

# Axon VR

## Simulator Training: Range Skills



## RIFLE TARGETS

*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 Rifle 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 build precision and accountability with focused engagements that reinforce rifle fundamentals. Using the Rifle VR Controller, they engage clustered targets at varying ranges, elevations, and angles to simulate realistic conditions. The drill emphasizes consistent sight picture, trigger control, follow through, and delivering multiple accurate shots on a single target while practicing positive target identification. Repetition builds confidence, accuracy, and composure under pressure.</p> <p><b>NOTES:</b></p> <ul style="list-style-type: none"><li>• This training experience is intended to familiarize the use of the Rifle VR Controller. It is not intended to replace or supplement your agency's required firearms training.</li><li>• Regardless of experience level, it's recommended to read the <a href="#">user guide</a> carefully before operating the Rifle VR Controller.</li></ul>
<b>INSTRUCTIONAL GOAL</b>	<p>The instructional goal of this exercise is to build precision by using the Rifle VR Controller to safely engage tightly clustered, stationary shape targets positioned down range at varying distances, helping develop confidence, accuracy, and composure under pressure.</p>
<b>LEARNING OBJECTIVES</b>	<ul style="list-style-type: none"><li>• Demonstrate proficiency by accurately firing a Rifle VR Controller at stationary shape targets at varying distances in VR.</li><li>• Demonstrate firing multiple shots on a single stationary shape target.</li><li>• Demonstrate shot accountability by engaging only intended targets with precision and control.</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 Rifle VR Controller.</p> <p>In each target cluster, trainees must shoot the correct designated colored targets 2–4 times each, until they are destroyed.</p> <p>Movement and position may be required for a good sight line of the targets.</p> <p>Trainees should avoid firing at on targets that represent a non-threat.</p>
<b>REQUIRED MATERIALS</b>	<p>Facilitator's Guide</p> <p><b>NOTE:</b> The latest version of this guide is available on the <a href="#">VR training materials</a> page on <a href="#">Axon Help</a>.</p>

<b>PREREQUISITES</b>	None
<b>COURSE LENGTH</b>	20 minutes (in-person instructor-led training); exercise length in the headset is 4–5 minutes
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>• Axon VR headset</li> <li>• Rifle VR Controller</li> </ul> <p><b>NOTE:</b> Trainees can complete this exercise using the Handgun VR Controller or the Rifle VR Controller.</p> <ul style="list-style-type: none"> <li>• Samsung VR tablet (for facilitated training sessions)</li> </ul>
<b>DATE EXERCISE RELEASED</b>	December 2025
<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 <b>Simulator Training: Range Skills Course Roster</b> from the <a href="#">VR training materials</a> page on <a href="#">Axon Help</a>.</p> <p>Print the sample course roster to use while facilitating the exercise to collect the names and email addresses of trainees and track completion.</p>

## TRAINER PRE-WORK

1. Create a VR [Training Space](#).

**NOTE:** When engaging in Simulator Training: Range Skills, trainees must stand.

2. Complete the exercise in-headset at least once prior to facilitating this exercise.
3. Enable trainees [to sign in to Simulator Training directly from the headset](#) by making sure you've created or verified trainee accounts in [VR web app \(vr.evidence.com\)](#) and distributed QR codes to trainees.

### NOTES:

- For more information about VR web app, refer to the articles in the VR web app section on the [Virtual reality training](#) page on [Axon Help](#).
- For additional trainer support on signing in to the app, watch the [“How to Sign In to Simulator Training on the VR Headset”](#) video tutorial.

## ADDITIONAL RESOURCES

- For assistance facilitating this exercise, setting up Axon VR equipment, or for additional information and trainer tutorial videos about Simulator Training: Range Skills, see the [Axon VR Training](#) page on Axon.com
- To learn more about the Rifle VR Controller, see the following help pages:
  - [Safety instructions](#)
  - [Features](#)
  - [Components](#)
  - [Maintenance](#)
  - [Technical specifications](#)
  - [FAQs](#)
  - [Troubleshooting](#)
- For directions on how to screencast the in-headset experience, see the [Screen cast options](#) article
- For additional information and a trainer tutorial video about managing AARs in [VR web app \(vr.evidence.com\)](#), see the [AAR Management](#) section in the [VR web app](#) article
- For additional information about how trainees can independently sign in to Simulator Training directly from the headset to save essential data to [VR web app \(vr.evidence.com\)](#), see the [VR headset sign-in](#) article

## SAMPLE TRAINING SCHEDULE

TIME	ACTIVITY
0800-0805	Trainee completes the Simulator Training: Range Skills exercise in-headset
0805-0820	Trainer conducts assessment debriefing with the trainee using the <a href="#">AAR</a> and <a href="#">exercise assessment rubric</a> in this Facilitator's Guide

### TRAINER NOTES

Empty space for trainer notes.

