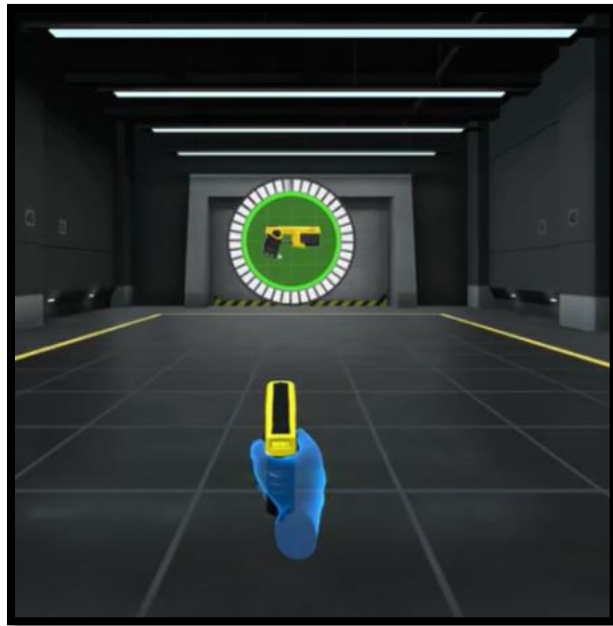


# Axon VR

## Simulator Training: Range Skills



## WEAPON TRANSITIONS

*Facilitator's Guide*



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## FACILITATOR'S GUIDE OVERVIEW & USAGE TIPS

This Facilitator's Guide is customizable, enabling you to adapt it to your specific needs for tracking trainee progress, preparing for and conducting training sessions, and debriefing with and assessing trainees after they complete the Simulator Training: Range Skills Weapon Transitions 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 the 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 the 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 their proficiency in transitioning between a TASER energy weapon and a handgun. In response to randomized verbal commands, they practice quick and efficient weapon transitions to improve response times in dynamic situations. Through repeated and deliberate practice, trainees develop muscle memory and understand safety protocols to reduce the risk of accidental discharges or weapon confusion.</p> <p><b>NOTES:</b></p> <ul style="list-style-type: none"><li>• 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.</li><li>• Trainees must holster their VR Controllers prior to starting the exercise.</li></ul>
<b>INSTRUCTIONAL GOAL</b>	<p>The instructional goal of this exercise is to enhance trainees' ability to rapidly and safely transition between a TASER energy weapon and a handgun in response to dynamic verbal cues, reinforcing muscle memory, reducing the risk of weapon confusion, and improving decision-making and response times under stress.</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 proficient perception reaction skills in following commands to effectively do the following in VR:<ul style="list-style-type: none"><li>○ Draw, aim, and recover a TASER 7/TASER 10 VR Controller back into the holster.</li><li>○ Draw, aim, and recover a Handgun VR Controller back into the holster.</li><li>○ Transition between a TASER 7/TASER 10 VR Controller and a Handgun VR Controller.</li></ul></li></ul>
<b>IN-HEADSET VR EXPERIENCE</b>	<p>In this exercise, trainees practice safely and smoothly drawing, re-holstering, and transitioning between a TASER energy weapon and handgun. The trainee is presented with randomized commands which they must listen to carefully. They then proceed to draw the appropriate weapon, aim at a stationary prompt, transition to the other weapon, and then recover the current weapon to the holster.</p> <p>This exercise focuses on improving motor skills and muscle memory to increase confidence in transitioning between a lethal and non-lethal weapon safely and effectively.</p> <p><b>NOTE:</b> Trainees do not need to deploy their TASER VR Controller or fire their Handgun VR Controller during this exercise.</p>

<b>REQUIRED MATERIALS</b>	Facilitator’s Guide (available on the <a href="#">Instructional Content</a> page)
<b>PREREQUISITES</b>	None
<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>• TASER VR Controller (TASER 7 or 10)</li> <li>• Handgun VR Controller</li> <li>• Samsung VR tablet (for facilitated training sessions)</li> <li>• TASER VR Controller holster</li> <li>• Handgun holster (use your own GLOCK-19 compatible sidearm holster)</li> </ul> <p><b>NOTE:</b> You cannot pair both a TASER 7 VR Controller and TASER 10 VR Controller with the VR headset at the same time.</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>	Trainer: trainee = 1:1  (May also be completed in Solo mode without facilitated trainer observation)
<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>
<b>DATE EXERCISE RELEASED</b>	July 2024

<p><b>LATEST FACILITATOR'S GUIDE UPDATES</b></p>	<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>
<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 proficient perception reaction skills in following commands to effectively do the following in VR:
  - Draw, aim, and recover a TASER 7/TASER 10 VR Controller back into the holster.
  - Draw, aim, and recover a Handgun VR Controller back into the holster.
  - Transition between a TASER 7/TASER 10 VR Controller and a Handgun VR Controller.

## LEARNING OBJECTIVE SKILLS

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

HANDGUN & MARKSMANSHIP	TACTICS & MOVEMENT
<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>	<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>

## 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.

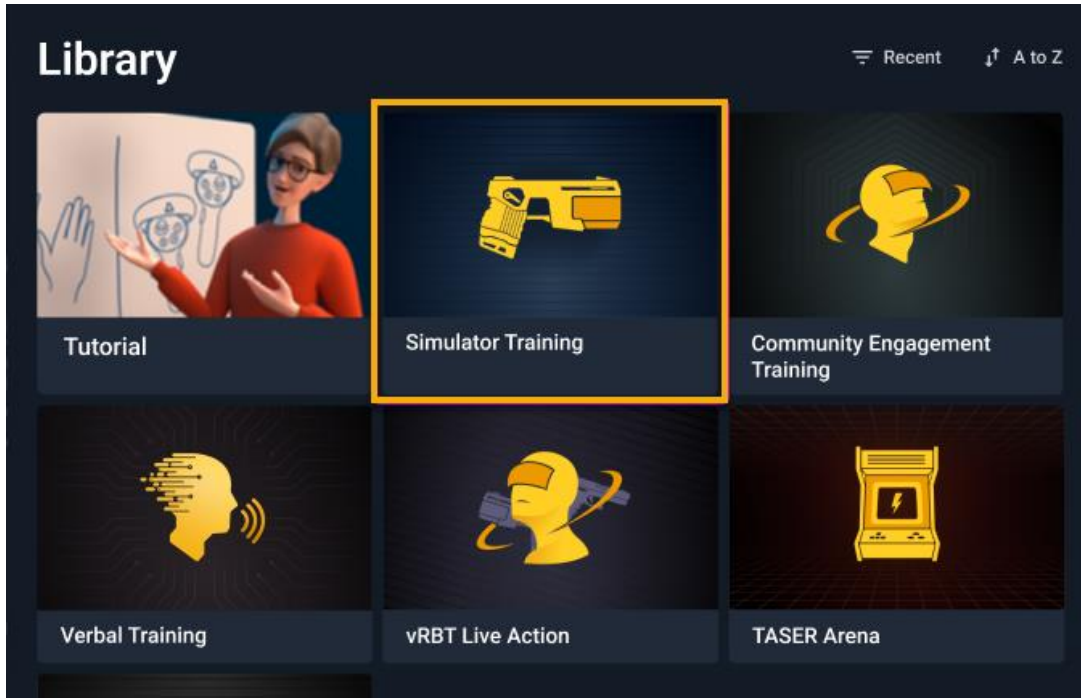
In alignment with agency policy, consider using the space below to add agency-specific guidelines and best practices.

