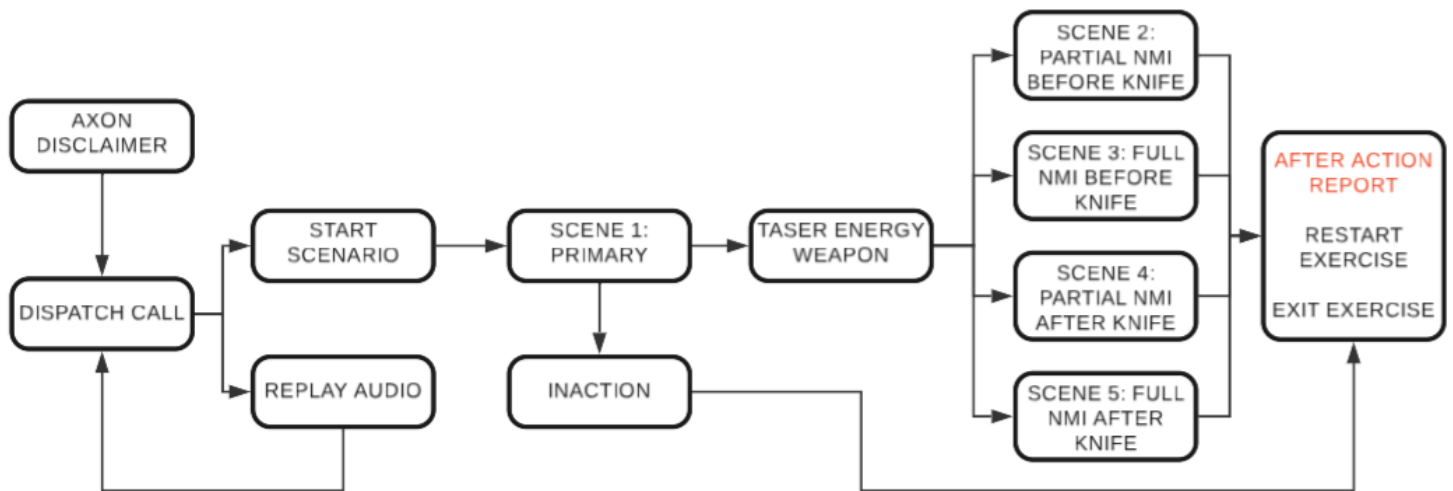
SCENARIO FLOW




ARMED SUBJECT I

<p>DESCRIPTION</p>	<p>In this scenario, trainees are equipped with a TASER energy weapon as they encounter a shoplifter with multiple priors for weapons and assault.</p> <p>With the suspect partially obscured by a vehicle in an outdoor daytime setting, trainees must create their probe spread on the suspect in a high-intensity space and decide when to deploy based on the rapidly escalating scene.</p>	
<p>ENVIRONMENT</p>	<p>Pawn shop</p>	
<p>WEAPONS SUPPORTED</p>	<p>TASER 10 VR Controller</p>	

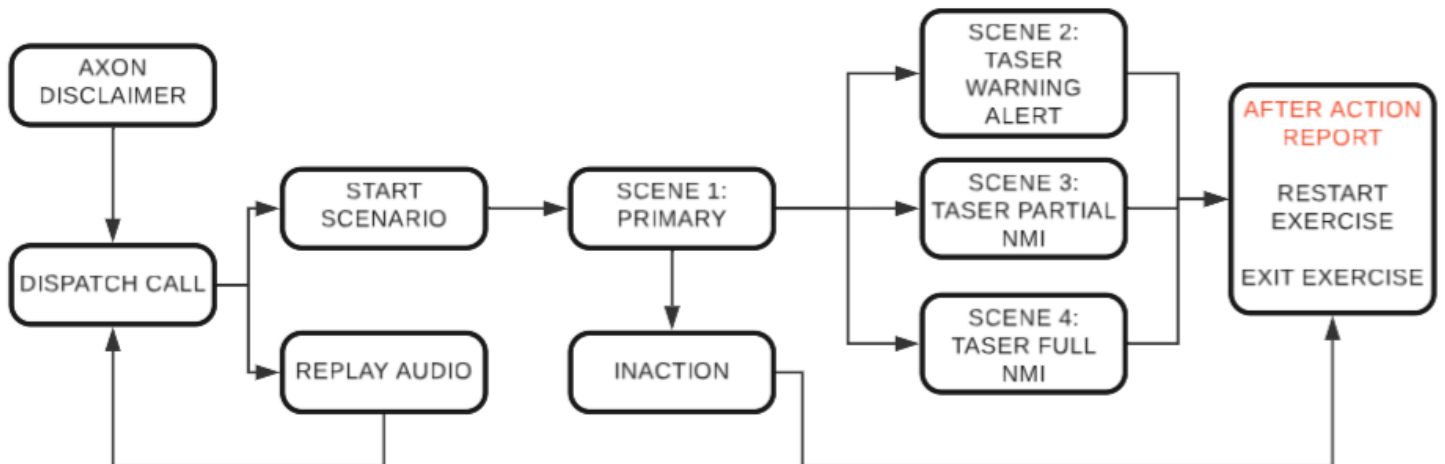
SCENARIO FLOW




ARMED SUBJECT II

<p>DESCRIPTION</p>	<p>In this scenario, trainees are equipped with a TASER energy weapon as they corner an assault suspect armed with a knife.</p> <p>Breathing heavily and winded from running, the suspect is unresponsive to commands as he takes cover behind a parked vehicle.</p> <p>Trainees may consider deploying a Warning Alert to de-escalate the suspect or deploying their TASER energy weapon to achieve NMI to resolve the conflict in this highly volatile scenario.</p>	
<p>ENVIRONMENT</p>	<p>Parking lot</p>	
<p>WEAPONS SUPPORTED</p>	<p>TASER 10 VR Controller (with Warning Alert option)</p>	

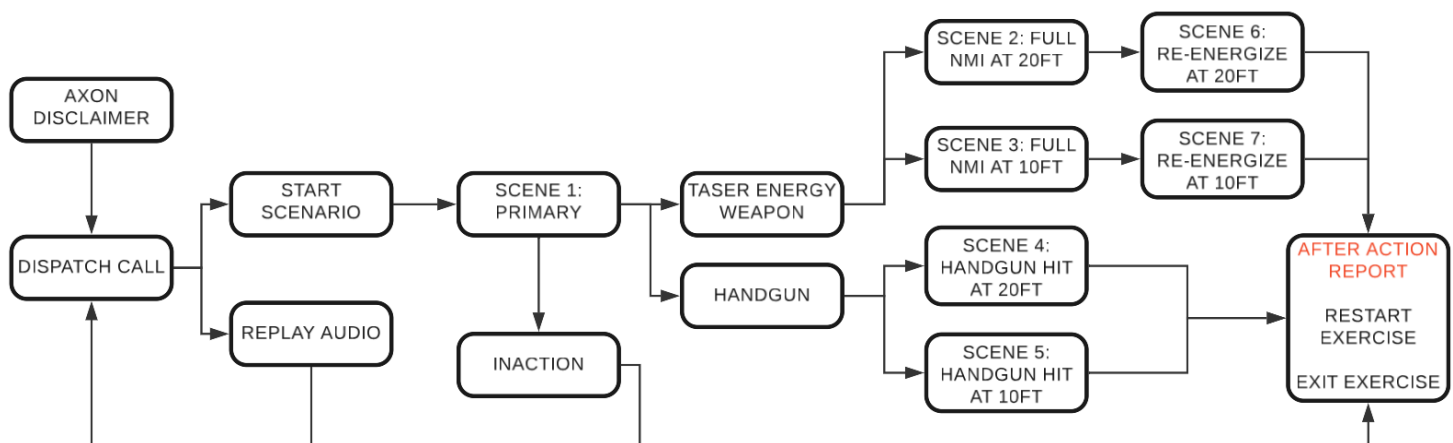
SCENARIO FLOW




ASSAULT SUSPECT: ATTEMPT TO LOCATE

<p>DESCRIPTION</p>	<p>In this scenario, trainees are equipped with both a TASER energy weapon and a handgun as they and their partner have discovered a shooting suspect in a remote area off the road. Initially appearing unarmed, the suspect dismisses all commands as he advances toward the officers.</p> <p>Trainees must account for the constantly shifting distance between themselves and the subject while deciding whether to deploy their TASER energy weapon or fire their handgun, as well as factoring in the time it takes for the suspect to approach them. If trainees choose to deploy their TASER energy weapon, there is also an option to re-energize.</p>	
<p>ENVIRONMENT</p>	<p>Rural road</p>	
<p>WEAPONS SUPPORTED</p>	<ul style="list-style-type: none"> • Handgun VR Controller • TASER 7 VR Controller (with re-energize option) • TASER 10 VR Controller (with re-energize option) 	

