

# Axon VR

## Simulator Training: Range Skills



## HANDGUN TARGETS

*Facilitator's Guide*



## TABLE OF CONTENTS

<b>FACILITATOR’S GUIDE OVERVIEW &amp; USAGE TIPS</b> .....	<b>3</b>
<b>LESSON PLAN</b> .....	<b>4</b>
<b>SAMPLE TRAINING SCHEDULE</b> .....	<b>6</b>
<b>OUTLINE OF ACTIVITIES (TRAINER &amp; TRAINEE)</b> .....	<b>7</b>
<b>LEARNING OBJECTIVES</b> .....	<b>8</b>
<b>LEARNING OBJECTIVE SKILLS</b> .....	<b>8</b>
<b>AGENCY-SPECIFIC LEARNING OBJECTIVE SKILLS</b> .....	<b>8</b>
<b>AGENCY GUIDELINES</b> .....	<b>9</b>
<b>LAUNCHING THE HANDGUN TARGETS EXERCISE</b> .....	<b>10</b>
<b>FACILITATING THE HANDGUN TARGETS EXERCISE</b> .....	<b>11</b>
<b>FACILITATING WITH THE SAMSUNG VR TABLET</b> .....	<b>11</b>
<b>HANDGUN TARGETS MENU</b> .....	<b>18</b>
<b>HANDGUN TARGETS COMMANDS</b> .....	<b>19</b>
<b>TARGET RANGE DISTANCE</b> .....	<b>19</b>
<b>AFTER-ACTION REPORT (AAR)</b> .....	<b>20</b>
<b>MANAGING AARS IN VR WEB APP</b> .....	<b>21</b>
<b>EXERCISE ASSESSMENT RUBRIC</b> .....	<b>25</b>

## 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 Handgun Targets 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

<b>EXERCISE OVERVIEW</b>	<p>In this exercise, trainees enhance situational awareness and mental processing under cognitive load. Using the Handgun VR Controller, they receive variable targeting instructions, requiring positive target identification and accurate engagement of targets with various shapes, colors, and symbols positioned at different distances, heights, and angles. The variety of combinations creates a wide array of shooting challenges, helping trainees develop proficiency with the fundamentals of marksmanship and strengthen operational confidence in real-world scenarios.</p> <p><b>NOTE:</b> This training experience is intended to familiarize use of the Handgun VR Controller. It is not intended to replace or supplement your agency's required firearms training.</p>
<b>INSTRUCTIONAL GOAL</b>	<p>The instructional goal of this exercise is to accurately engage targets based on variable targeting instructions that require positive target identification, enhancing situational awareness and cognitive processing under load while overcoming challenges related to decision-making speed, target discrimination, and precision shooting across diverse target shapes, colors, symbols, distances, heights, and angles.</p>
<b>LEARNING OBJECTIVES</b>	<p>Upon completion of this exercise, trainees will be able to do the following:</p> <ul style="list-style-type: none"><li>• Demonstrate device proficiency by accurately firing a Handgun VR Controller on stationary shape targets at varying distances in VR.</li><li>• Demonstrate proficient perception reaction skills in following commands (written and verbal) to effectively fire on stationary targets based on their distinct shapes, colors, letters, and numbers.</li></ul>
<b>IN-HEADSET VR EXPERIENCE</b>	<p>In this exercise, trainees will be presented with a precision and accuracy training exercise designed to enhance marksmanship, perception-reaction, and problem-solving skills using a Handgun VR Controller.</p> <p>Trainees will receive random targeting instructions requiring them to carefully observe and accurately engage targets of various shapes, colors, and symbols at variable distances.</p> <p>The variety of combinations creates a wide array of shooting challenges, helping trainees develop proficiency with the Handgun VR Controller and strengthen their operational confidence in real-world scenarios.</p>
<b>REQUIRED MATERIALS</b>	<p>Facilitator's Guide (available on the <a href="#">Instructional Content</a> page)</p>
<b>PREREQUISITES</b>	<p>None</p>

<b>COURSE LENGTH</b>	20 minutes (in-person instructor-led training); exercise length in the headset is 7–10 minutes
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>• Axon VR headset</li> <li>• Handgun VR Controller</li> <li>• Samsung VR tablet (for facilitated training sessions)</li> <li>• TASER VR holster (optional)</li> </ul>
<b>DATE EXERCISE RELEASED</b>	July 2024
<b>LATEST FACILITATOR'S GUIDE UPDATES</b>	<p><b>Date:</b> October 2025</p> <p>The <a href="#">Drill Summary</a> feature now displays <b>only after a failed drill</b>. This change improves the exercise pacing while preserving essential training feedback.</p>
<b>FACILITY LOCATION</b>	The <a href="#">Training Space</a> 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.
<b>TARGET GROUP</b>	Public safety and law enforcement officers
<b>INSTRUCTORS</b>	Any agency-identified VR trainer
<b>GROUP RATIO</b>	<p>Trainer: trainee = 1:1</p> <p>(May also be completed in Solo mode without facilitated trainer observation)</p>
<b>ADDITIONAL MATERIALS</b>	<p>Download the optional sample <a href="#">Simulator Training: Range Skills Course Roster</a>.</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><b>TRAINER PRE-WORK</b></p>	<ol style="list-style-type: none"> <li>1. Create a VR <a href="#">Training Space</a>.</li> </ol> <p><b>NOTE:</b> When engaging in Simulator Training: Range Skills, trainees must stand.</p> <ol style="list-style-type: none"> <li>2. Complete the exercise in-headset at least once prior to facilitating this exercise.</li> <li>3. Enable trainees <a href="#">to sign in to Simulator Training directly from the headset</a> by making sure you've created or verified trainee accounts in <a href="#">VR web app (vr.evidence.com)</a> and distributed QR codes to trainees.</li> </ol> <p><b>NOTES:</b></p> <ul style="list-style-type: none"> <li>• For more information about VR web app, refer to the articles in the VR web app section on the <a href="#">Axon VR Training</a> page.</li> <li>• For additional trainer support on signing in to the Simulator Training app, watch the "<a href="#">How to Sign In to Simulator Training on the VR Headset</a>" video tutorial.</li> </ul>
<p><b>ADDITIONAL RESOURCES</b></p>	<ul style="list-style-type: none"> <li>• 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 <a href="#">Axon VR Training</a> page</li> <li>• For assistance customizing the weapon settings in Handgun VR Controllers (such as handedness and optics), see the <a href="#">Customize Handgun VR Controller optics – VR</a> article.</li> <li>• For directions on how to screencast the in-headset experience, see the <a href="#">Screen cast options - VR</a> article</li> <li>• For additional information and a trainer tutorial video about managing AARs in <a href="#">VR web app (vr.evidence.com)</a>, see the <a href="#">Manage After-Action Reports in VR web app</a> article</li> <li>• For additional information about how trainees can independently sign in to Simulator Training directly from the headset to save essential data to <a href="#">VR web app (vr.evidence.com)</a>, see the <a href="#">VR headset sign in</a> article</li> </ul>