## AGENCY-SPECIFIC NOTES

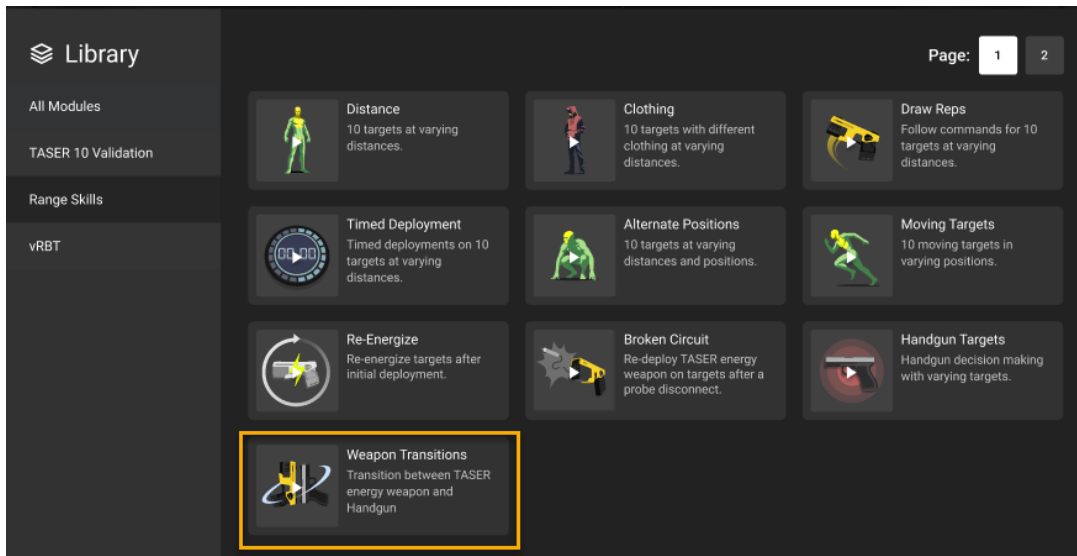
## LAUNCHING THE WEAPON TRANSITIONS EXERCISE

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



## FACILITATING THE WEAPON TRANSITIONS EXERCISE

**NOTE:** Facilitated mode is not available in the 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 Weapon Transitions 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 the 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.

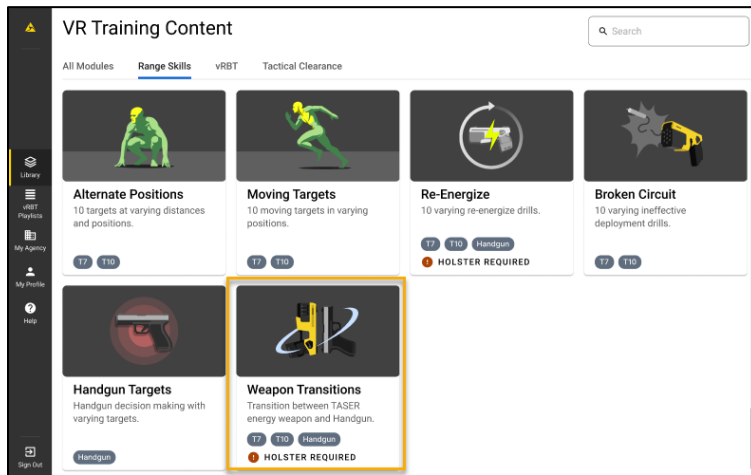
## TRAINER-LED SIMULATOR TRAINING: RANGE SKILLS WORKFLOW

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

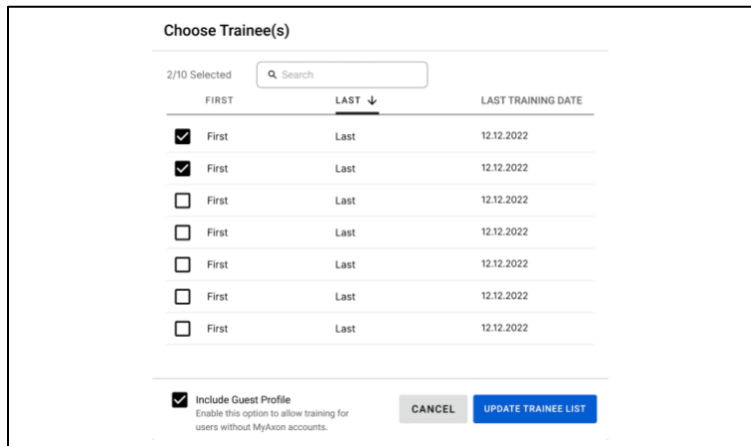
1. Tell the trainee in the headset to open **Simulator Training**.
2. Sign in to the tablet.