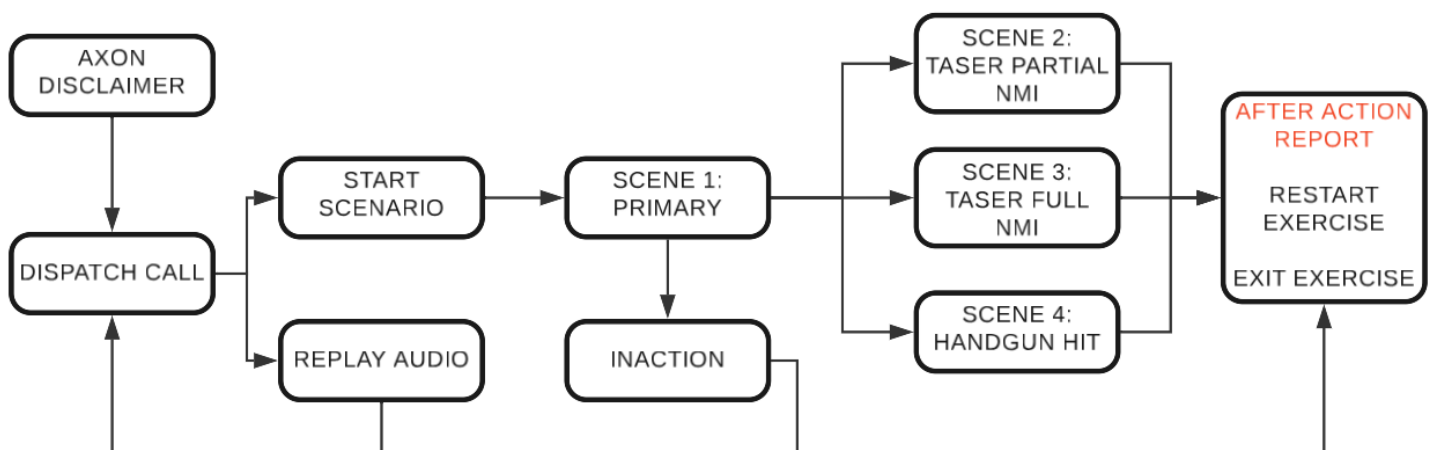
SCENARIO FLOW




BAR ALTERCATION

<p>DESCRIPTION</p>	<p>In this scenario, trainees are equipped with both a TASER energy weapon and a handgun as they diffuse a confrontation between two males outside a bar. Despite repeated directives to disengage and cooperate with law enforcement, one subject persists in their non-compliant behavior.</p> <p>Trainees are compelled to make a critical decision regarding the optimal use of force, considering whether to deploy their TASER energy weapon or fire their handgun to help ensure compliance from the subject.</p>	
<p>ENVIRONMENT</p>	<p>Bar</p>	
<p>WEAPONS SUPPORTED</p>	<ul style="list-style-type: none"> • TASER 7 VR Controller • TASER 10 VR Controller • Handgun VR Controller 	

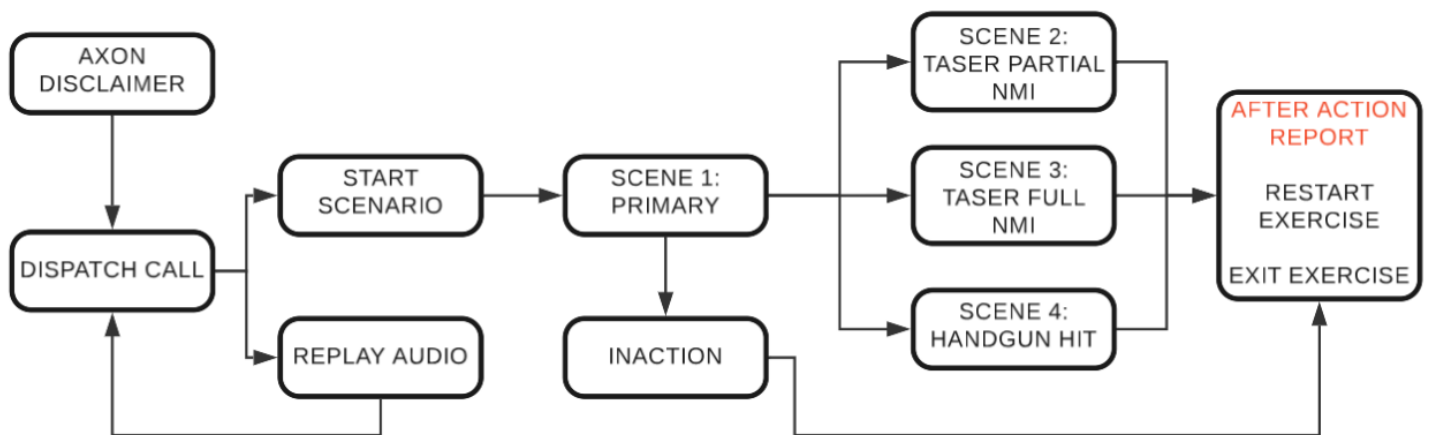
SCENARIO FLOW




DOMESTIC DISTURBANCE I

<p>DESCRIPTION</p>	<p>In this scenario, trainees are equipped with both a TASER energy weapon and a handgun as they are confronted with a domestic dispute between a male and female in a parking lot, with both parties alleging abuse.</p> <p>While the trainee's partner endeavors to verbally de-escalate the situation and secure compliance, trainees must keenly evaluate the actions and accusations of the subjects, remaining ready to deploy use of force when necessary.</p>	
<p>ENVIRONMENT</p>	<p>Parking lot</p>	
<p>WEAPONS SUPPORTED</p>	<ul style="list-style-type: none"> • TASER 7 VR Controller • TASER 10 VR Controller • Handgun VR Controller 	

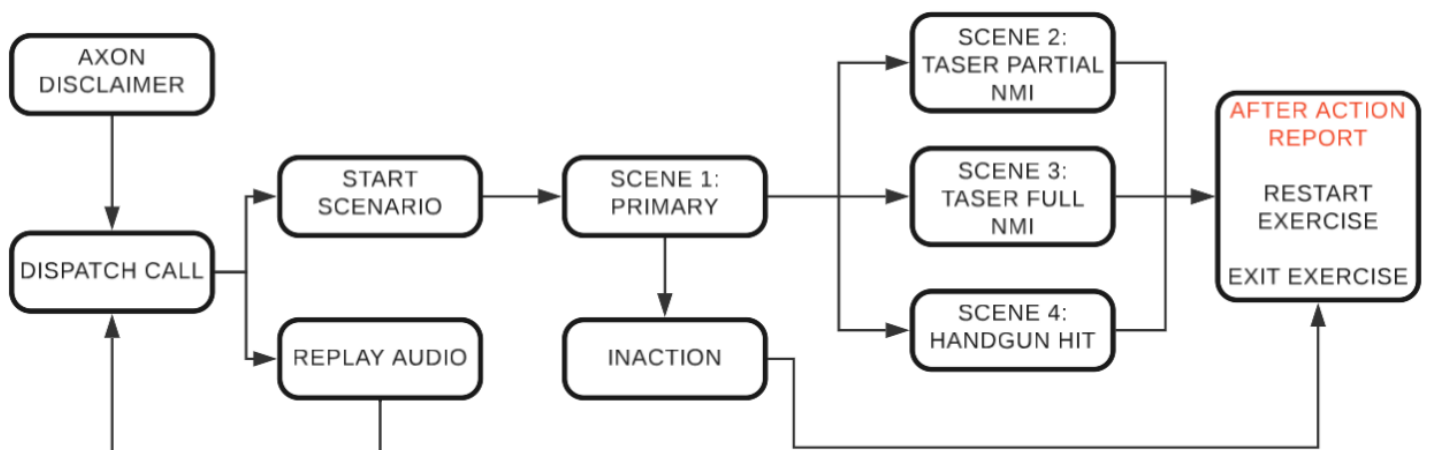
SCENARIO FLOW




DOMESTIC DISTURBANCE II

<p>DESCRIPTION</p>	<p>In this scenario, trainees are equipped with both a TASER energy weapon and a handgun as they respond to a domestic dispute at a residence where an individual is armed with a knife.</p> <p>While their partner engages in verbal de-escalation with the subject when the subject emerges from the residence, they are presented with the option to manage the situation swiftly.</p> <p>Trainees must make a rapid decision between deploying their TASER energy weapon or firing their handgun, as the subject persists in refusing to drop the weapon.</p>	
<p>ENVIRONMENT</p>	<p>Residence</p>	
<p>WEAPONS SUPPORTED</p>	<ul style="list-style-type: none"> • TASER 7 VR Controller • TASER 10 VR Controller • Handgun VR Controller 	