**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 <a href="#">exercise assessment rubric</a> in this Facilitator’s Guide

## OUTLINE OF ACTIVITIES (TRAINER & TRAINEE)

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

## LEARNING OBJECTIVES

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

- Demonstrate device proficiency by accurately firing a Handgun VR Controller on stationary shape targets at varying distances in VR.
- Demonstrate proficient perception reaction skills in following commands (written and verbal) to effectively fire on stationary targets based on their distinct shapes, colors, letters, and numbers.

## LEARNING OBJECTIVE SKILLS

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

<b>HANDGUN &amp; MARKSMANSHIP</b> <ul style="list-style-type: none"><li><input type="checkbox"/> Background &amp; foreground</li><li><input type="checkbox"/> Breath control</li><li><input type="checkbox"/> Distance to target management</li><li><input type="checkbox"/> Draw speed</li><li><input type="checkbox"/> Draw stroke (entire)</li><li><input type="checkbox"/> Grip</li><li><input type="checkbox"/> Holster manipulation</li><li><input type="checkbox"/> Marksmanship fundamentals</li><li><input type="checkbox"/> Sight alignment</li><li><input type="checkbox"/> Sight picture</li><li><input type="checkbox"/> Trigger control</li></ul>	<b>SITUATIONAL AWARENESS &amp; OBSERVATION</b> <ul style="list-style-type: none"><li><input type="checkbox"/> Cover, scan, assess area</li><li><input type="checkbox"/> 360° awareness</li><li><input type="checkbox"/> Observation: Whole body, hands, beltline, demeanor (immediate area)</li><li><input type="checkbox"/> Multiple threat engagement</li><li><input type="checkbox"/> Subject proximity</li></ul>
<b>TACTICS &amp; MOVEMENT</b> <ul style="list-style-type: none"><li><input type="checkbox"/> Interview stance</li><li><input type="checkbox"/> Move off the "X"</li><li><input type="checkbox"/> Off-hand work</li><li><input type="checkbox"/> Recovery position</li></ul>	<b>DE-ESCALATION &amp; COMMUNICATION</b> <ul style="list-style-type: none"><li><input type="checkbox"/> Communication with partner</li><li><input type="checkbox"/> Communication with subject/individual</li><li><input type="checkbox"/> Cuffing under power</li><li><input type="checkbox"/> Duty to intervene</li><li><input type="checkbox"/> Verbal de-escalation</li></ul>

## 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.

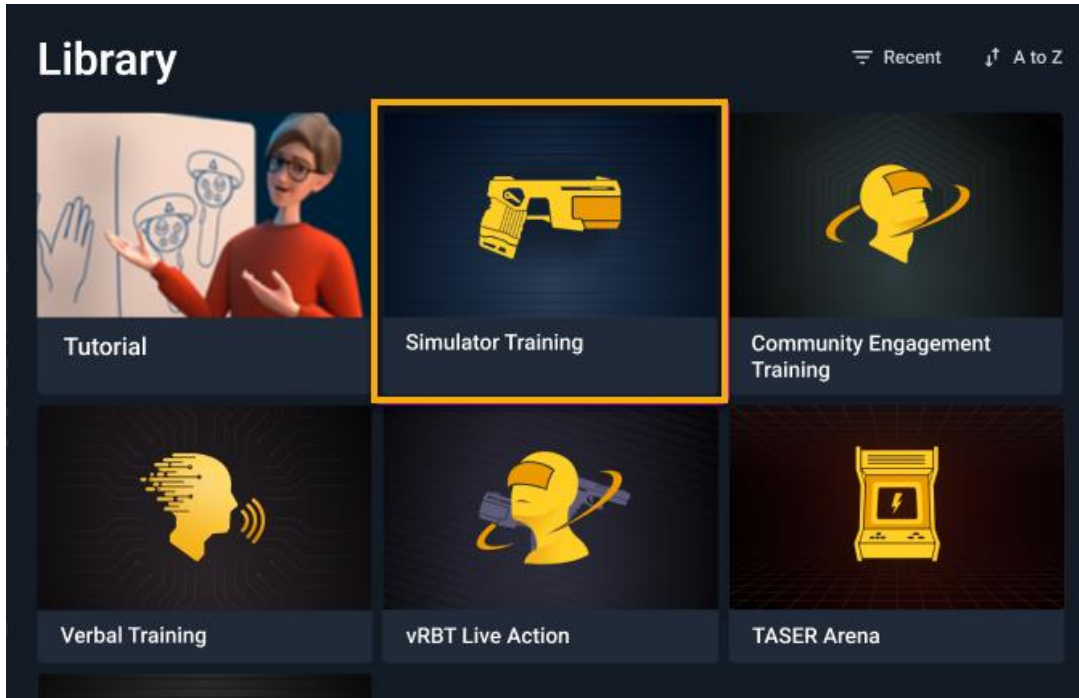
In alignment with agency policy, consider using the space below to add agency-specific guidelines and best practices.