**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.

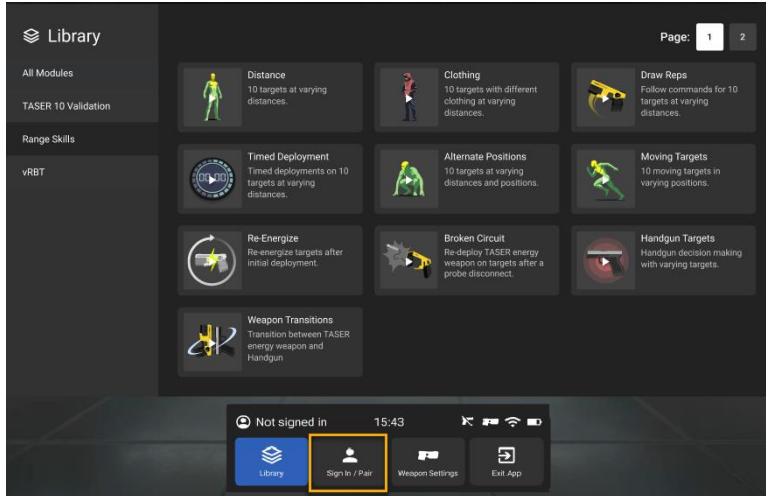


4. On the tablet, create a training group.



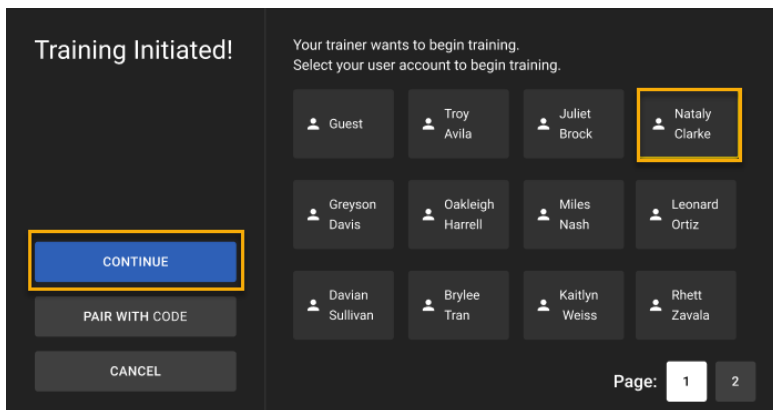
**NOTE:** For assistance creating and managing training groups, refer to the [Run Simulator Training with a trainer](#) article.

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.

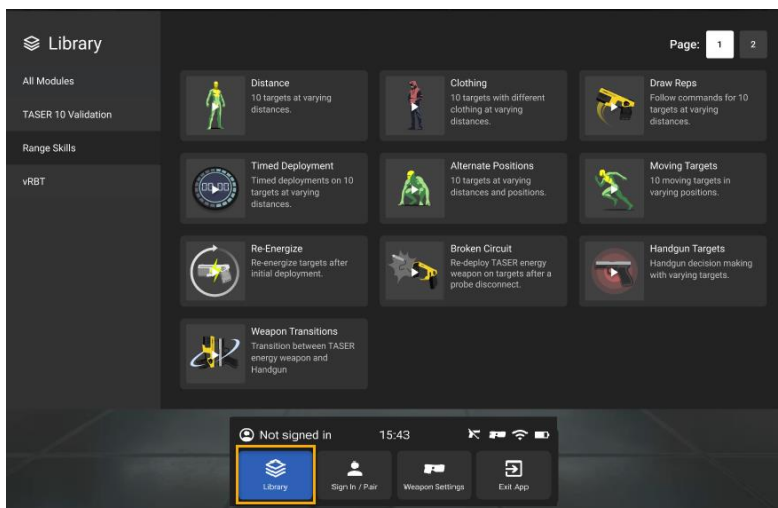


**NOTE:** For assistance pairing the headset with the tablet, refer to the [Run Simulator Training with a trainer](#) article.

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

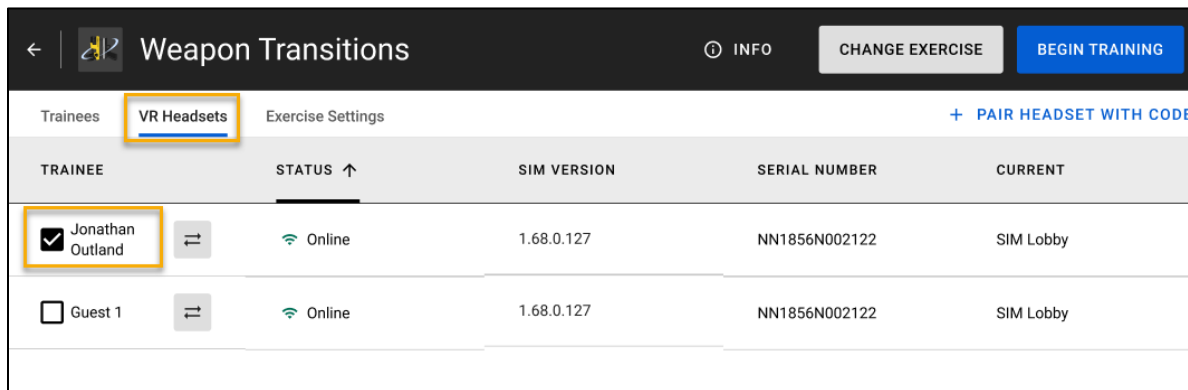


7. Tell the trainee to select **Library** in the menu bar below the Simulator Training Library in the headset to return to the Simulator Training Library.



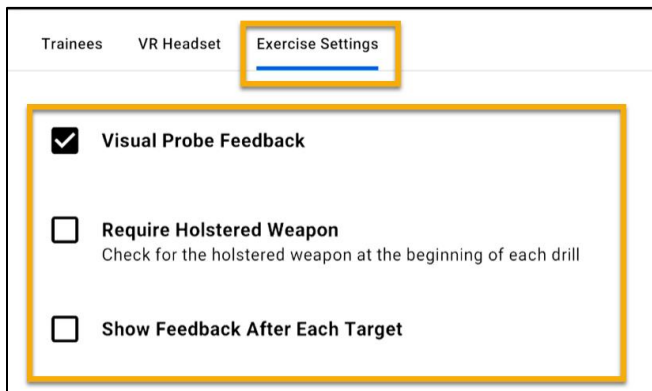
8. On the tablet, select the trainee name in the **VR Headsets** tab.