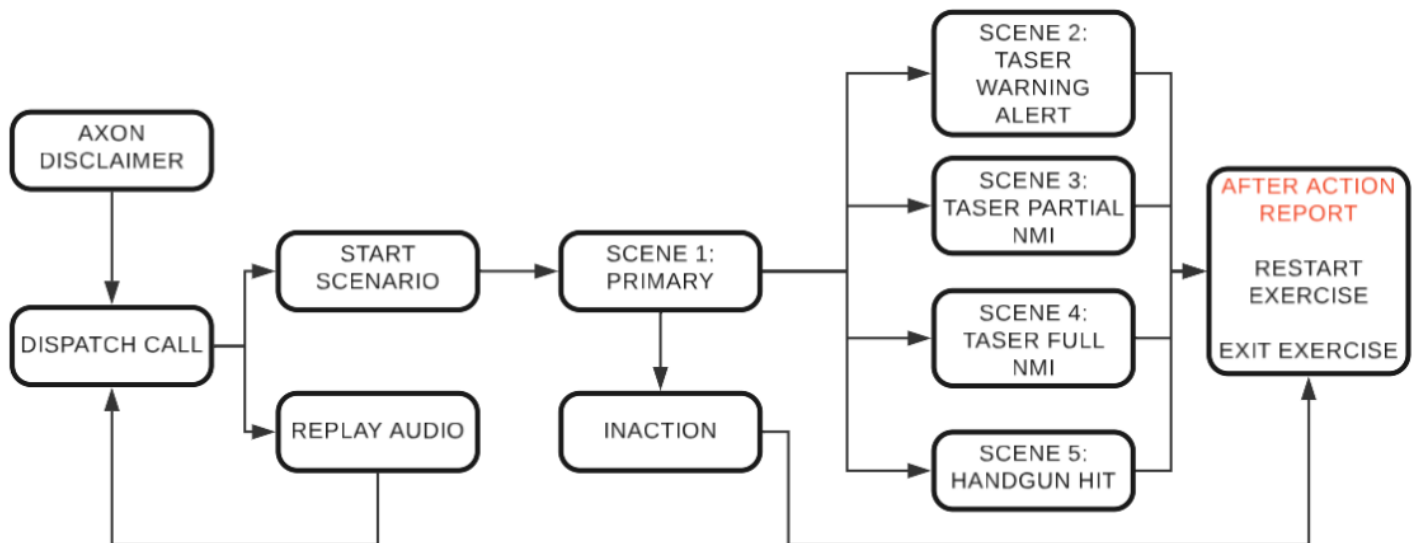
SCENARIO FLOW




NEIGHBOR ALTERCATION

<p>DESCRIPTION</p>	<p>In this scenario, trainees are equipped with both a TASER energy weapon and a handgun as they endeavor to apprehend an uncooperative and confrontational male at the front of his residence.</p> <p>Trainees must carefully assess their weapon selection as the subject moves erratically on the porch of the residence and also consider the potential deployment of a TASER energy weapon Warning Alert/Arc to defuse the escalating tension in this highly volatile scenario.</p>	
<p>ENVIRONMENT</p>	<p>Residence</p>	
<p>WEAPONS SUPPORTED</p>	<ul style="list-style-type: none"> • Handgun VR Controller • TASER 7 VR Controller (with Warning Arc option) • TASER 10 VR Controller (with Warning Alert option) 	

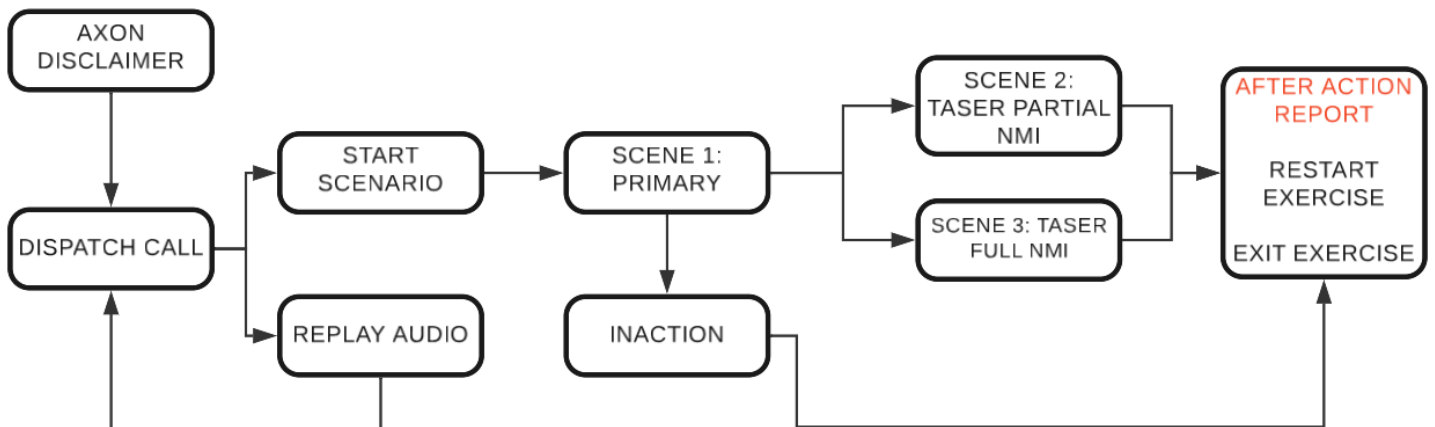
SCENARIO FLOW




ROBBERY

<p>DESCRIPTION</p>	<p>In this scenario, trainees are equipped with a TASER energy weapon as they and their partner have intercepted an armed robbery suspect in an alley during a foot pursuit.</p> <p>Trainees must decide to deploy their TASER energy weapon on an armed, highly agitated, jumpy individual frantically seeking an escape route.</p>	
<p>ENVIRONMENT</p>	<p>Alleyway</p>	
<p>WEAPONS SUPPORTED</p>	<p>TASER 10 VR Controller</p>	

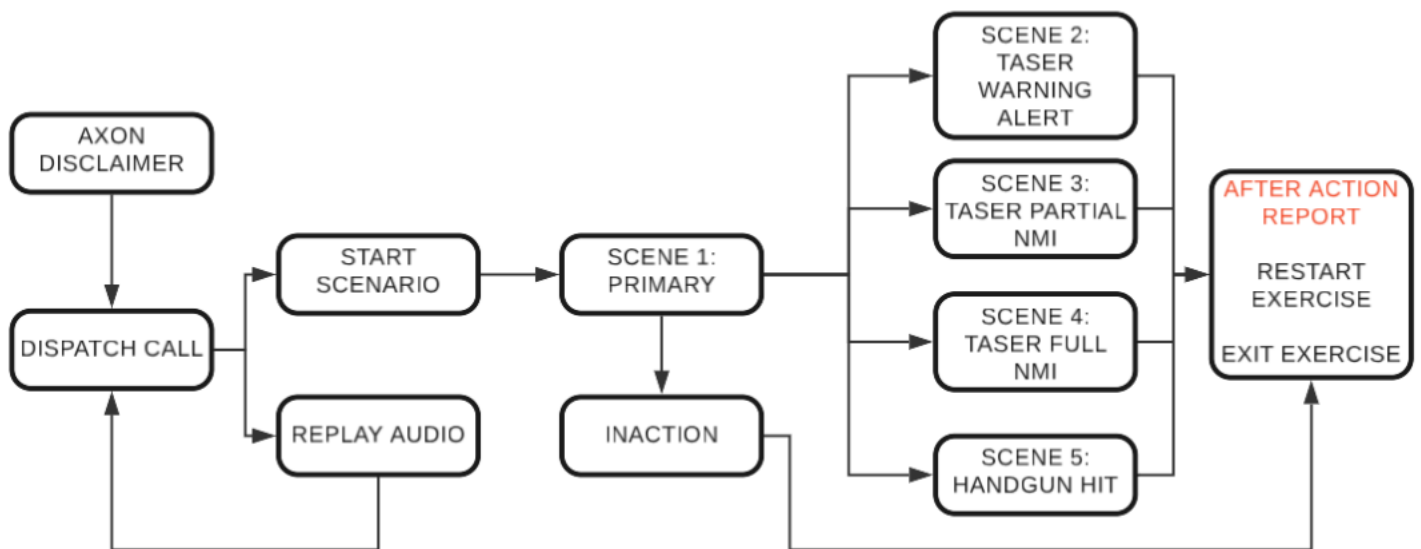
SCENARIO FLOW




TERRY STOP

<p>DESCRIPTION</p>	<p>In this scenario, trainees are equipped with both a TASER energy weapon and a handgun as they and their partner encounter a confrontational pedestrian displaying reluctance to adhere to commands. Faced with the subject's non-compliance, trainees must decide between using their TASER energy weapon or handgun.</p> <p>Alternatively, they may opt to use their TASER energy weapon to deploy a Warning Alert/Arc as a strategic measure to de-escalate the situation and achieve a peaceful resolution to the conflict.</p>	
<p>ENVIRONMENT</p>	<p>Parking lot</p>	
<p>WEAPONS SUPPORTED</p>	<ul style="list-style-type: none"> • Handgun VR Controller • TASER 7 VR Controller (with Warning Arc option) • TASER 10 VR Controller (with Warning Alert option) 	