## 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="#">VR training materials</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 proficiency by accurately firing a Rifle VR Controller at stationary targets at varying distances in VR.
- Demonstrate firing multiple shots on a single stationary target.
- Demonstrate shot accountability by engaging only intended targets with precision and control.

## LEARNING OBJECTIVE SKILLS

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

<b>RIFLE &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"/> Grip</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><li><input type="checkbox"/> Muzzle control</li><li><input type="checkbox"/> Weapon manipulation</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.

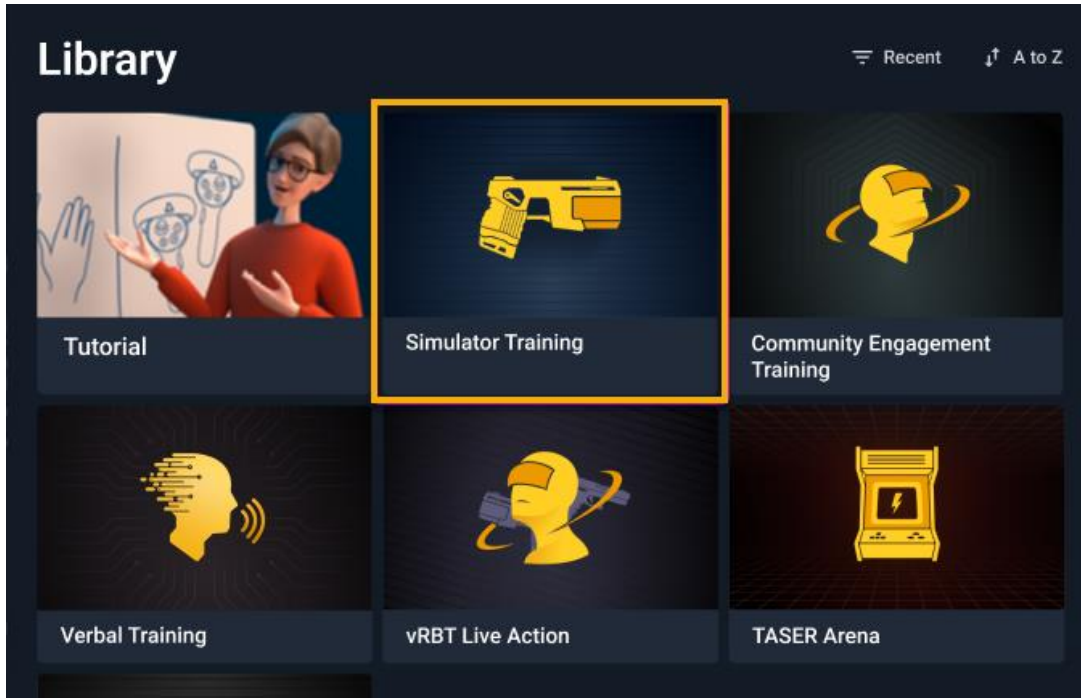
In alignment with agency policy, consider using the space below to add agency-specific guidelines and best practices.