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

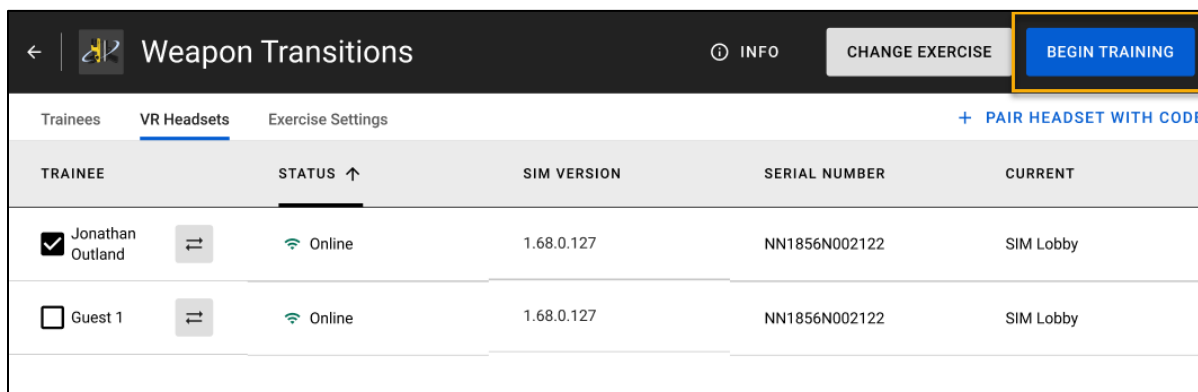


9. On the tablet, adjust any of the settings in the tablet in the **Exercise Settings** tab as needed:

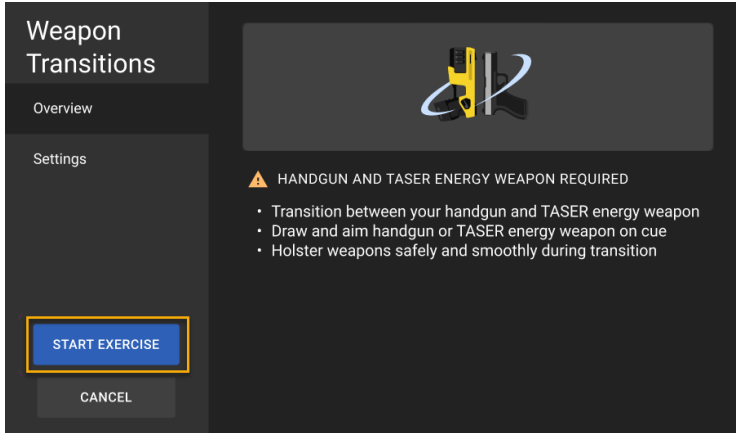
- Select the **Visual Probe Feedback** checkbox to turn feedback for the probes on or off.
- Select the **Require Holstered Weapon** checkbox to check for a holstered weapon at the beginning of each drill.
- Select the **Show Feedback After Each Target** checkbox to enable a summary after a failed component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



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

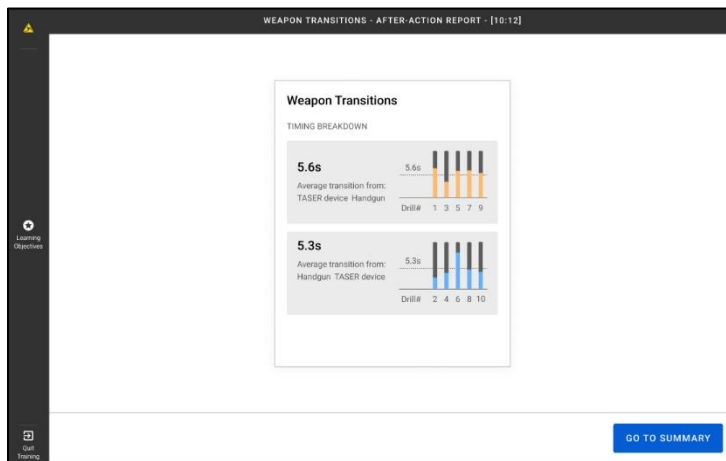


11. Ask the trainee in the headset to review the exercise description and select **Start Exercise** when they are ready to begin.

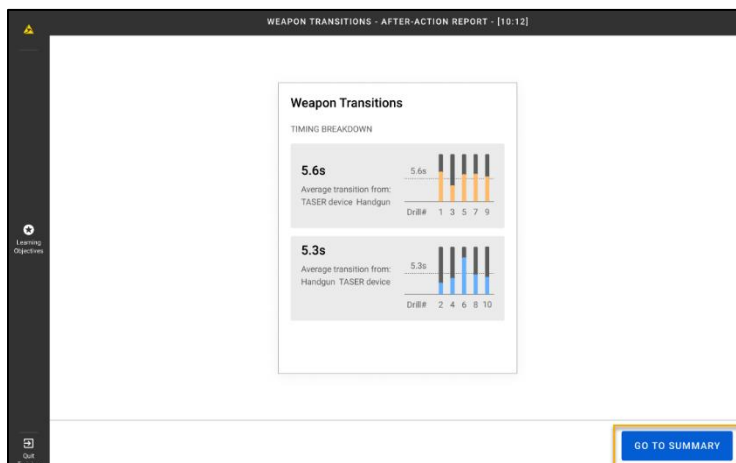


12. As the trainee completes the exercise, monitor their in-headset view from the tablet.
13. After the trainee has completed the exercise, you can view and analyze the AAR on the tablet.

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



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



**NOTES:**

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

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

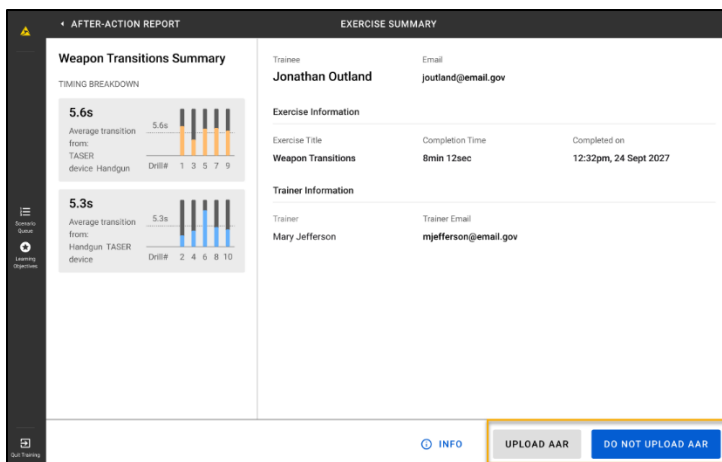
15. Do the following:

- 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:

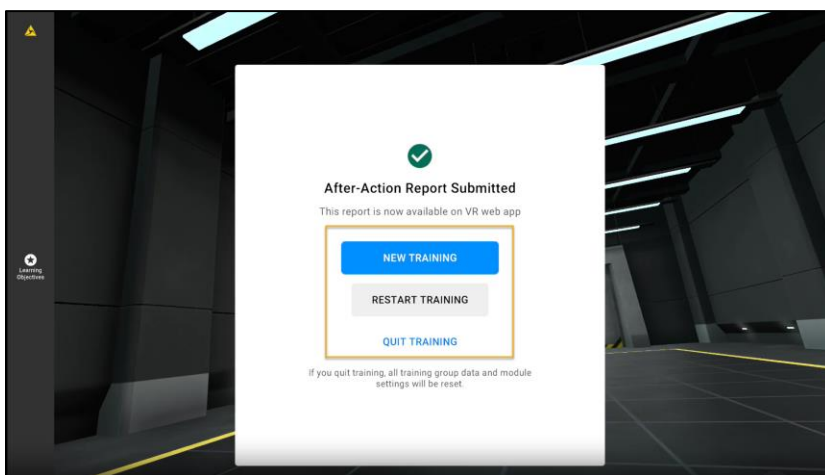
- a. **Upload AAR:** Select to [upload the AAR](#) to VR web app
- b. **Do Not Upload AAR:** Select to continue without uploading the AAR to VR web app

**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:

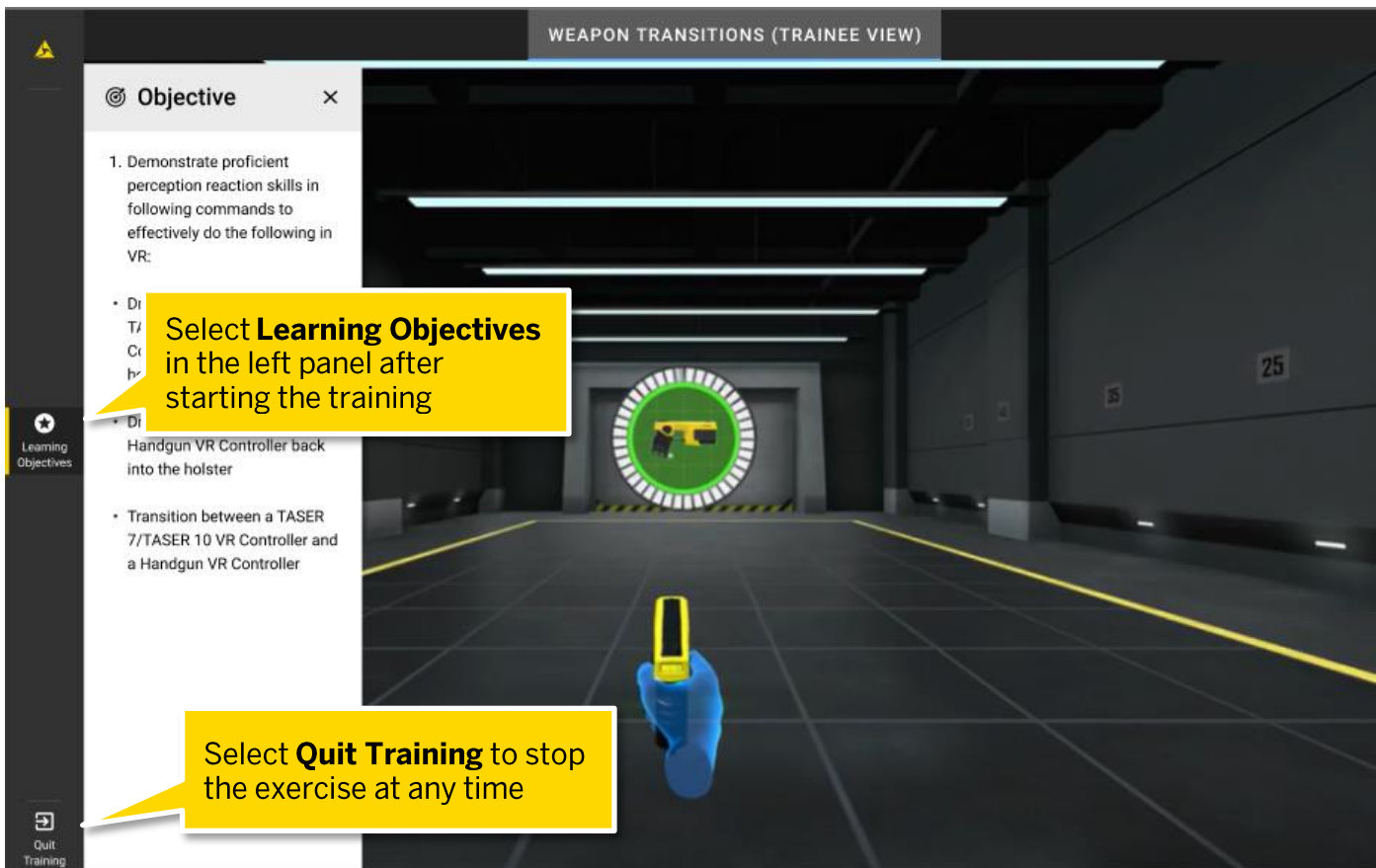


- **New Training:** Starts a new exercise with a different trainee.
- **Restart Training:** Restarts the exercise for the same trainee.
- **Quit Training:** Resets all training group data and module settings.