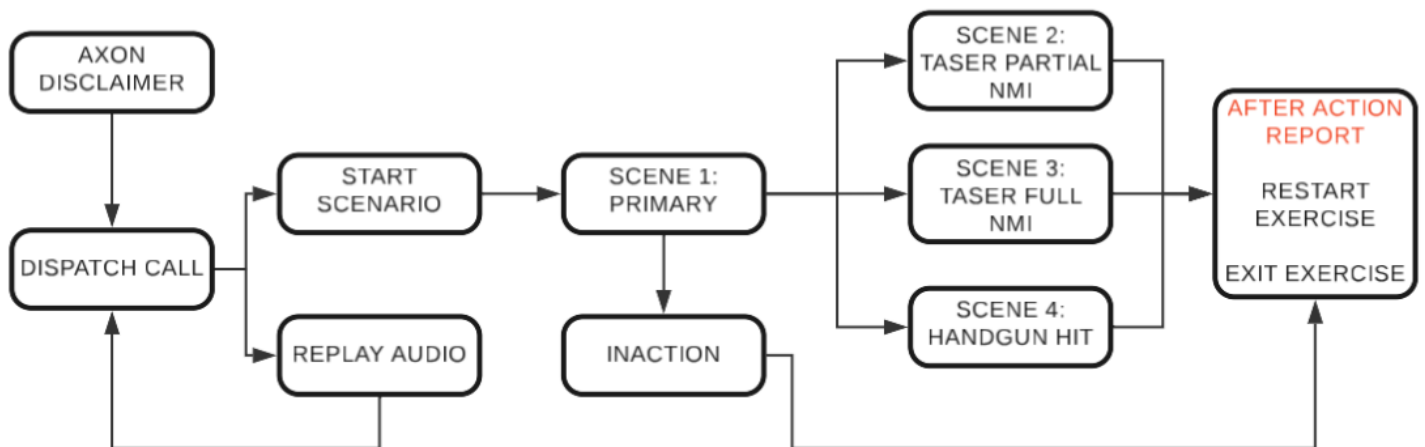
SCENARIO FLOW




TRAFFIC STOP I: SOVEREIGN CITIZEN

<p>DESCRIPTION</p>	<p>In this scenario, trainees are equipped with both a TASER energy weapon and a handgun as they confront a sovereign citizen during a routine traffic stop.</p> <p>Faced with the challenge of the driver refusing to provide essential legal documents due to beliefs in an unrecognized government, trainees are required to hone their skills in aiming and deploying their TASER energy weapon or firing their handgun while the subject seeks cover within their vehicle.</p>	
<p>ENVIRONMENT</p>	<p>Street</p>	
<p>WEAPONS SUPPORTED</p>	<ul style="list-style-type: none"> • Handgun VR Controller • TASER 7 VR Controller (with Warning Arc option) • TASER 10 VR Controller (with Warning Alert option) 	

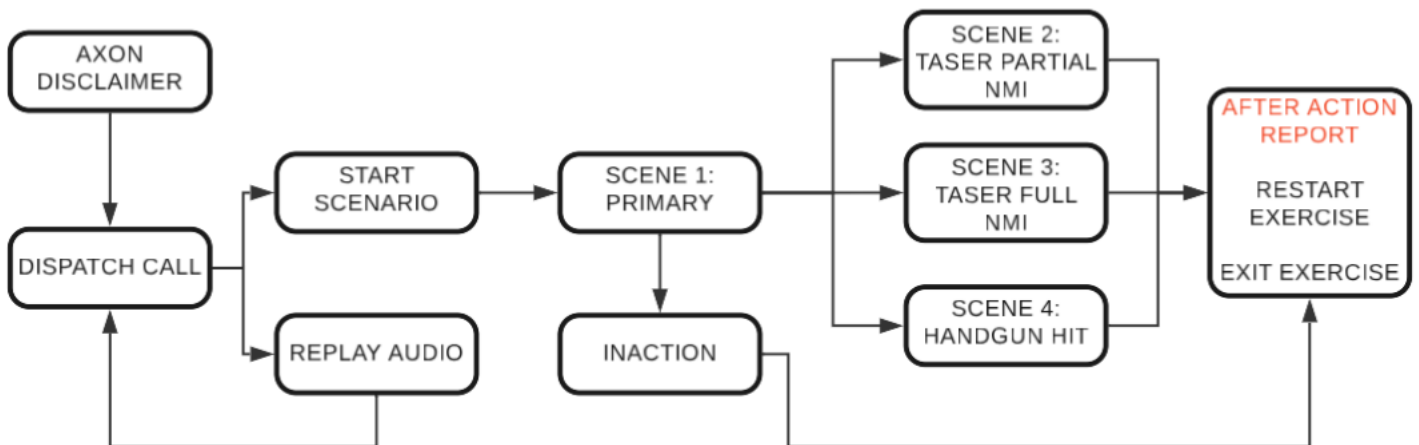
SCENARIO FLOW




TRAFFIC STOP II: NON-COMPLIANT PASSENGER

<p>DESCRIPTION</p>	<p>In this scenario, trainees are equipped with both a TASER energy weapon and a handgun as they find themselves in a pivotal role in this rapidly intensifying situation offering support to their partner during a routine traffic stop involving a confrontational passenger.</p> <p>Trainees must think on their feet to prevent harm to themselves or their partner upon discovering that the passenger possesses a handgun in their waistband.</p> <p>Trainees will focus on precise aiming and strategic deployment within the confines of a vehicle, aiming to thwart the subject's attempts to access and use their own weapon.</p>	
<p>ENVIRONMENT</p>	<p>Street</p>	
<p>WEAPONS SUPPORTED</p>	<ul style="list-style-type: none"> • Handgun VR Controller • TASER 7 VR Controller • TASER 10 VR Controller 	

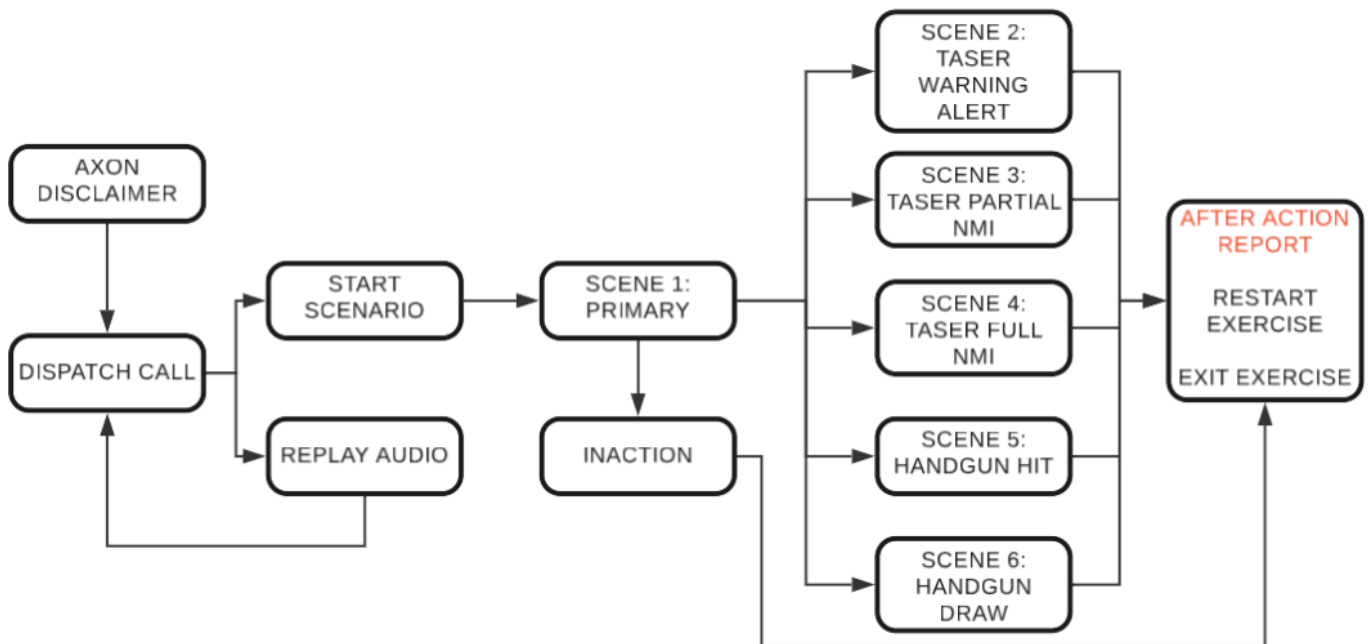
SCENARIO FLOW



WORKPLACE DISTURBANCE

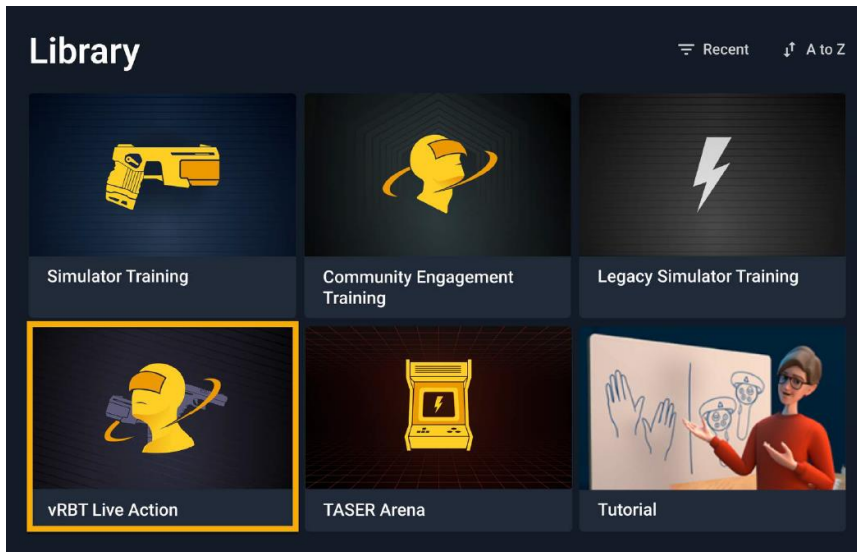
<p>DESCRIPTION</p>	<p>In this scenario, trainees are equipped with both a TASER energy weapon and a handgun as they encounter a distressed female subject in a workplace public restroom.</p> <p>Faced with the added complication of the subject wielding a knife and issuing threats to others, herself, and law enforcement, trainees are confronted with the decision between selecting between using their TASER energy weapon or handgun.</p> <p>Alternatively, they may opt to use their TASER energy weapon to deploy a Warning Alert/Arc as a strategic measure to deescalate the situation and guide the subject back to a more rational state of mind.</p>	
<p>ENVIRONMENT</p>	<p>Workplace restroom</p>	
<p>WEAPONS SUPPORTED</p>	<ul style="list-style-type: none"> • Handgun VR Controller • TASER 7 VR Controller (with Warning Arc option) • TASER 10 VR Controller (with Warning Alert option) 	