## AGENCY-SPECIFIC NOTES

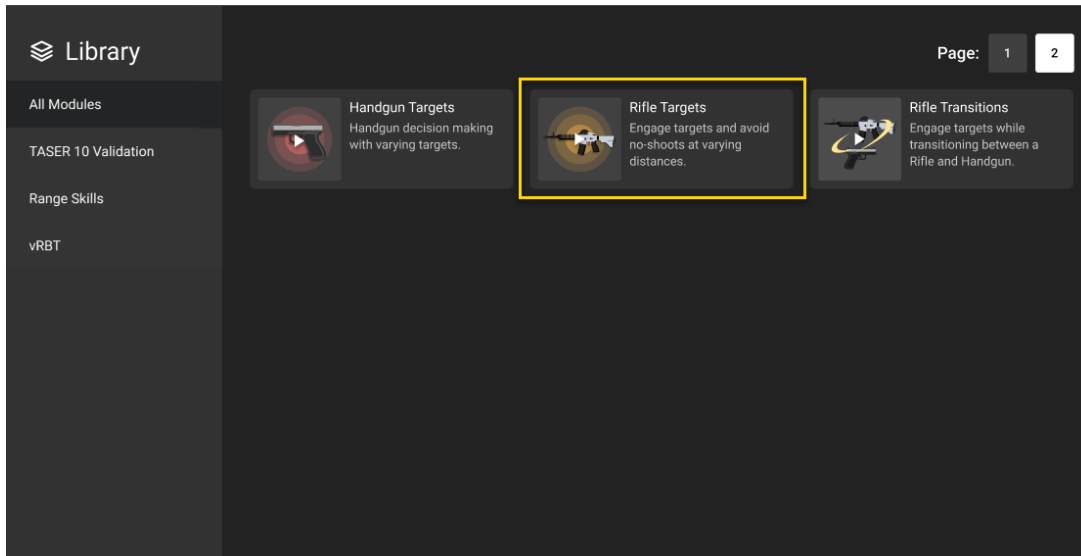
## LAUNCHING THE RIFLE TARGETS EXERCISE

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



## FACILITATING THE RIFLE 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 integration with Axon Academy. Trainees can complete the Rifle 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.
- In Facilitated mode, 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 [Trainer-led Simulator Training workflow](#) 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.

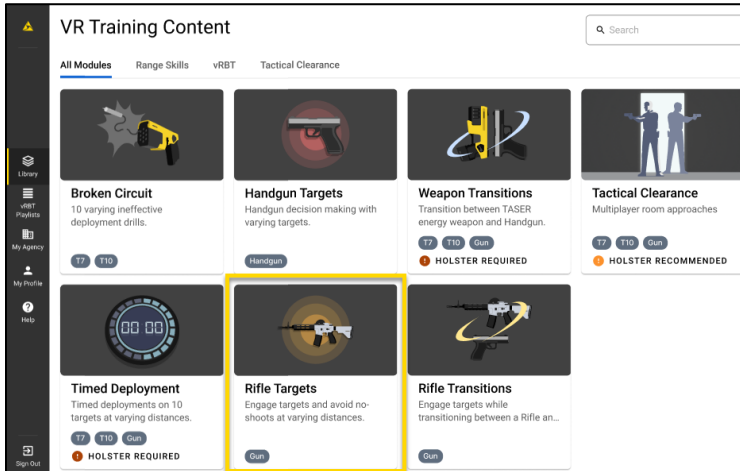
## TRAINER-LED SIMULATOR TRAINING: RANGE SKILLS WORKFLOW

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

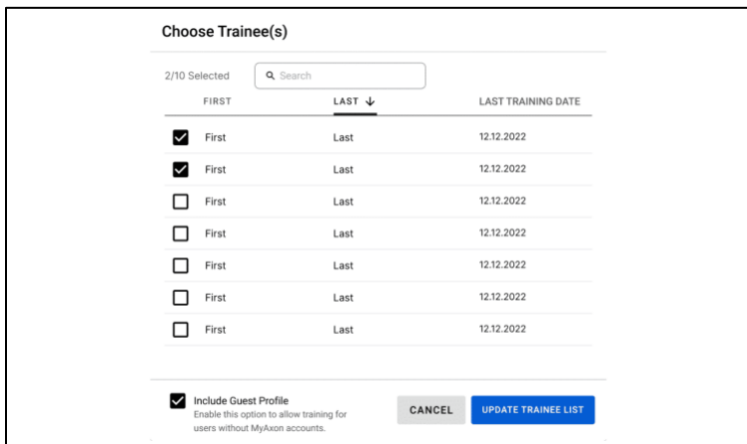
1. Tell the trainee in the headset to open **Simulator Training**.
2. Sign in to the tablet.