## AGENCY-SPECIFIC NOTES

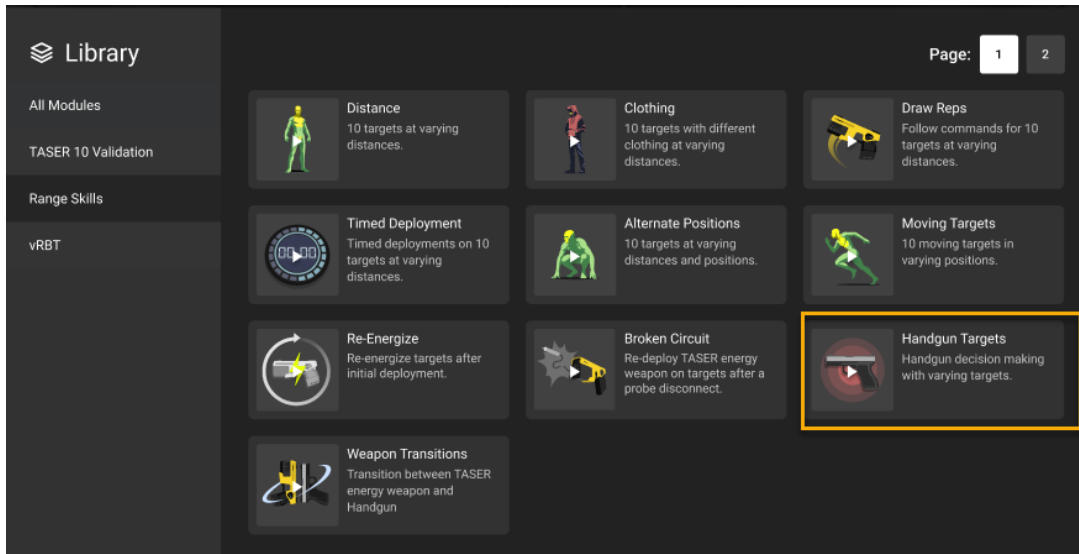
## LAUNCHING THE HANDGUN TARGETS EXERCISE

The Simulator Training: Range Skills application allows trainees to simulate real-life Handgun Targets 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 **Handgun Targets** to launch the exercise.



## FACILITATING THE HANDGUN TARGETS 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 Handgun Targets 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.

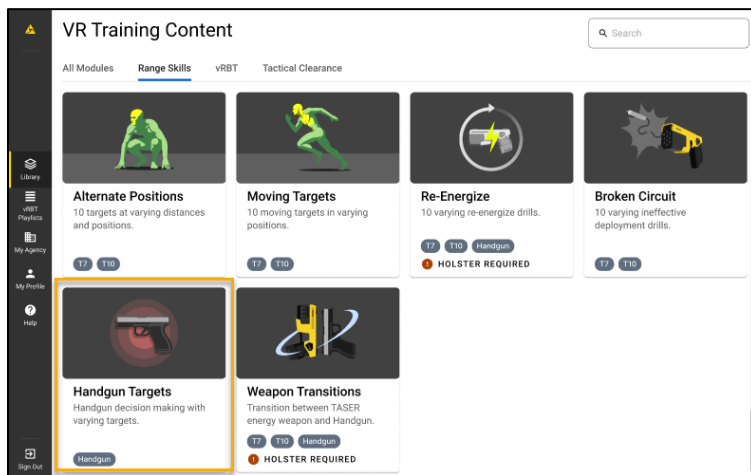
## TRAINER-LED SIMULATOR TRAINING: RANGE SKILLS WORKFLOW

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

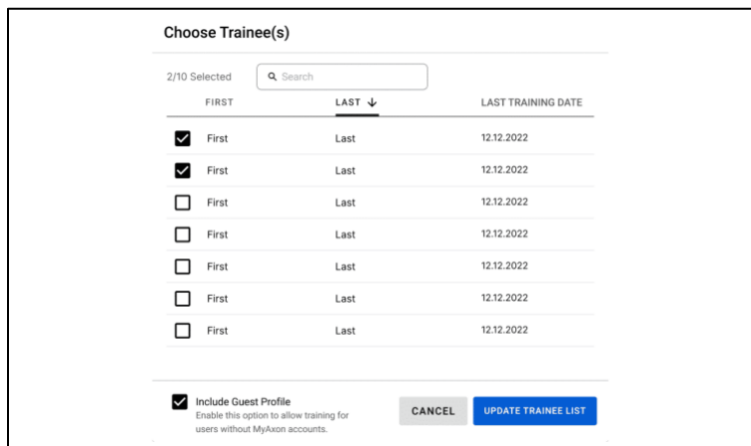
1. Tell the trainee in the headset to open **Simulator Training**.
2. Sign in to the tablet.

**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.

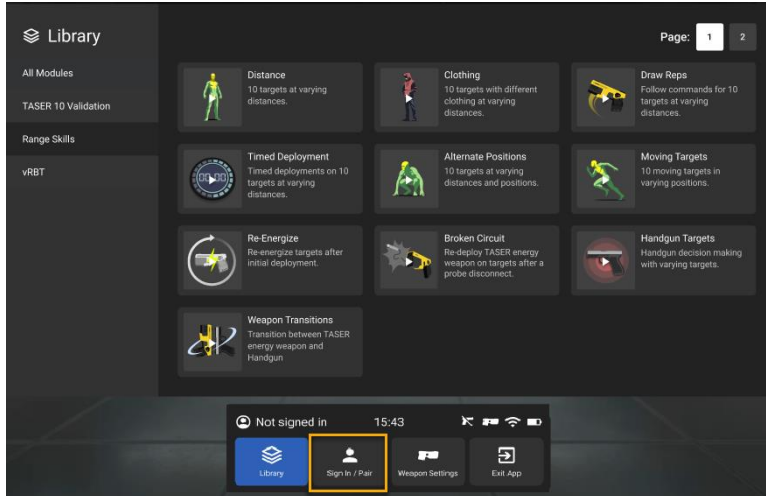


4. On the tablet, create a training group.



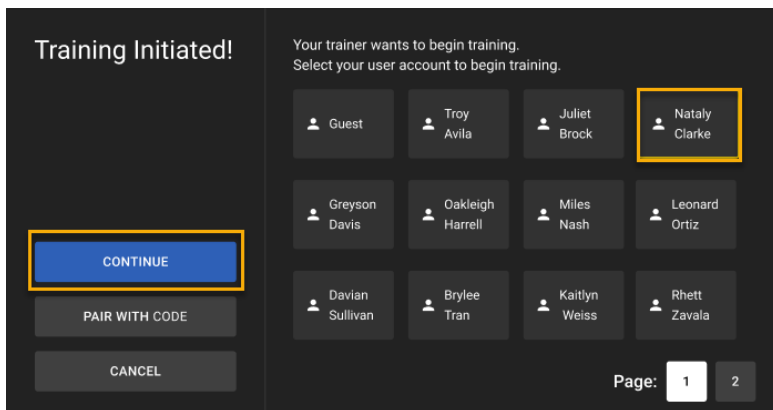
**NOTE:** For assistance creating and managing training groups, refer to the [Run Simulator Training with a trainer](#) article.

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.