SCENARIO FLOW



LAUNCHING VRBT LIVE ACTION SCENARIOS

1. In the Axon VR Library, pinch to select **vrBT Live Action**.

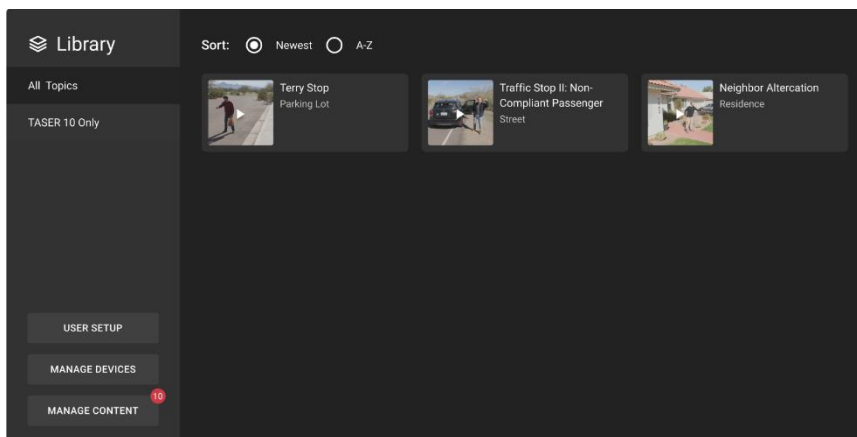


2. Proceed through the Setup screens:

- Disclaimer (1)
- Headset Adjustments
- Health & Safety
- VR Controller Pairing flow screens
- Disclaimer (2)

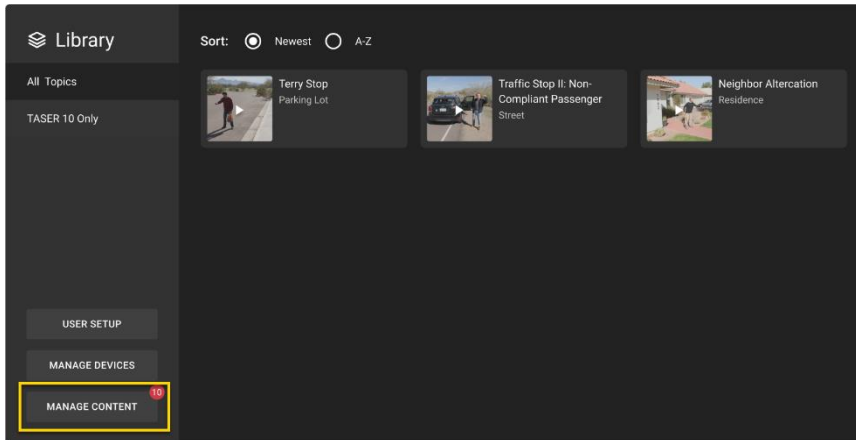
3. When vrBT Live Action is initially installed, there will be three scenarios available:

- [Terry Stop](#)
- [Traffic Stop II: Non-Compliant Passenger](#)
- [Neighbor Altercation](#)



MANAGING SCENARIOS

1. To select and download additional scenarios, select **Manage Content**.

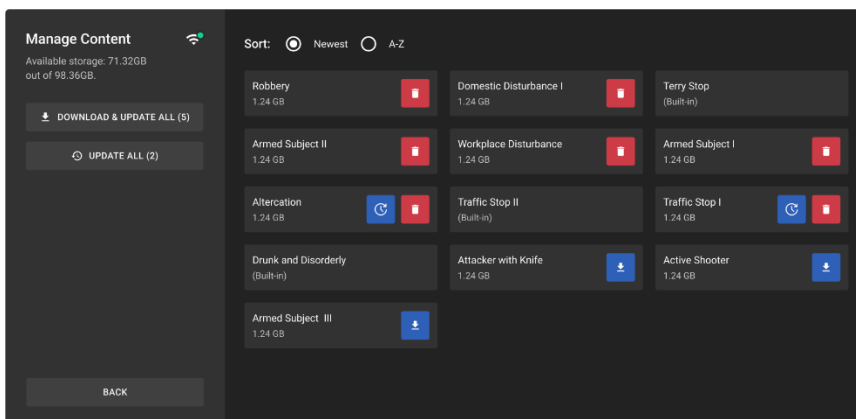


2. On the Manage Content screen, you can do the following:

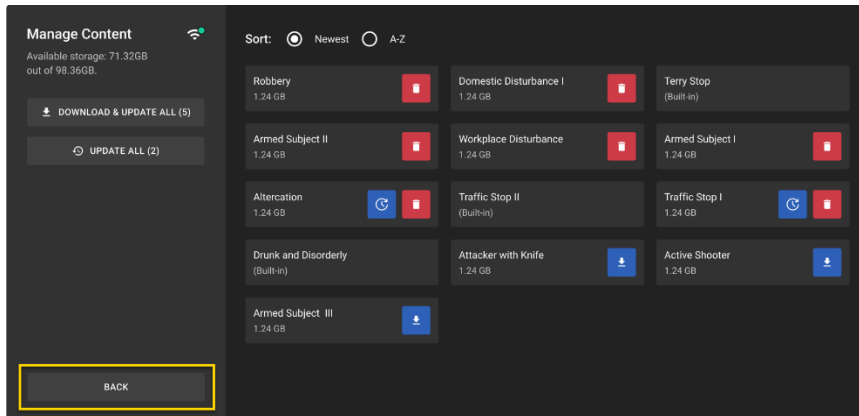
- Download additional scenarios
- Update existing content scenarios
- Delete content scenarios

NOTE: You cannot delete any of the original three vRBT Live Action scenarios.

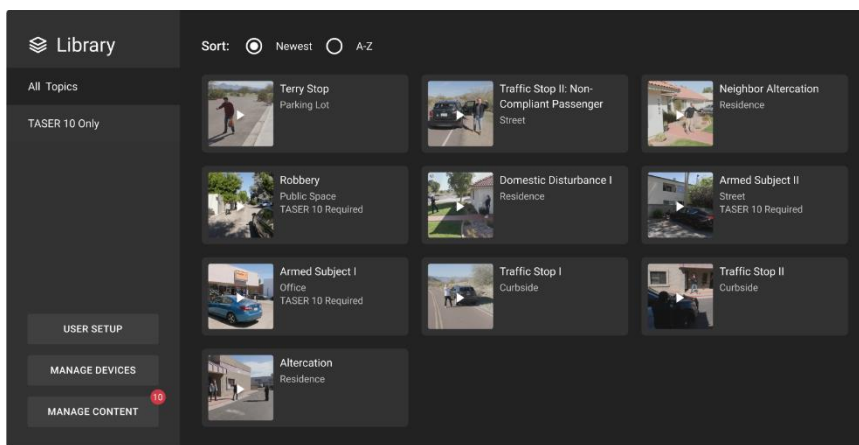
- View Wi-Fi connectivity status
- View available headset storage



- Once you have downloaded the additional scenarios, select **Back** to return to the vRBT Live Action library.



- Select a scenario tile from the vRBT Live Action menu to launch the scenario.



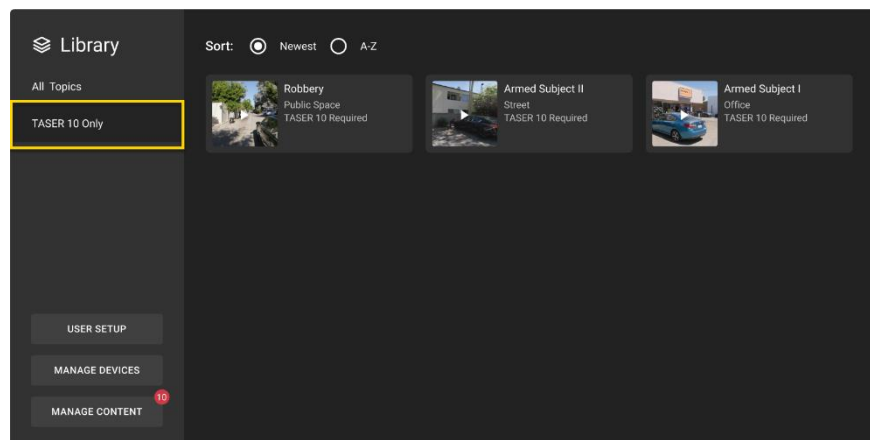
NOTE: Make sure that trainees holster their VR Controllers prior to launching a scenario.