**NOTE:** For assistance signing in to the tablet, refer to the [Trainer-led Simulator Training workflow](#) article.

3. On the tablet, select the exercise.

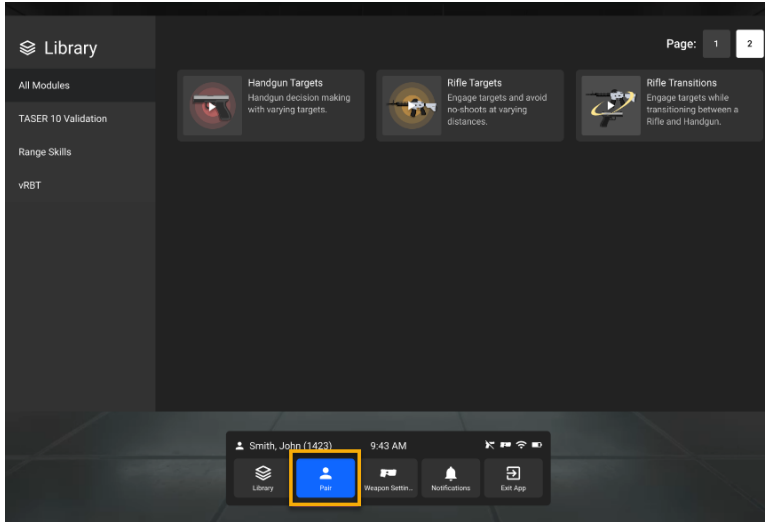


4. On the tablet, create a training group.



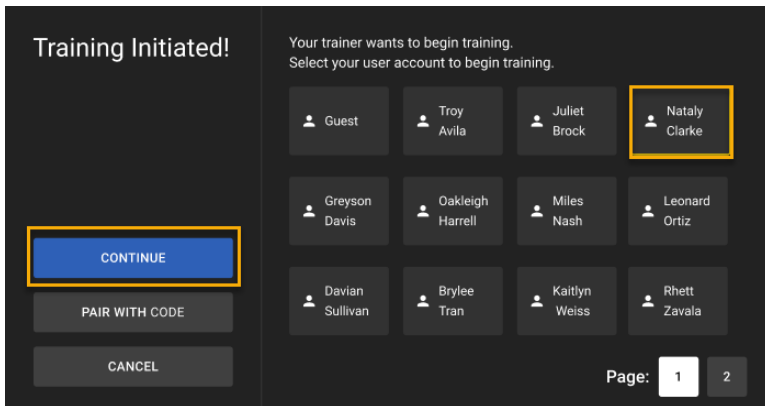
**NOTE:** For assistance creating and managing training groups, refer to the [Trainer-led Simulator Training workflow](#) article.

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.

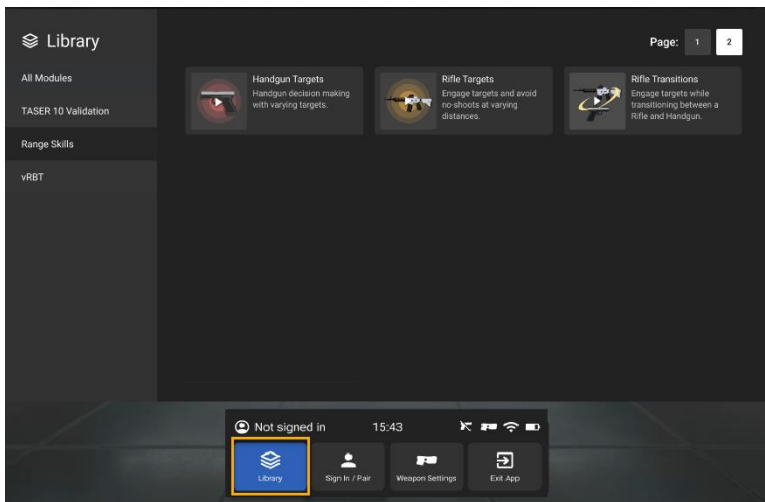


**NOTE:** For assistance pairing the headset with the tablet, refer to the [Trainer-led Simulator Training workflow](#) article.