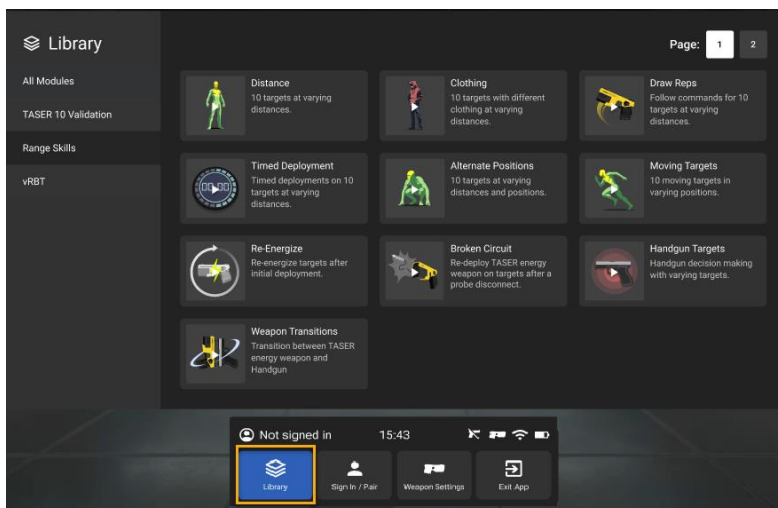


**NOTE:** For assistance pairing the headset with the tablet, refer to the [Run Simulator Training with a trainer](#) article.

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

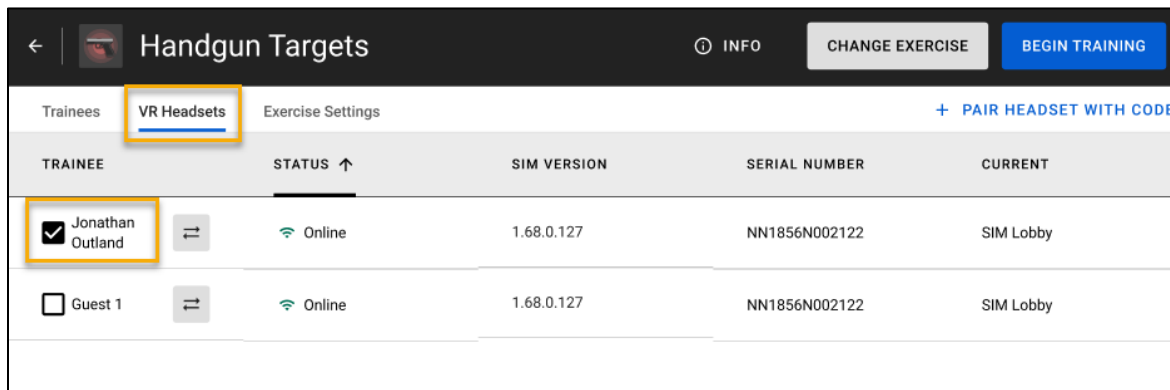


7. Tell the trainee to select **Library** in the menu bar below the Simulator Training Library in the headset to return to the Simulator Training Library.



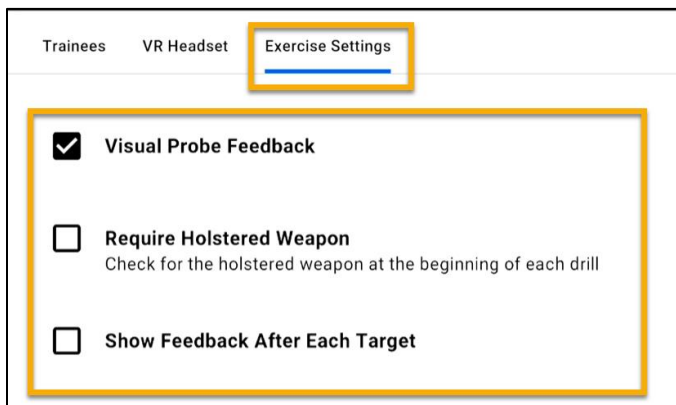
8. On the tablet, select the trainee's name in the **VR Headsets** tab.

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

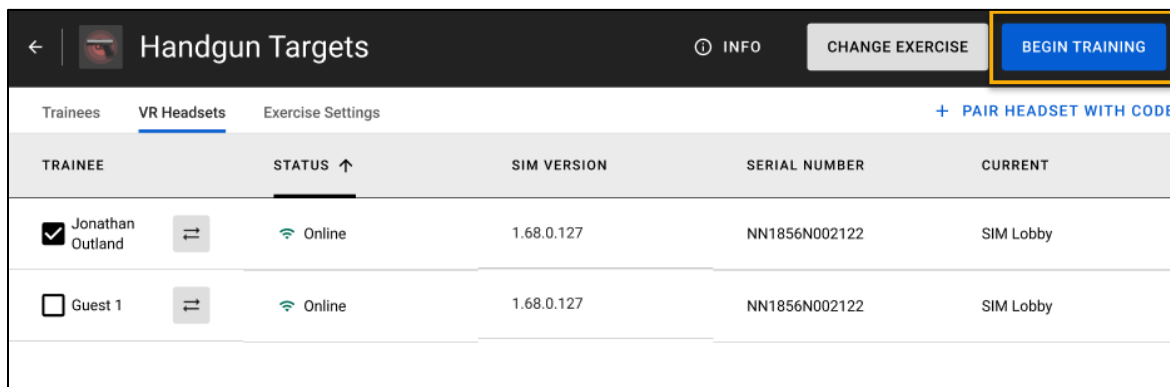


9. On the tablet, adjust any of the settings in the tablet in the **Exercise Settings** tab as needed:

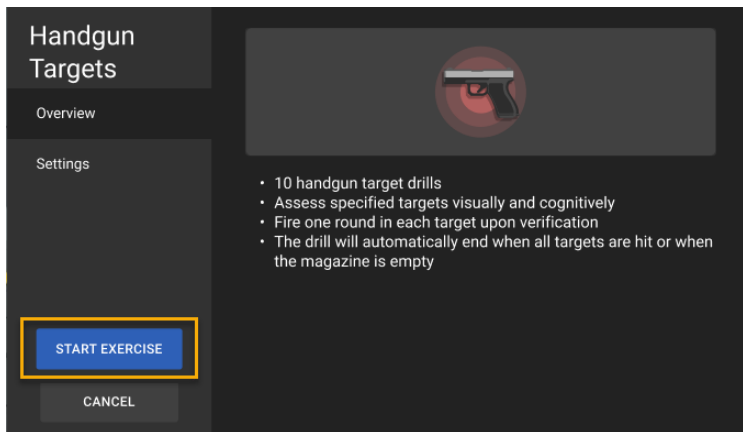
- Select the **Visual Probe Feedback** checkbox to turn feedback for the probes on or off.
- Select the **Require Holstered Weapon** checkbox to check for a holstered weapon at the beginning of each drill.
- Select the **Show Feedback After Each Target** checkbox to enable a summary after a failed component 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.