TASER 10 ONLY SCENARIOS

If you want trainees to complete scenarios that only require the TASER 10 VR Controller, select **TASER 10 Only** to view and download the following scenarios that only require a TASER 10 VR Controller:

- [Armed Subject I](#)
- [Armed Subject II](#)
- [Robbery](#)

NOTE: While these TASER-10 only scenarios are designed to highlight the devices capabilities, you can use a TASER 10 VR Controller in all vRBT Live Action scenarios.



OFFLINE MODE

If you don't have an active internet connection, you can launch vRBT Live Action training in Offline mode. You can use downloaded scenarios. However, you won't be able to do the following:

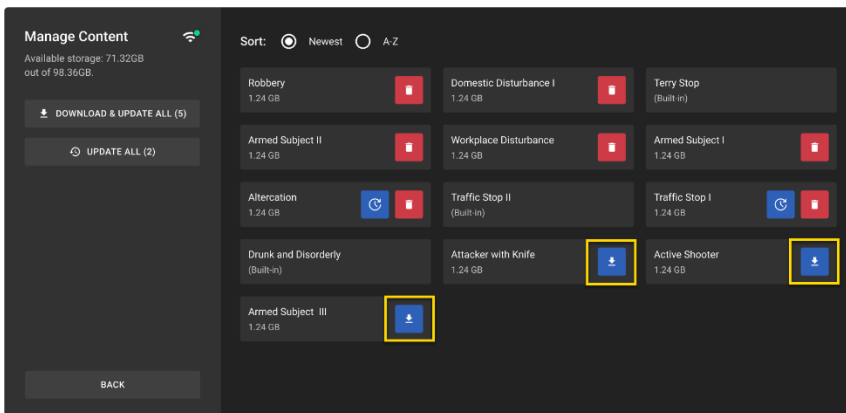
- Download new scenarios
- Update existing scenarios

Select **OFFLINE MODE** to continue.



MANAGE CONTENT SCREEN (OFFLINE MODE)

When offline, you can access any scenario tile with a blue icon.



FACILITATING SCENARIOS

vRBT Live Action is a standalone application that does not include any online integrations with Axon Academy. Trainees can complete a scenario 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 scenario is part of a training session facilitated by an agency trainer, the trainer can use a tablet or casting device (such as a smart TV or Chromecast) to enhance their assessment capabilities. Trainers can also upload and manage the AARs (After-Action Reports) from tablet-facilitated sessions in VR web app.

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.

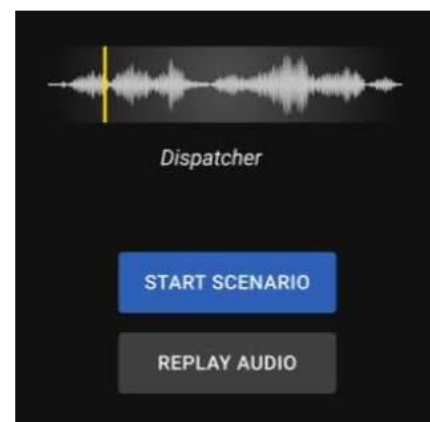
SCENARIO OVERVIEW

Once trainees begin a scenario, they will hear a Dispatch call.

After selecting **START SCENARIO**, they will enter a live action scenario where they will act as a responding officer.

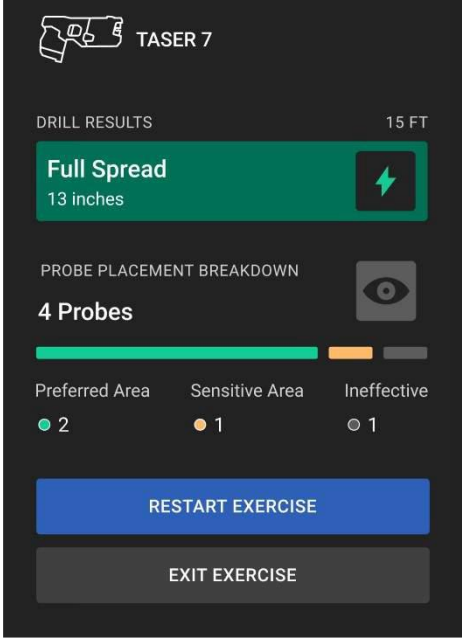
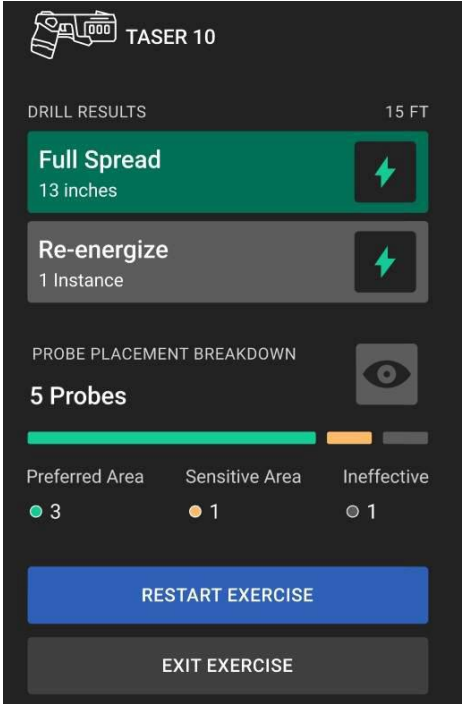
As the scenario progresses, trainees can do the following in response to events in the scenario as they unfold:

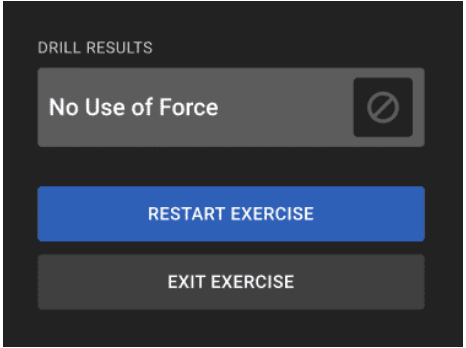
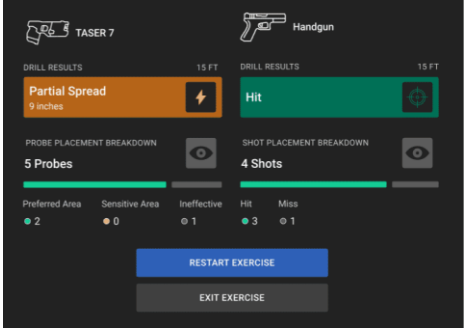
- Deploy their TASER VR Controller or fire their Handgun VR Controller
- In some scenarios, deploy a Warning Arc (TASER 7 VR Controller) or Warning Alert (TASER 10 VR Controller), or re-energize their TASER VR Controller
- Take no action after aiming their TASER VR Controller or Handgun VR Controller at the subject



AFTER-ACTION REPORT (AAR)

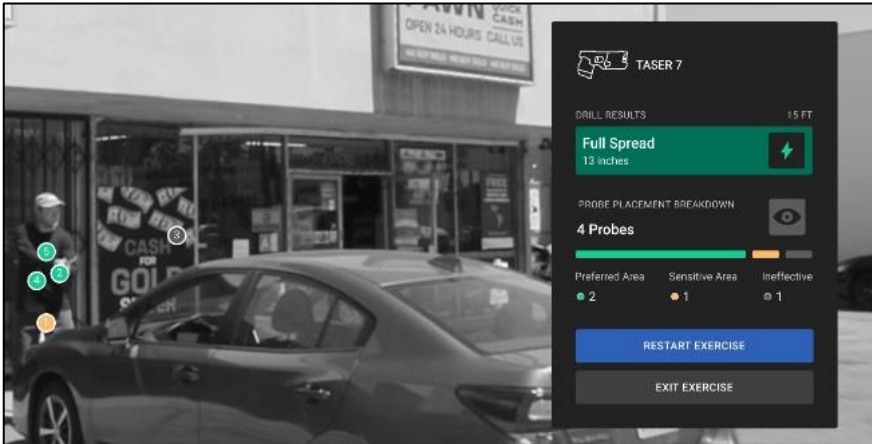
An After-Action Report (AAR) displays the results for each VR Controller the trainee used at the completion of the scenario. You can use these results to review the trainee's decisions and actions when determining if the learning objectives were met.