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

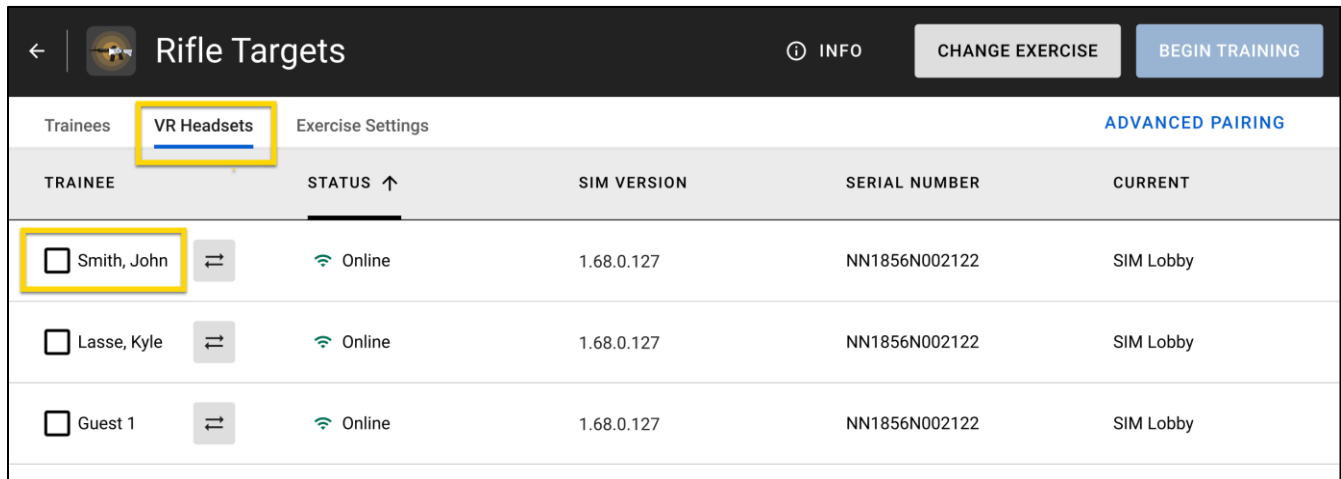


7. Tell the trainee to select **Library** in the menu bar below the Simulator Training Library in the headset to return to the Simulator Training Library.



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.



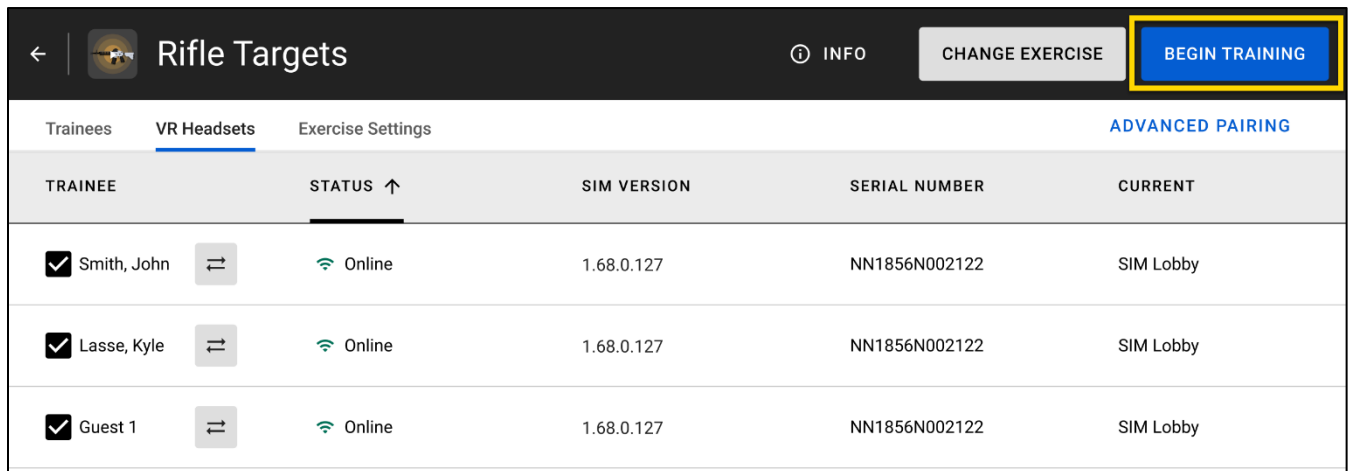
The screenshot shows the 'Rifle Targets' app interface. At the top, there is a back arrow, a rifle icon, the title 'Rifle Targets', an 'INFO' icon, a 'CHANGE EXERCISE' button, and a 'BEGIN TRAINING' button. Below the title bar, there are three tabs: 'Trainees', 'VR Headsets' (which is selected and highlighted with a yellow box), and 'Exercise Settings'. To the right of these tabs is a link for 'ADVANCED PAIRING'. Below the tabs is a table with the following columns: 'TRAINEE', 'STATUS ↑', 'SIM VERSION', 'SERIAL NUMBER', and 'CURRENT'. The table contains three rows of trainee data:

TRAINEE	STATUS ↑	SIM VERSION	SERIAL NUMBER	CURRENT
<input type="checkbox"/> Smith, John	↔ Online	1.68.0.127	NN1856N002122	SIM Lobby
<input type="checkbox"/> Lasse, Kyle	↔ Online	1.68.0.127	NN1856N002122	SIM Lobby
<input type="checkbox"/> Guest 1	↔ Online	1.68.0.127	NN1856N002122	SIM Lobby

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

- 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**.