TARGET	TIME TAKEN	TARGETS HIT	MISSED SHOTS	SHOTS FIRED
1. Green	37.8s	██████	3	7
2. Triangles	999.0s	██████	—	15
3. Numbers	23.8s	██████	—	7
4. Orange	22.1s	██████	10	16
5. Blue	41.5s	██████	—	7
6. Squares	32.5s	██████	3	12
7. Letters	29.1s	██████	—	5
8. Numbers	37.8s	██████	3	4
9. Circles	29.7s	██████	3	8
10. Letters	37.8s	██████	2	7

**Handgun Targets**

AVERAGE TIME TAKEN: 37.2s Per Drill

PROBE BREAKDOWN: 44 Probes

Legend 1 Legend 2 Legend 3

8/10 Threat to 1st Deployment

8/10 Threat to 1st Deployment

8/10 Threat to 1st Deployment

8/10 Threat to 1st Deployment

8/10 Threat to 1st Deployment

8/10 Threat to 1st Deployment

GO TO SUMMARY

**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.

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

**Handgun Targets**

AVERAGE TIME TAKEN: 37.2s Per Drill

PROBE BREAKDOWN: 44 Probes

Legend 1 Legend 2 Legend 3

8/10 Threat to 1st Deployment

8/10 Threat to 1st Deployment

8/10 Threat to 1st Deployment

8/10 Threat to 1st Deployment

8/10 Threat to 1st Deployment

8/10 Threat to 1st Deployment

GO TO SUMMARY

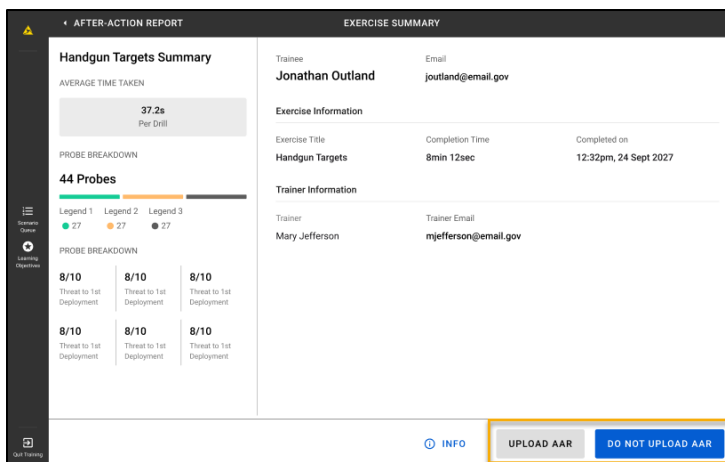
15. Do the following:

- 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:

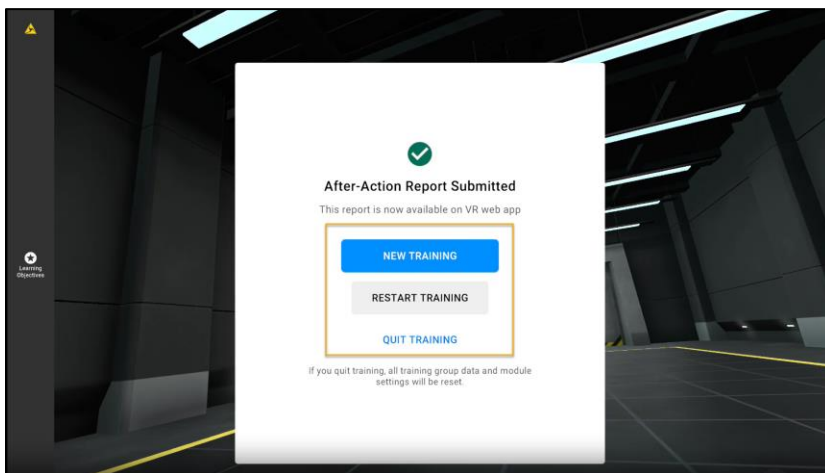
- a. **Upload AAR:** Select to [upload the AAR](#) to VR web app
- b. **Do Not Upload AAR:** Select to continue without uploading the AAR to VR web app