TASER 7 VR Controller	<ul style="list-style-type: none">When the trainee uses a TASER 7 VR Controller in the scenario, the AAR includes the drill results for probe deployment. These results indicate if NMI and correct probe spread were achieved.The probe placement breakdown will provide a summary of each probe deployed and their status.	 <p>The screenshot shows the TASER 7 drill results interface. At the top, it says 'TASER 7' with a small icon of the device. Below that, 'DRILL RESULTS' is displayed with '15 FT' on the right. A green bar indicates 'Full Spread' with '13 inches' below it and a lightning bolt icon. Underneath, 'PROBE PLACEMENT BREAKDOWN' shows '4 Probes' with a progress bar. A legend below the bar identifies 'Preferred Area' (green circle), 'Sensitive Area' (orange circle), and 'Ineffective' (grey circle). The counts are: Preferred Area: 2, Sensitive Area: 1, Ineffective: 1. At the bottom, there are two buttons: 'RESTART EXERCISE' (blue) and 'EXIT EXERCISE' (grey).</p>
TASER 10 VR Controller	<ul style="list-style-type: none">When the trainee uses a TASER 10 VR Controller in the scenario, the AAR includes the drill results for probe deployment. These results will indicate if NMI and correct probe spread were achieved.When applicable, this will also show the number of times the TASER 10 VR Controller was re-energized during the scenario.The probe placement breakdown will provide a summary of each probe deployed and their status.	 <p>The screenshot shows the TASER 10 drill results interface. At the top, it says 'TASER 10' with a small icon of the device. Below that, 'DRILL RESULTS' is displayed with '15 FT' on the right. A green bar indicates 'Full Spread' with '13 inches' below it and a lightning bolt icon. Below that, a grey bar indicates 'Re-energize' with '1 Instance' below it and a lightning bolt icon. Underneath, 'PROBE PLACEMENT BREAKDOWN' shows '5 Probes' with a progress bar. A legend below the bar identifies 'Preferred Area' (green circle), 'Sensitive Area' (orange circle), and 'Ineffective' (grey circle). The counts are: Preferred Area: 3, Sensitive Area: 1, Ineffective: 1. At the bottom, there are two buttons: 'RESTART EXERCISE' (blue) and 'EXIT EXERCISE' (grey).</p>

<p>Handgun VR Controller</p>	<ul style="list-style-type: none"> When the trainee uses a Handgun VR Controller in the scenario, the AAR shows the status "Hit" or "Miss" for the drill results. <ul style="list-style-type: none"> "Hit" indicates that the subject was neutralized. "Miss" displays if the Handgun VR Controller was fired, but the subject was not hit. 	
<p>No Use of Force</p>	<p>If the trainee does not use the TASER VR Controller or Handgun VR Controller in the scenario, the AAR shows "No Use of Force".</p>	
<p>Both VR Controllers</p>	<p>If the trainee uses both the TASER VR Controller and Handgun VR Controller in the scenario, the AAR shows the drill results broken down by VR Controller.</p>	

SHOT PLACEMENT




When the AAR displays, you can also view where shots from the Handgun VR Controller or probes from the TASER VR Controller hit or missed the subject.











EXPOSURE & NEUTRALIZATION STATES

The AAR will also include a summary of the TASER VR Controller exposure and Handgun VR Controller neutralization states the trainee achieved in the scenario.

Handgun VR Controller Neutralization States

Hit 	Indicates that the Handgun VR Controller was fired and the subject was hit and neutralized.
Miss 	Indicates that the Handgun VR Controller was fired and the subject was not hit.
No Use of Force 	Indicates that there was no Handgun VR Controller drawn during the scenario.

TASER VR Controller Exposure States

<p>Full Spread 13 inches </p>	<p>Indicates that NMI was successful with 12+ inches of probe spread.</p>
<p>Partial Spread 9 inches </p>	<p>Indicates a deployment with the probes spread between 6 inches and 12 inches.</p>
<p>No Spread Only one probe </p>	<p>Indicates when only a single probe connected and successful spread was not achieved.</p>
<p>No Spread Missed </p>	<p>Indicates that no probes connected.</p>
<p>Ineffective Same Polarity </p>	<p>Indicates that the probes deployed resulted in the same polarity and no NMI was achieved.</p>
<p>Warning Alert No Deployments </p>	<p>Indicates that there were no deployments, but a warning alert was deployed.</p>
<p>Re-energize 1 Instance </p>	<p>Indicates if the TASER VR Controller was re-energized, and if so, the number of times.</p> <p>NOTE: The re-energize functionality is only available in the <i>Assault Suspect: Attempt to Locate</i> scenario.</p>
<p>No Use of Force </p>	<p>Indicates that there was no TASER VR Controller drawn during the scenario.</p>

TRAINEE EVALUATION (INDIVIDUAL)

After the trainee completes a scenario in-headset, conduct a debriefing with them to provide feedback and discuss their choices and the scenario outcome using the provided questions as a guide. Then, complete the scenario assessment rubric with the trainee.

You can use the [trainee evaluation form](#) with the debriefing questions and [scenario assessment rubric](#) as a training record to record performance notes and track individual trainee evaluations. Simply print copies for each trainee.

NOTE: If facilitating this training with multiple trainees at once, use the group debriefing and scenario assessment rubric questions in the [group evaluation](#) section to conduct a debriefing with the group.

TRAINER NOTES

TRAINEE EVALUATION: vRBT LIVE ACTION

TRAINEE NAME	TRAINEE ID	TYPE
		<input type="checkbox"/> Recruit <input type="checkbox"/> Officer
SCENARIOS COMPLETED		
<input type="checkbox"/> Active Shooter	<input type="checkbox"/> Neighbor Altercation	
<input type="checkbox"/> Armed Subject I	<input type="checkbox"/> Robbery	
<input type="checkbox"/> Armed Subject II	<input type="checkbox"/> Terry Stop	
<input type="checkbox"/> Assault Suspect: Attempt to Locate	<input type="checkbox"/> Traffic Stop I: Sovereign Citizen	
<input type="checkbox"/> Bar Altercation	<input type="checkbox"/> Traffic Stop II: Non-Compliant Passenger	
<input type="checkbox"/> Domestic Disturbance I	<input type="checkbox"/> Workplace Disturbance	
<input type="checkbox"/> Domestic Disturbance II		

DEBRIEFING QUESTIONS (INDIVIDUAL)

- What choices led to successfully detaining the subject?
- What factors influenced your on-scene actions/decisions?
- What choices seemed the least effective in de-escalating the situation?
- What choices were most effective?
- Did any of the consequences of your choices come as a surprise? If so, which one(s) and why?
- Did you transition weapons during the scenario? If so, why?
- Would you change any of your choices after viewing the outcome of the scenario? What actions would you take?
- What is our agency's policy and/or use-of-force standard in responding to situations similar to this scenario involving a high-risk subject with little time or space to react and potential safety risks to all parties on scene?

AGENCY-SPECIFIC QUESTIONS

TRAINER NOTES

SCENARIO ASSESSMENT RUBRIC (INDIVIDUAL)

Given a scenario depicting an officer responding to a high-stress call for service, the trainee will debrief with their agency trainer and score 100% on the scenario assessment rubric below for each of the VR Controllers used in the scenario:

- [TASER 7 VR Controller](#)
- [TASER 10 VR Controller](#)
- [Handgun VR Controller](#)

NOTE: As part of the assessment rubric, Axon recommends discussing agency policy and reviewing local and state resources with the trainee.

TASER 7 VR CONTROLLER

Observe the following behaviors when the trainee deploys a **TASER 7 VR Controller** in a vRBT Live Action scenario.

Q1: Did the trainee demonstrate the following when safely and effectively deploying their TASER 7 VR Controller on a moving subject in the scenario?

<input type="checkbox"/> Passing Behaviors	<p>The trainee demonstrated the following actions:</p> <ol style="list-style-type: none">1. Attempted verbal de-escalation (throughout scenario).2. Assumed the “Field Interview” position:<ol style="list-style-type: none">a. Hands above the waistb. Energy weapon side bladed away from the subjectc. Positioned in a reactionary stance3. Drew the TASER 7 energy weapon:<ol style="list-style-type: none">a. Drew the energy weapon from the holster with one handb. Indexed trigger finger along the side of the energy weaponc. Placed the energy weapon in SUL position (or modified low ready)4. Rotated the Safety to ARMED/UP.5. Gave proper TASER energy weapon commands to the subject:<ol style="list-style-type: none">a. “TASER, TASER, TASER”b. “Stop resisting!”6. Presented the TASER 7 energy weapon:<ol style="list-style-type: none">a. Lined up the LASER at the right or left hip, just above the beltline to gain maximum neuromuscular incapacitation (NMI)7. *Arced the TASER 7 energy weapon. (<i>*Functionality only available in the following scenarios: Armed Subject II, Neighbor Altercation, Workplace Disturbance, and Terry Stop</i>) <p style="text-align: right;"><i>(continued on next page)</i></p>
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	<ol style="list-style-type: none"> 8. Deployed the TASER 7 energy weapon: <ol style="list-style-type: none"> a. Pressed the trigger to deploy the first probe above the beltline b. Used tilt select for another cartridge c. Pressed the trigger to deploy an additional probe <ol style="list-style-type: none"> i. Achieved a minimum 12" probe spread within the target's preferred target area ii. Achieved NMI with two connected probes 9. Observed the subject's change in behavior to assess deployment and confirm the threat is neutralized or mitigated. 10. *Re-energized the TASER 7 energy weapon from the SUL or low-ready position using either support hand or trigger finger (<i>*Functionality only available in the Assault Suspect: Attempt to Locate scenario</i>): <ol style="list-style-type: none"> a. Pressed either Arc Switch momentarily to deliver another cycle of energy to both deployed cartridge bays for five seconds 11. Scanned 360 degrees to ensure no additional threats. 12. Rotated the Safety to SAFE/DOWN. 13. Re-holstered the TASER 7 energy weapon. 14. Deployed the TASER 7 energy weapon at varying distances between 10-25 feet from the subject, considering the moving subject's position and angle. 15. Adjusted probe placement to achieve ideal attainment based on: <ol style="list-style-type: none"> a. Subject's distance b. Subject's body position/pose c. Any barrier(s) between the trainee and subject 16. Achieved a minimum 12-inch probe spread within the moving subject's available preferred target area. 17. Achieved a good electrical connection with two connected probes with at least a 12-inch spread on the subject.
<input type="checkbox"/> Failing Behaviors	<p>The trainee fails to identify the correct approaches or conveys the opposite of the passing approaches.</p>