## VIEWING LEARNING OBJECTIVES

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

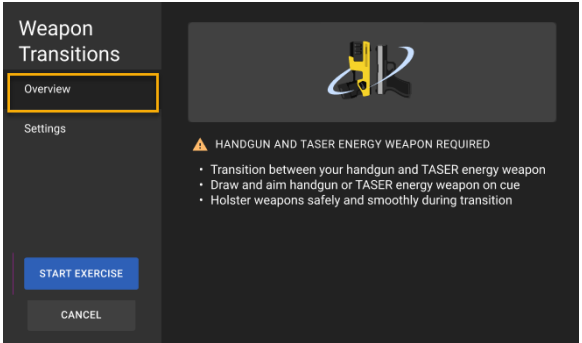
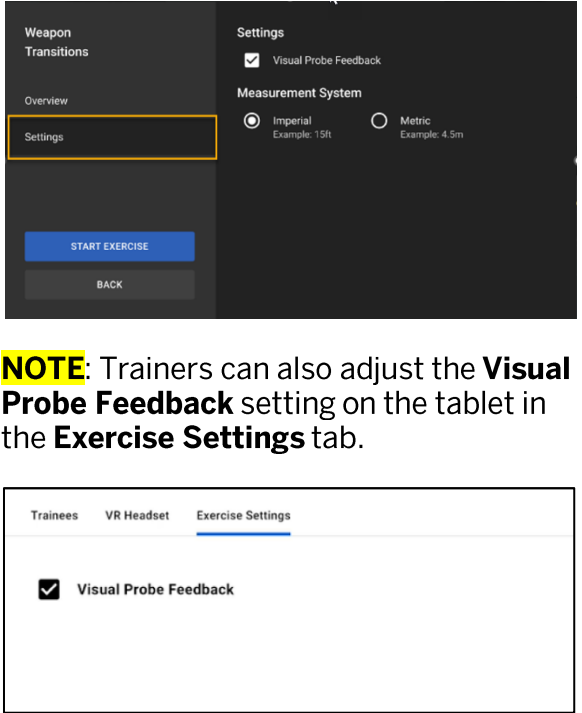
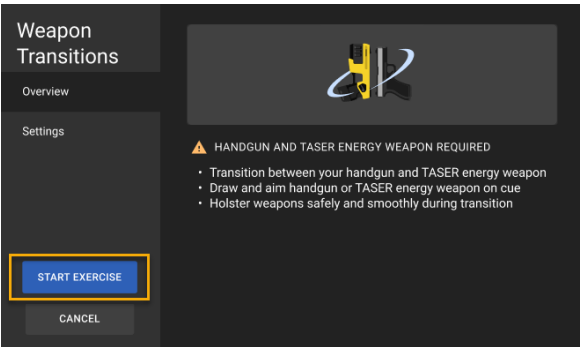
**NOTE:** Trainees cannot access the learning objectives directly in the headset. However, trainers can verbally share the objectives with them before they select **Start Exercise** in the headset.



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

## WEAPON TRANSITIONS MENU



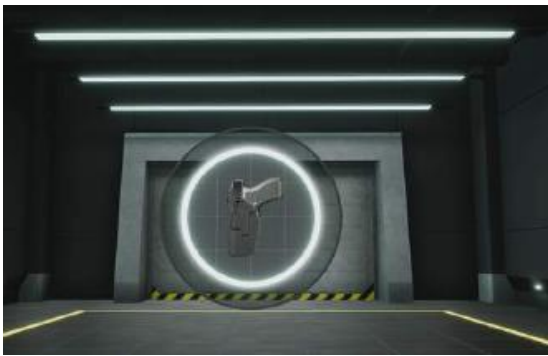
Before starting the exercise, review the menu that provides an overview of the exercise. Adjust settings from this menu, if needed.

<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>• 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>START EXERCISE BUTTON</b></p>	<p>Select <b>Start Exercise</b> to begin the exercise.</p>	

## WEAPON TRANSITIONS COMMANDS

In this exercise, trainees will go through a series of ten drills with randomized transition commands. They will hear an audible command and see a visual prompt for each action. Depending on the prompt, the trainee will need to transition to the weapon or holster their current weapon and aim the weapon at the visual prompt until it disappears and the next prompt is shown.

**NOTE:** If the trainee drops a VR Controller during transitioning between weapons, they must holster it to proceed to the next drill.

COMMAND	TRAINEE ACTION	VISUAL PROMPT
<b>TASER</b>	<p>Upon the command of "TASER" with the TASER energy weapon visual prompt, the trainee should do the following:</p> <ol style="list-style-type: none"> <li>1. Holster the current weapon (if applicable).</li> <li>2. Draw the TASER VR Controller.</li> <li>3. Aim the TASER VR Controller down range at the prompt until they hear the next command.</li> </ol> <p>At the end of each drill, there will be an <b>audible and visual command</b> to "MAKE SAFE &amp; RECOVER".</p>	
<b>Handgun</b>	<p>Upon the command of "HANDGUN" with the handgun visual prompt, the trainee should immediately do the following:</p> <ol style="list-style-type: none"> <li>1. Holster the current weapon (if applicable).</li> <li>2. Draw the Handgun VR Controller.</li> <li>3. Aim the Handgun VR Controller down range at the prompt until they hear the next transition command.</li> </ol> <p>At the end of each drill, there will be an <b>audible and visual command</b> to "HOLSTER &amp; STANDBY".</p>	
<b>Holster</b>	<p>Upon the command of "HOLSTER" with the holster visual prompt, the trainee should immediately do the following:</p> <ol style="list-style-type: none"> <li>1. Holster the current weapon.</li> <li>2. Wait until they hear the next transition command.</li> </ol> <p><b>NOTE:</b> The trainee will not receive a command to holster their weapon until the drill is complete.</p>	

## TARGET RANGE DISTANCE

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

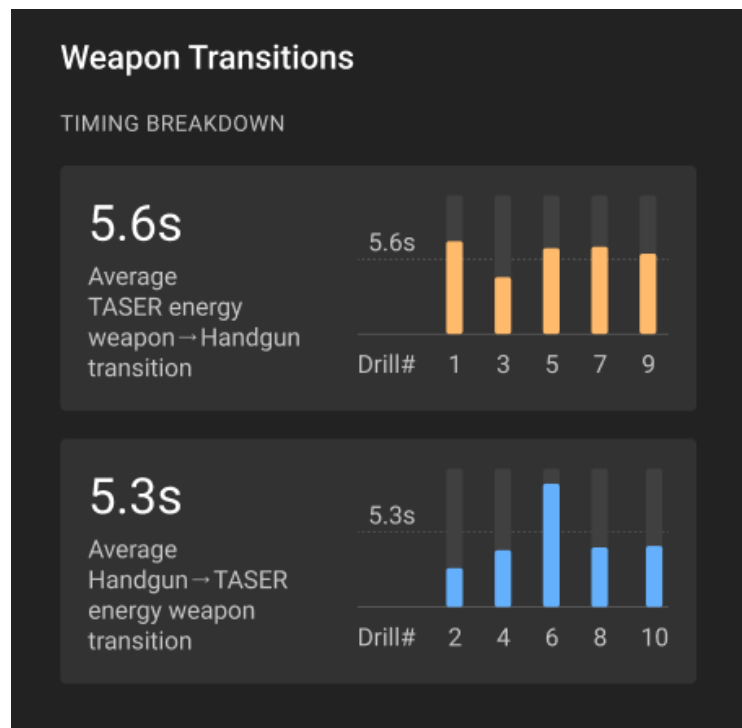
**NOTE:** For the Simulator Training: Range Skills exercises in Australia and New Zealand, the range distances are measured in meters.