**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:

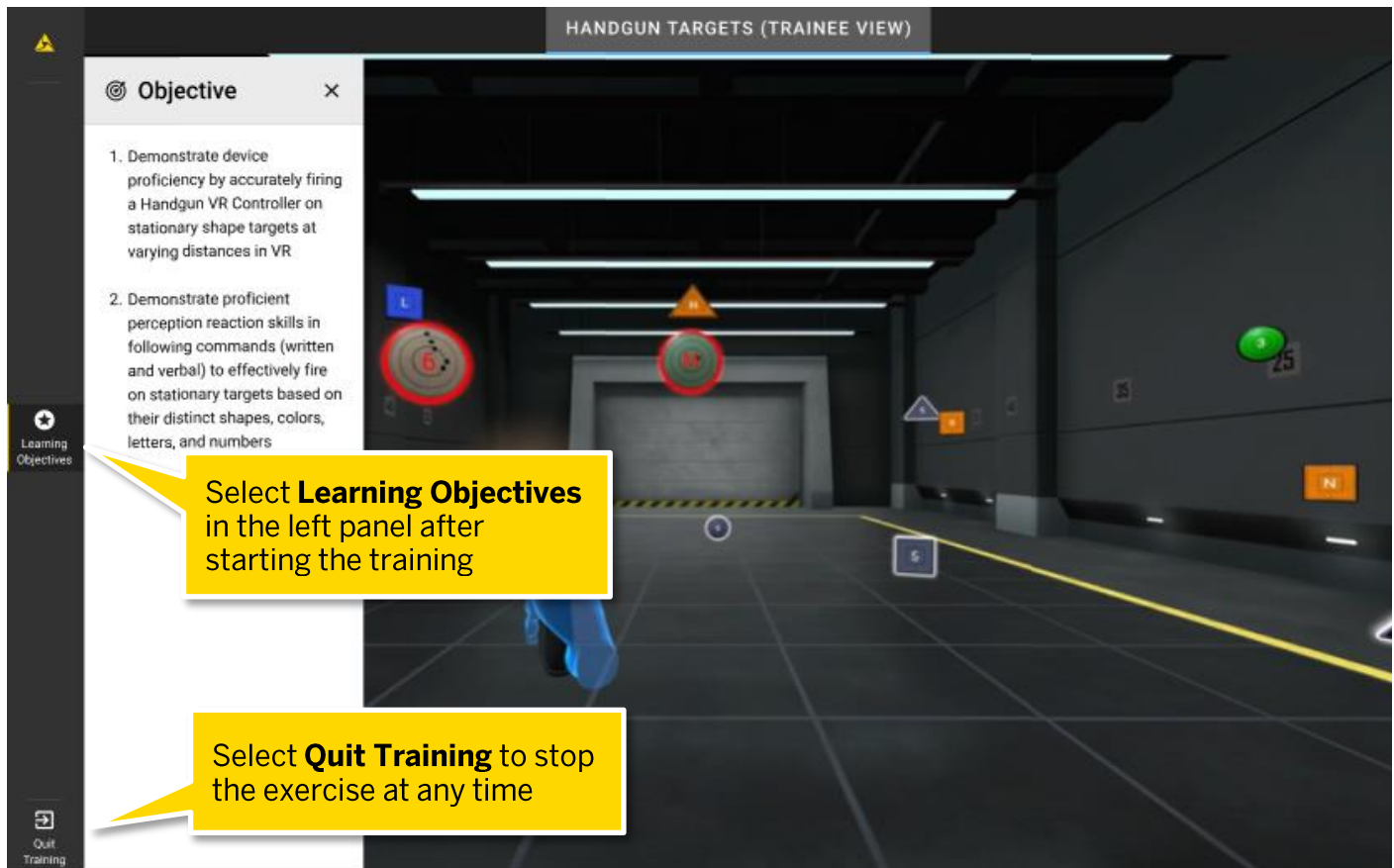


- **New Training:** Starts a new exercise with a different trainee.
- **Restart Training:** Restarts the exercise for the same trainee.
- **Quit Training:** Resets all training group data and module settings.

## VIEWING LEARNING OBJECTIVES

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

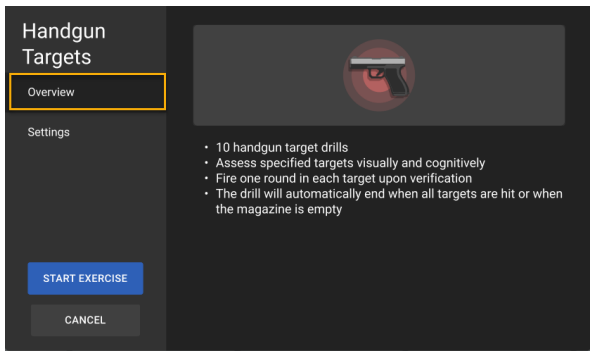
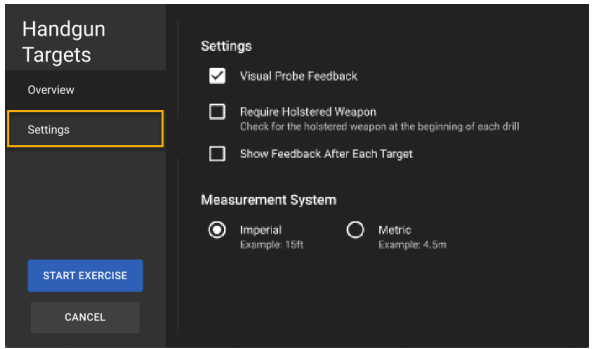
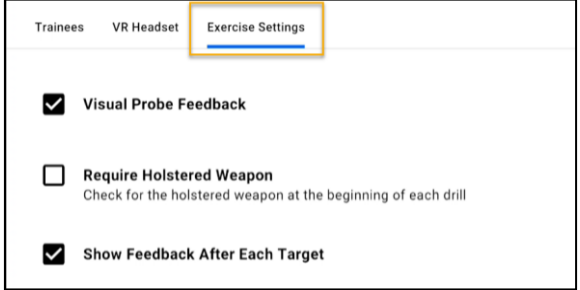
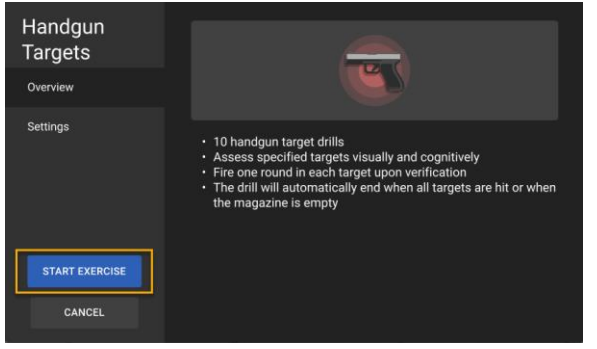
**NOTE:** Trainees cannot access the learning objectives directly in the headset. However, trainers can verbally share the objectives with them before they select **Start Exercise** in the headset.



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

## HANDGUN TARGETS MENU

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

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

## HANDGUN TARGETS COMMANDS

At the beginning of the exercise, trainees will be prompted with the "Ready" command. Then they will hear and see a random visual command with the target prompt for the first drill. (For example, "Shoot all numbers.") Each drill has 15 targets, but only 5 match the specified prompt.

After the command is given, all targets will rotate to fully reveal their visual markers, such as shapes, numbers, or letters. Trainees must aim and press the trigger on the Handgun VR Controller to fire at the targets that match the prompt. When a target is hit, it will visually respond to indicate whether it was one of the correct targets for that drill.

- After a successful hit on a correct target, it highlights in white before dimming.
- After a hit on an incorrect target, it highlights in red before dimming.

At the end of the drill, trainees will hear and see a visual command to "Scan & Standby".

**NOTE:** If you selected "Require Holstered Weapon" on the Settings screen, the drill will end with a visual and audible command to "Holster & Standby". This visual command will appear every five seconds until the trainee holsters their Handgun VR Controller.