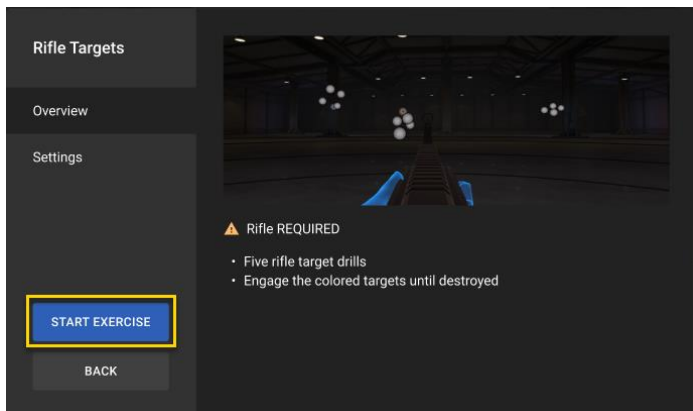


The screenshot shows the 'Rifle Targets' app interface. At the top, there is a back arrow, a rifle icon, the title 'Rifle Targets', an 'INFO' icon, a 'CHANGE EXERCISE' button, and a 'BEGIN TRAINING' button (which is highlighted with a yellow box). Below the title bar, there are three tabs: 'Trainees', 'VR Headsets' (which is selected), and 'Exercise Settings'. To the right of these tabs is a link for 'ADVANCED PAIRING'. Below the tabs is a table with the following columns: 'TRAINEE', 'STATUS ↑', 'SIM VERSION', 'SERIAL NUMBER', and 'CURRENT'. The table contains three rows of trainee data, each with a checked checkbox:

TRAINEE	STATUS ↑	SIM VERSION	SERIAL NUMBER	CURRENT
<input checked="" type="checkbox"/> Smith, John	↔ Online	1.68.0.127	NN1856N002122	SIM Lobby
<input checked="" type="checkbox"/> Lasse, Kyle	↔ Online	1.68.0.127	NN1856N002122	SIM Lobby
<input checked="" type="checkbox"/> Guest 1	↔ Online	1.68.0.127	NN1856N002122	SIM Lobby

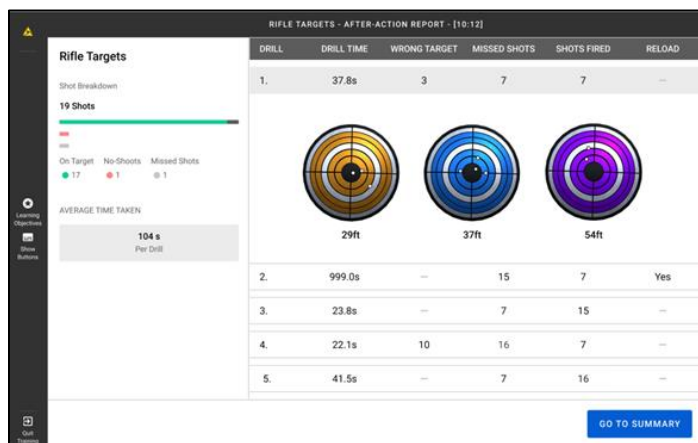
**NOTE:** The **Begin Training** button will remain grayed out until you select a name.

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



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

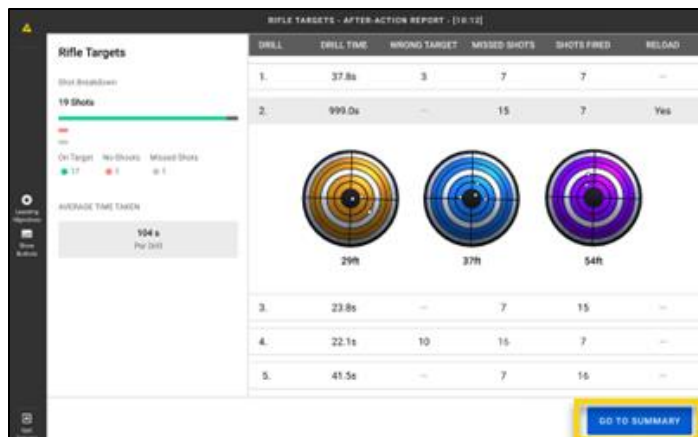


**NOTES:**

- 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.