TRAINER NOTES	

Q2: Ask the trainee: How is TASER 7 energy weapon attainment success influenced by different variables?

<input type="checkbox"/> Passing Behaviors	The trainee should clearly articulate the following: <ul style="list-style-type: none">• Subject's distance• Subject's body position/pose• Any barrier(s) between the trainee and subject
<input type="checkbox"/> Failing Behaviors	The trainee fails to identify the correct approaches or conveys the opposite of the passing approaches.

TRAINER NOTES

Empty box for trainer notes.

TASER 10 VR CONTROLLER

Observe the following behaviors when the trainee deploys a **TASER 10 VR Controller** in a vRBT Live Action scenario.

Q1: Did the trainee demonstrate the following when safely and effectively deploying their TASER 10 VR Controller on a moving subject in the scenario?

<p><input type="checkbox"/> Passing Behaviors</p>	<p>The trainee demonstrated the following actions:</p> <ol style="list-style-type: none">1. Attempted verbal de-escalation (throughout scenario).2. Assumed the “Field Interview” position:<ol style="list-style-type: none">a. Hands above the waistb. Energy weapon side bladed away from the subjectc. Positioned in a reactionary stance3. Drew the TASER 10 energy weapon:<ol style="list-style-type: none">a. Drew the energy weapon from the holster with one handb. Indexed trigger finger along the side of the energy weaponc. Placed the energy weapon in SUL position (or modified low ready)4. Rotated the Selector Switch up one click to ARMED/ON.5. Gave proper TASER energy weapon commands to the subject:<ol style="list-style-type: none">a. “TASER, TASER, TASER”b. “Stop resisting!”6. Presented the TASER 10 energy weapon.7. *Activated a warning alert. (<i>*Functionality only available in the following scenarios: Armed Subject II, Neighbor Altercation, Workplace Disturbance, and Terry Stop</i>)8. Deployed the TASER 10 energy weapon:<ol style="list-style-type: none">a. Pressed the trigger to deploy the first probe above the beltlineb. Used tilt select for another cartridgec. Pressed the trigger to deploy an additional probe<ol style="list-style-type: none">i. Achieved a minimum 12-inch probe spread within the target’s preferred target areaii. Achieved NMI with two connected probes9. Observed the subject’s change in behavior to assess deployment and confirm the threat is neutralized or mitigated.10. *Re-energized the TASER 10 energy weapon from the SUL or low-ready position using either support hand or trigger finger (<i>*Functionality only available in the Assault Suspect: Attempt to Locate scenario</i>):<ol style="list-style-type: none">a. Rotated the Selector Switch up and released to deliver another cycle of energy to both deployed cartridge bays for five seconds11. Scanned 360 degrees to ensure no additional threats. <p style="text-align: right;"><i>(continued on next page)</i></p>
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	<p>12. Rotated the Selector Switch down one click to OFF/DOWN.</p> <p>13. Re-holstered the TASER 10 energy weapon.</p> <p>14. Deployed the TASER 10 energy weapon at varying distances between 10-25 feet from the subject, considering the moving subject's position and angle.</p> <p>15. Adjusted probe placement to achieve ideal attainment based on:</p> <ul style="list-style-type: none"> a. Subject's distance b. Subject's body position/pose c. Any barrier(s) between the trainee and subject <p>16. Achieved a minimum 12-inch probe spread within the moving subject's available preferred target area.</p> <p>17. Achieved a good electrical connection with two connected probes with at least a 12-inch spread on the subject.</p>
<input type="checkbox"/> Failing Behaviors	<p>The trainee fails to identify the correct approaches or conveys the opposite of the passing approaches.</p>

TRAINER NOTES

Q2: Ask the trainee: How is TASER 7 energy weapon attainment success influenced by different variables?

<input type="checkbox"/> Passing Behaviors	The trainee should clearly articulate the following: <ul style="list-style-type: none">• Subject's distance• Subject's body position/pose• Any barrier(s) between the trainee and subject
<input type="checkbox"/> Failing Behaviors	The trainee fails to identify the correct approaches or conveys the opposite of the passing approaches.

TRAINER NOTES

Empty box for trainer notes.

HANDGUN VR CONTROLLER

Observe the following behaviors when the trainee deploys a **Handgun VR Controller** in a vRBT Live Action scenario.

Q1: Did the trainee demonstrate the following when safely and effectively firing their Handgun VR Controller on a moving subject in the scenario?

<input type="checkbox"/> Passing Behaviors	<p>The trainee demonstrated the following actions:</p> <ol style="list-style-type: none">1. Attempted verbal de-escalation (throughout the exercise).2. Assumed the “Field Interview” position:<ol style="list-style-type: none">a. Hands above the waistb. Handgun VR Controller side bladed away from the subjectc. Positioned in a reactionary stance3. Drew the Handgun VR Controller from the holster.<ol style="list-style-type: none">a. Ensured proper hand placement:<ol style="list-style-type: none">i. Established a firm grip on the Handgun VR Controller with dominant handii. Ensured trigger finger was outside the trigger guard and resting alongside the frameb. Drew the Handgun VR Controller from the holster, maintaining control and a smooth motion4. Ensured proper hand and body movement:<ol style="list-style-type: none">a. Merged support hand with dominant handb. Punched the gun up to eye level with both handsc. Pointed the muzzle downranged. Assumed a proper shooting stance and position that allows for stability, accuracy, and quick target acquisition5. Fired the Handgun VR Controller by squeezing the trigger with one finger.
<input type="checkbox"/> Failing Behaviors	<p>The trainee fails to identify the correct approaches or conveys the opposite of the passing approaches.</p>

TRAINER NOTES

AGENCY BEST PRACTICES QUESTIONS

Discuss **best practices** according to your agency policy in responding to situations involving a high-risk subject with little time or space to react and potential safety risks to all parties on scene.

Ask the trainee the following questions:

Q1: What are some ways that you can identify a high-risk subject's behavior?

<input type="checkbox"/> Passing Responses	<ul style="list-style-type: none">• Recognize body language• Recognize emotional responses• Recognize physical responses• Recognize dangerous behavior• Evaluate the level of threat to the subject and all parties on-scene
<input type="checkbox"/> Failing Behaviors	The trainee fails to identify the correct approaches or conveys the opposite of the passing approaches.

TRAINER NOTES

Q2: What are some tactical considerations for handling a high-risk subject when you have little time or space to react and there are potential safety risks to you or others on scene?

<input type="checkbox"/> Passing Responses	<ul style="list-style-type: none">• Limitations of time and space• Need to prioritize officer's safety and the safety of others
<input type="checkbox"/> Failing Behaviors	The trainee fails to identify the correct considerations or conveys the opposite of the passing considerations.

TRAINER NOTES

Empty space for trainer notes.

Discuss rapid decision-making with justification of judgement to determine the most suitable course of action in a situation with an uncooperative subject.

Ask the trainee the following questions:

1. When did your authority change in the scenario's high-intensity scene?
2. How can you attempt de-escalation using a TASER energy weapon?
3. What are the reasons for your use of force in deploying a weapon in the scenario?
 - a. TASER 7 VR Controller
 - b. TASER 10 VR Controller
 - c. Handgun VR Controller
4. How does your use-of-force decision align with our agency policy?

TRAINER NOTES

TRAINEE EVALUATION (GROUP)

If facilitating this training with multiple trainees at once, use these group questions to conduct a debriefing with the group. Add additional questions as needed.

DEBRIEFING QUESTIONS (GROUP)

- What choices seemed the least effective in de-escalating the situation? What choices were most effective?
- Would you change any of the choices after viewing the outcome of the scenario? What actions would you take?
- What is our agency's policy and/or use of force standard in responding to situations similar to this scenario involving a high-risk subject with little time or space to react and potential safety risks to all parties on scene?

AGENCY-SPECIFIC QUESTIONS

TRAINER NOTES