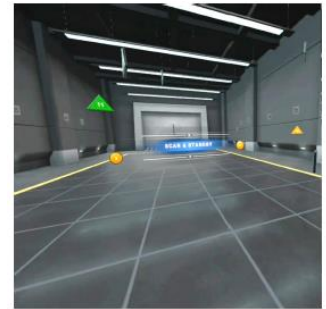
**Ready**



**Target Requirement**



**Engage Targets**



**Scan & Standby**

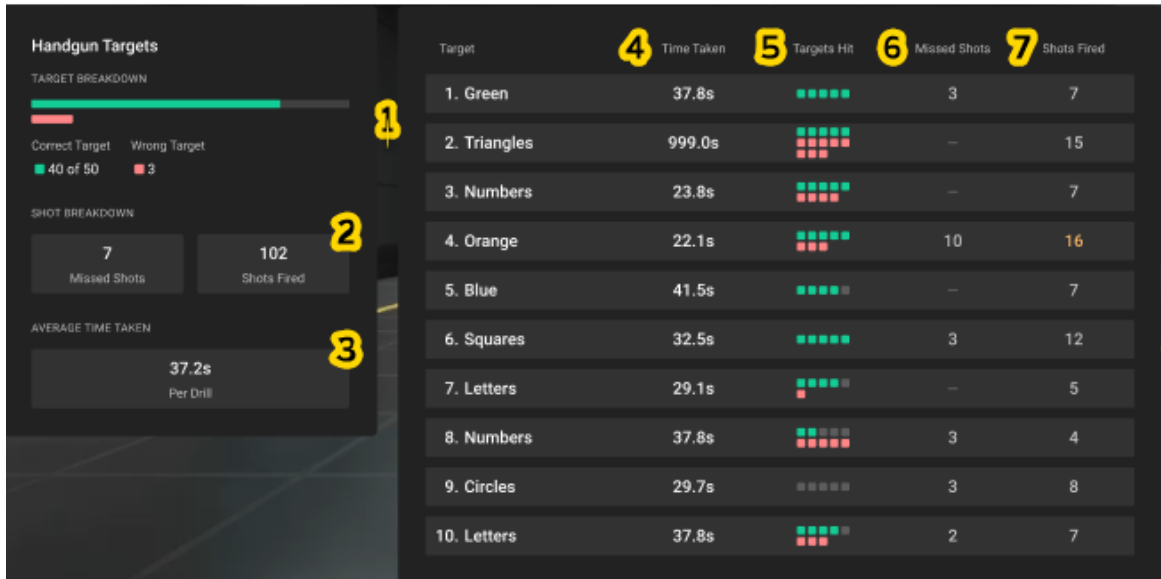
## TARGET RANGE DISTANCE

Targets will appear at randomized distances in the range between 9–25 feet.

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

## AFTER-ACTION REPORT (AAR)

The After-Action Report (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.



- Target Breakdown:** Displays the effectiveness of hitting the correct targets throughout the exercise out of a total of 50 (across all 10 drills):
  - **Correct Target** (green bar) displays the accuracy of target hits
  - **Wrong Target** (red bar) displays the inaccuracy of target hits
  - **Shots Missed** (gray bar) displays the shots missed
- Shot Breakdown:** Displays a summary of shooting accuracy and volume:
  - **Missed Shots** displays the total number for shots that did not hit any target across all ten drills
  - **Shots Fired** displays the cumulative number of shots fired across all ten drills
- Average Time Taken:** Displays the average time (in seconds) for completing a drill
- Time Taken:** Displays the time to complete each drill (in seconds)
- Targets Hit:** Displays the following:
  - **Correct hits** (green squares)
  - **Incorrect hits** (red squares)
  - **Correct targets that were not hit** (gray squares)
- Missed Shots:** Displays the number of shots fired that missed targets per drill
  - The maximum number of missed shots is 16 (a full magazine)
  - A dash (-) indicates no missed shots during that drill
- Shots Fired:** Displays the total number of shots fired per drill. If all 16 shots in a full magazine were fired, the number will be highlighted in yellow.

## 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.

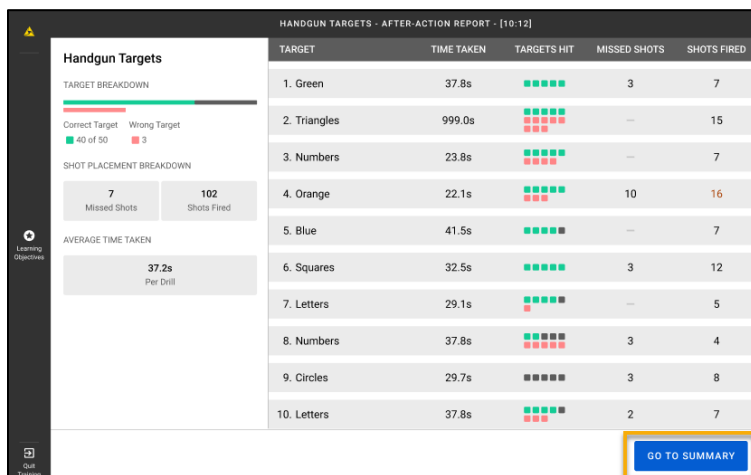
AAR uploads are only available for trainees with registered accounts. Guest accounts do not have this functionality.

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

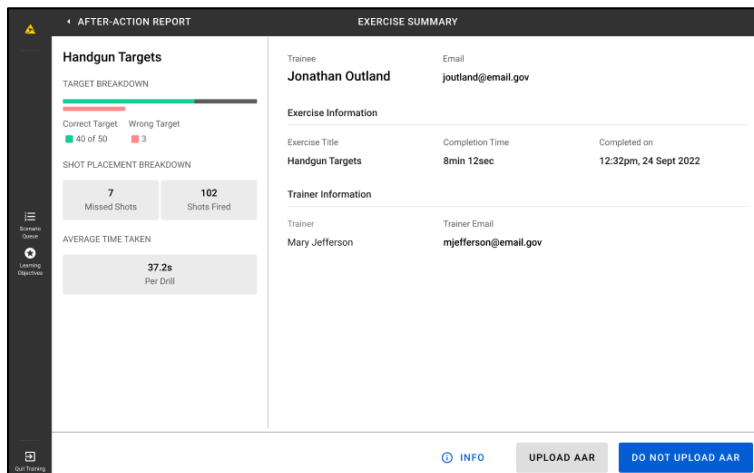
### UPLOADING AARS

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.