## 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.

The AAR displays the average transition time (in seconds) for each drill where the trainee transitioned:

- From the TASER VR Controller to the Handgun VR Controller (**orange** bars)
- From the Handgun VR Controller to the TASER VR Controller (**blue** bars)



## MANAGING AARS IN VR WEB APP

**NOTE:** AAR upload and viewing in VR web app is not available in the 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 the VR web app.

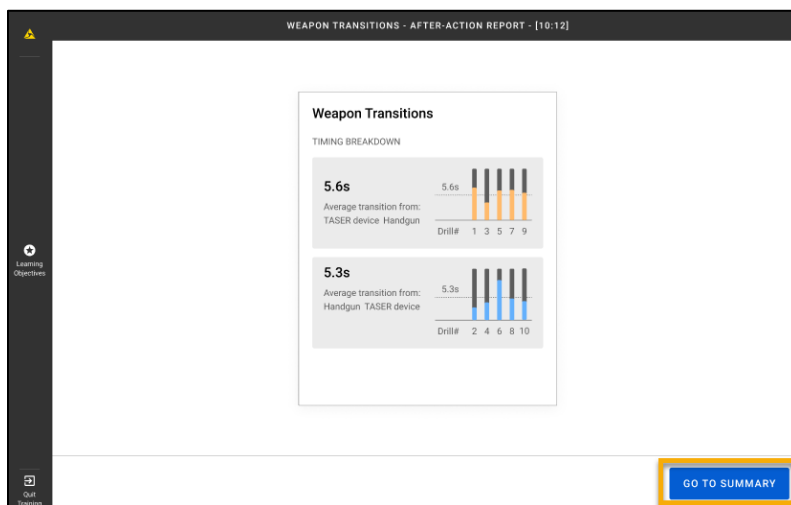
AAR uploads are only available for trainees with registered accounts. Guest accounts do not have this functionality.

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

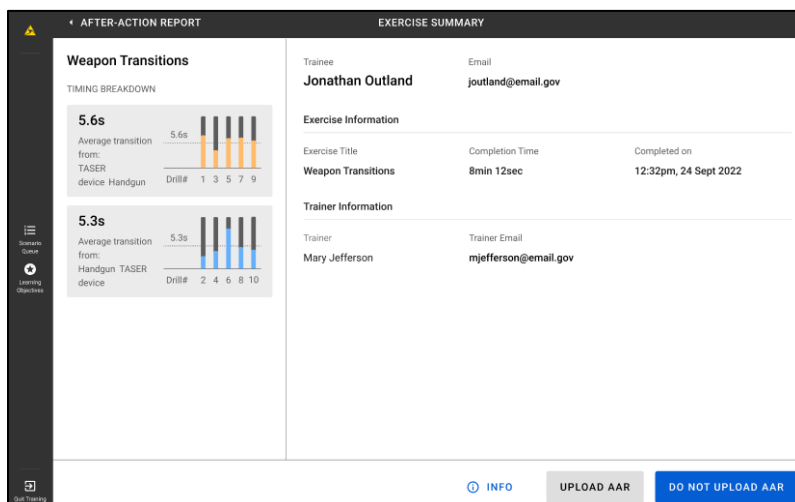
### UPLOADING AARS

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.