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



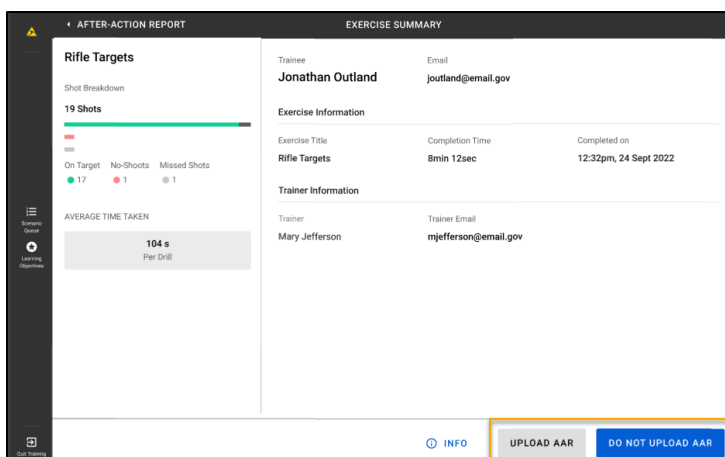
15. Do the following:

- 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:

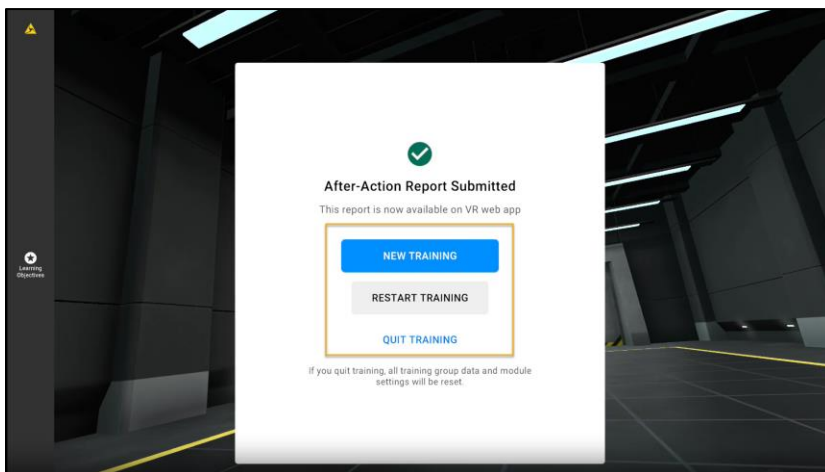
- a. **Upload AAR:** Select to [upload the AAR](#) to VR web app
- b. **Do Not Upload AAR:** Select to continue without uploading the AAR to VR web app