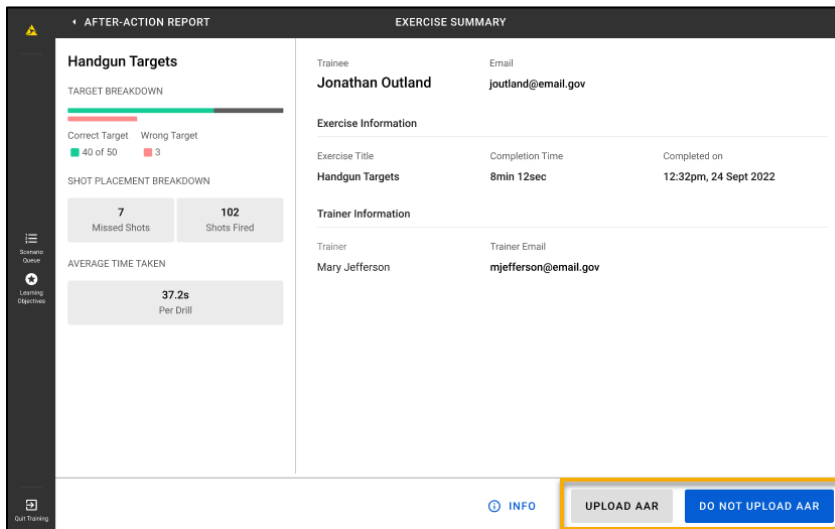


3. Review the evaluation.



4. Select one of the following:

- a. **Upload AAR:** Upload all data displayed in the AAR to VR web app.
- b. **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

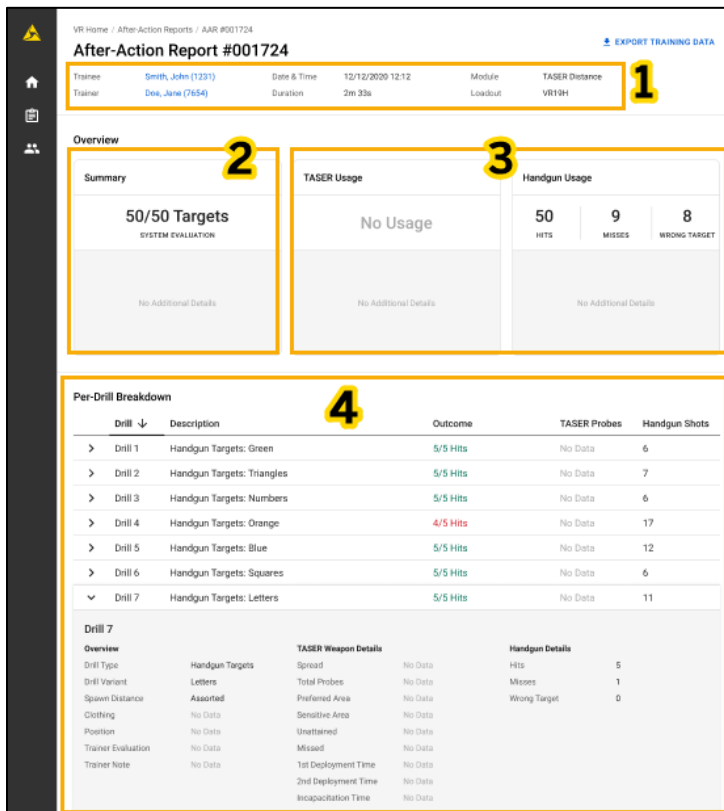
To view the AARs uploaded from the tablet, you must sign in to VR web app using the same account information that you used on the tablet.

**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 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:



The screenshot displays the 'After-Action Report #001724' interface. At the top, a header bar contains the report title and an 'EXPORT TRAINING DATA' link. Below this, a summary row lists key information: Trainee (Smith, John (1231)), Date & Time (12/12/2025 12:12), Module (TASER Distance), Trainer (Dee, Jane (7654)), Duration (2m 33s), and Loadout (VR19H). The main content area is divided into three overview cards: 'Summary' showing 50/50 Targets (SYSTEM EVALUATION), 'TASER Usage' showing No Usage, and 'Handgun Usage' showing 50 Hits, 9 Misses, and 8 Wrong Target. Below these is a 'Per-Drill Breakdown' table with columns for Drill, Description, Outcome, TASER Probes, and Handgun Shots. The table lists seven drills, with Drill 4 showing 4/5 Hits and 17 Handgun Shots. Drill 7 is expanded to show detailed metrics for TASER Weapon Details and Handgun Details.

Drill	Description	Outcome	TASER Probes	Handgun Shots
> Drill 1	Handgun Targets: Green	5/5 Hits	No Data	6
> Drill 2	Handgun Targets: Triangles	5/5 Hits	No Data	7
> Drill 3	Handgun Targets: Numbers	5/5 Hits	No Data	6
> Drill 4	Handgun Targets: Orange	4/5 Hits	No Data	17
> Drill 5	Handgun Targets: Blue	5/5 Hits	No Data	12
> Drill 6	Handgun Targets: Squares	5/5 Hits	No Data	6
▼ Drill 7	Handgun Targets: Letters	5/5 Hits	No Data	11

Drill 7		TASER Weapon Details		Handgun Details	
Drill Type	Handgun Targets	Spread	No Data	Hits	5
Drill Variant	Letters	Total Probes	No Data	Misses	1
Spawn Distance	Assorted	Preferred Area	No Data	Wrong Target	0
Clothing	No Data	Sensitive Area	No Data		
Position	No Data	Untrained	No Data		
Trainer Evaluation	No Data	Missed	No Data		
Trainer Note	No Data	1st Deployment Time	No Data		
		2nd Deployment Time	No Data		
		Incapacitation Time	No Data		

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 passing behaviors while trainees accurately fire a Handgun VR Controller on stationary shape targets at varying distances in VR:

<input type="checkbox"/> <b>Passing Behaviors</b>	<p>The trainee demonstrated the following when firing their Handgun VR Controller:</p> <ol style="list-style-type: none"><li>1. Assume the “Field Interview” position<ul style="list-style-type: none"><li>• Hands above the waist</li><li>• Handgun side bladed away from the target</li><li>• Weight evenly distributed</li><li>• Feet shoulder-width apart</li></ul></li><li>2. Draw the Handgun VR Controller<ul style="list-style-type: none"><li>• Ensure proper hand placement<ul style="list-style-type: none"><li>○ Establish a firm grip on the handgun with dominant hand</li><li>○ Ensure trigger finger is outside the trigger guard and resting alongside the frame</li></ul></li><li>• Aim the handgun at the target, ensuring proper hand and body movement<ul style="list-style-type: none"><li>○ Merge support hand with dominant hand</li><li>○ Punch the handgun up to eye level with both hands</li><li>○ Point the muzzle downrange</li><li>○ Assume a proper shooting stance and position that allows for stability, accuracy, and quick target acquisition</li></ul></li></ul></li><li>3. Fire the handgun at the specified targets</li></ol>
<input type="checkbox"/> <b>Failing Behaviors</b>	<p>The trainee did not demonstrate the passing behaviors as defined above for this learning objective.</p>

## TRAINER NOTES