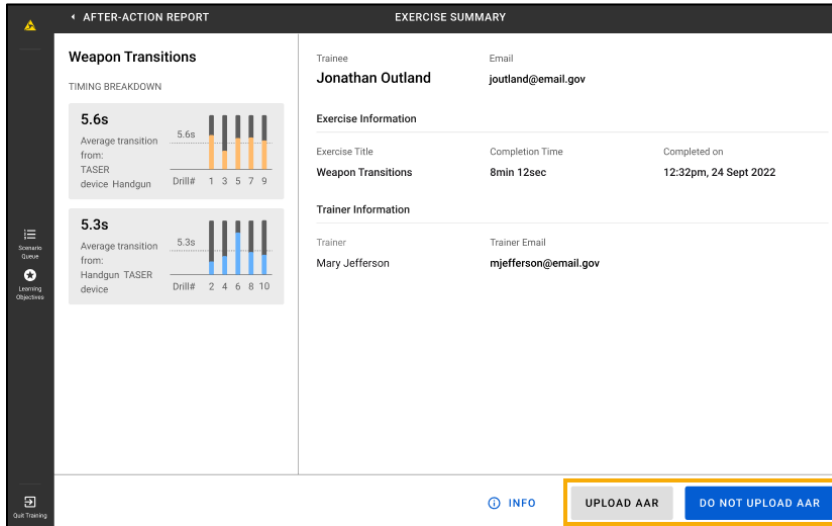


3. Review the evaluation.



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

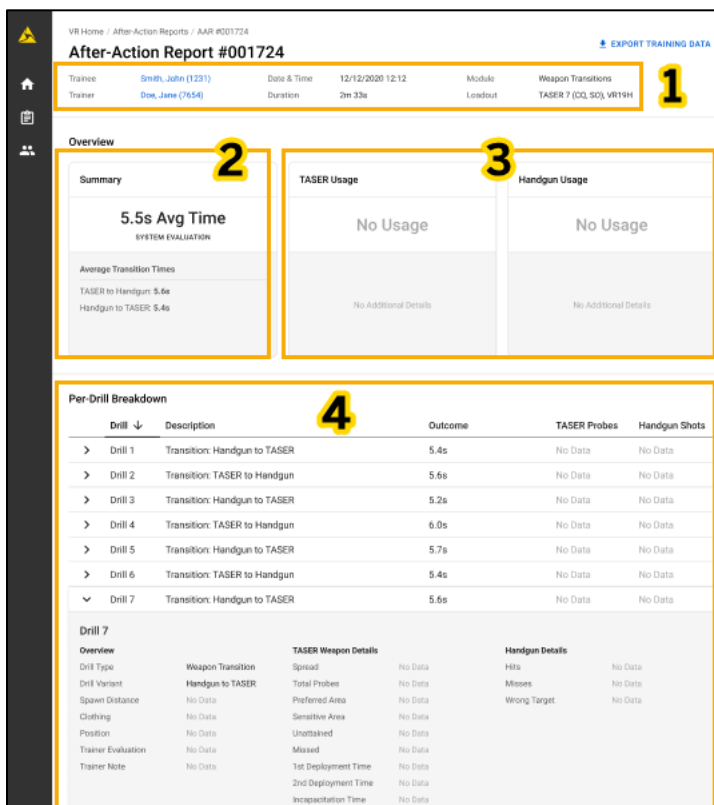
To view the AARs uploaded from the tablet, you must sign in to VR web app using the same account information that you used on the tablet.

**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:



VR Home / After-Action Reports / AAR #001724 EXPORT TRAINING DATA

### After-Action Report #001724

Trainee	Smith, John (1231)	Date & Time	12/12/2020 12:12	Module	Weapon Transitions
Trainer	Doe, Jane (7654)	Duration	2m 33s	Loadout	TASER 7 (CO, SO), WR19H

#### Overview

**Summary**  
**5.5s Avg Time**  
SYSTEM EVALUATION  
Average Transition Times  
TASER to Handgun: 5.6s  
Handgun to TASER: 5.4s

**TASER Usage**  
No Usage  
No Additional Details

**Handgun Usage**  
No Usage  
No Additional Details

#### Per-Drill Breakdown

Drill	Description	Outcome	TASER Probes	Handgun Shots
> Drill 1	Transition: Handgun to TASER	5.4s	No Data	No Data
> Drill 2	Transition: TASER to Handgun	5.6s	No Data	No Data
> Drill 3	Transition: Handgun to TASER	5.2s	No Data	No Data
> Drill 4	Transition: TASER to Handgun	6.0s	No Data	No Data
> Drill 5	Transition: Handgun to TASER	5.7s	No Data	No Data
> Drill 6	Transition: TASER to Handgun	5.4s	No Data	No Data
▼ Drill 7	Transition: Handgun to TASER	5.6s	No Data	No Data

#### Drill 7

<b>Overview</b>	<b>TASER Weapon Details</b>	<b>Handgun Details</b>
Drill Type: Weapon Transition	Spread: No Data	Hits: No Data
Drill Variant: Handgun to TASER	Total Probes: No Data	Misses: No Data
Spawn Distance: No Data	Preferred Area: No Data	Wrong Target: No Data
Clothing: No Data	Sensitive Area: No Data	
Position: No Data	Unobtained: No Data	
Trainer Evaluation: No Data	Missed: No Data	
Trainer Note: No Data	1st Deployment Time: No Data	
	2nd Deployment Time: No Data	
	Incapsulation 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 safely and effectively draw, aim, and recover a Handgun VR Controller back into the holster.

#### Passing Behaviors

The trainee demonstrated proficient perception reaction skills in following commands to effectively do the following:

1. On the command of **READY**, assume the “Field Interview” position
  - Hands above the waist
  - Weapon side bladed away from the target prompt
  - Weight evenly distributed
  - Feet shoulder-width apart
2. On the command of **HANDGUN**, draw the Handgun VR Controller from the holster
  - Ensure proper hand placement
  - Establish a firm grip on the handgun with dominant hand
  - Ensure trigger finger is outside the trigger guard and resting alongside the frame
3. Aim the Handgun VR Controller at the target prompt until the next transition command, ensuring proper hand and body movement
  - Merge support hand with dominant hand
  - Punch the handgun up to eye level with both hands
  - Point the muzzle downrange
  - Assume a proper shooting stance and position that allows for stability, accuracy, and quick target acquisition
4. On the command of **RECOVER TO THE HOLSTER**, recover the Handgun VR Controller back to the holster with one hand
  - Align the handgun with the holster, ensuring a proper fit and orientation
  - Carefully guide the handgun into the holster, ensuring it fits securely

**Failing Behaviors**

The trainee did not demonstrate the passing behaviors as defined above for this learning objective.

**TRAINER NOTES**

**Observe the following passing behaviors while trainees safely and effectively draw, aim, and recover a TASER 7/TASER 10 VR Controller back into the holster.**

<p><input type="checkbox"/> <b>Passing Behaviors</b></p>	<p>The trainee demonstrated proficient perception reaction skills in following commands to effectively do the following:</p> <ol style="list-style-type: none"><li>1. On the command of <b>READY</b>, assume the “Field Interview” position<ul style="list-style-type: none"><li>• Hands above the waist</li><li>• Weapon side bladed away from the target prompt</li><li>• Weight evenly distributed</li><li>• Feet shoulder-width apart</li></ul></li><li>2. On the command of <b>TASER</b>, arm the TASER 7/TASER 10 energy weapon<ul style="list-style-type: none"><li>• Draw the TASER 7/TASER 10 energy weapon from the holster with one hand</li><li>• Rotate Safety Switch to ARMED/UP (TASER 7 only) / rotate Selector Switch up one click to ARMED/ON (TASER 10 only)</li><li>• Index trigger finger along the side of the energy weapon</li></ul></li><li>3. Aim the TASER 7/TASER 10 energy weapon on the prompt until the next transition command</li><li>4. On the command of <b>RECOVER TO THE HOLSTER</b>, recover the TASER 7/TASER 10 energy weapon back to the holster with one hand<ul style="list-style-type: none"><li>• Rotate Safety Switch to SAFE/DOWN (TASER 7 only) / rotate Selector Switch down one click to OFF/DOWN (TASER 10 only)</li><li>• Keep finger off the trigger and along the frame of the energy weapon during the reholstering process</li><li>• Align the TASER 7/TASER 10 energy weapon with the holster, ensuring a proper fit and orientation</li><li>• Carefully guide the energy weapon back into the holster, ensuring it fits securely</li></ul></li></ol>
<p><input type="checkbox"/> <b>Failing Behaviors</b></p>	<p>The trainee did not demonstrate the passing behaviors as defined above for this learning objective.</p>

## TRAINER NOTES