**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 options:

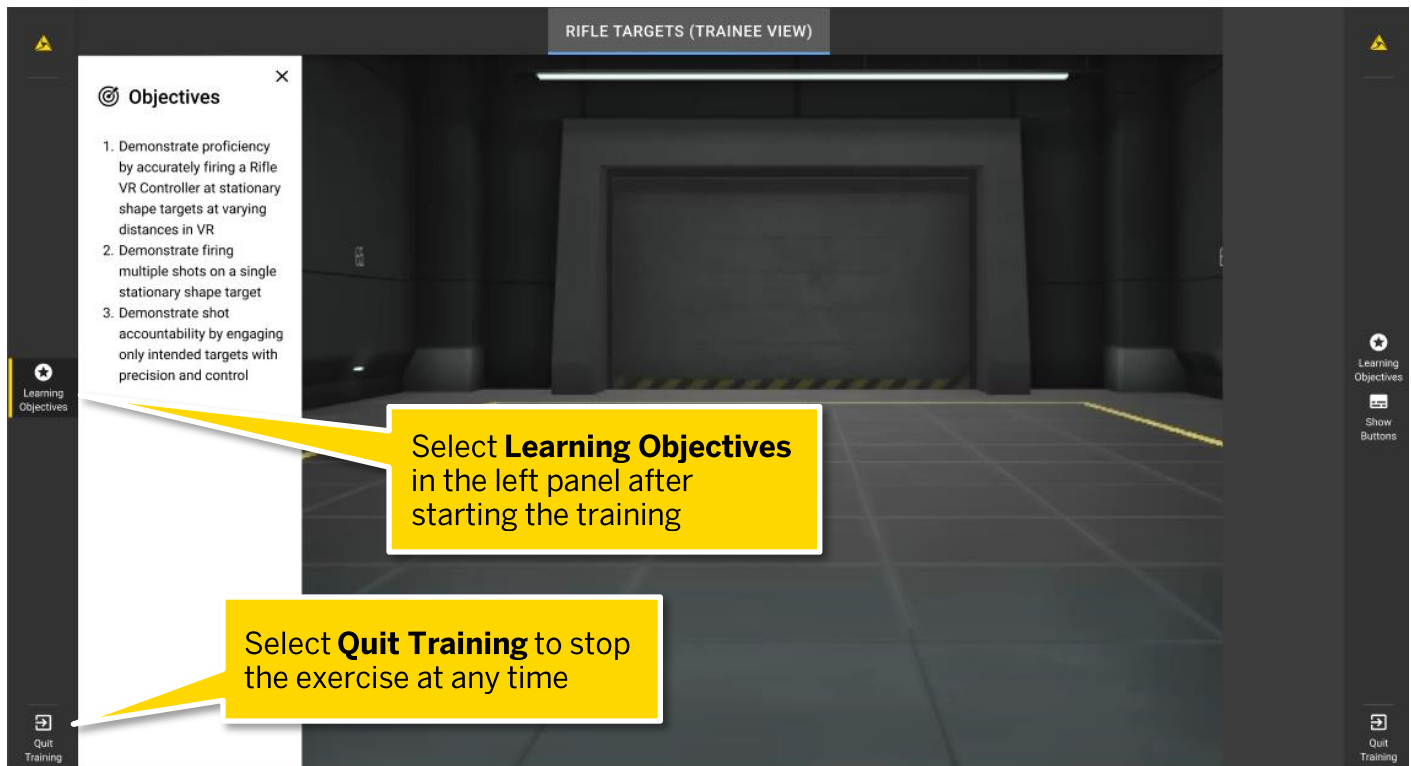


- **New Training:** Starts a new exercise with a different trainee.
- **Restart Training:** Restarts the exercise for the same trainee.
- **Quit Training:** Resets all training group data and module settings.

## VIEWING LEARNING OBJECTIVES

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

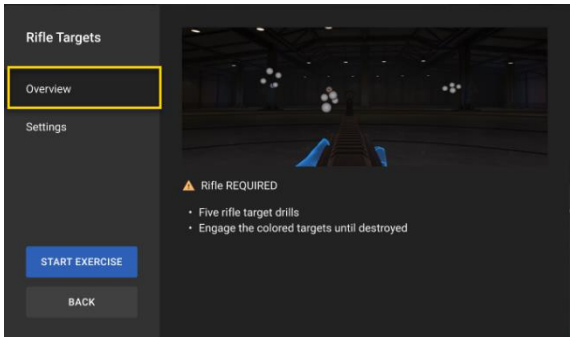
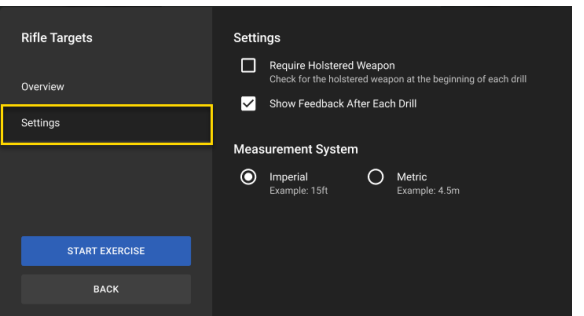
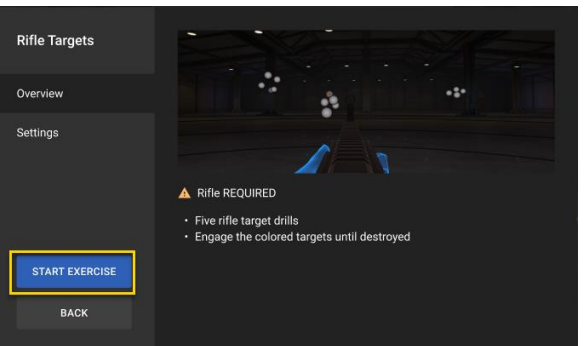
**NOTE:** Trainees cannot access the learning objectives directly in the headset. However, trainers can verbally share the objectives with them before they select **Start Exercise** in the headset.



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

## RIFLE 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>Require Holstered Weapon</b> to check for a holstered weapon at the beginning of each drill.</li> <li>• Select <b>Show Feedback After Each Drill</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>	

## RIFLE RANGE TARGETS

### TARGET DESIGN

- The visual and structural design of this exercise is intentionally developed to support clarity, accessibility, and marksmanship fundamentals.
  - To accommodate trainees with color vision deficiency and reduce target confusion, the visual palette includes two high-contrast color groups:
    - Dark-colored target to signify the target to engage
    - Off-white neutral color for non-target elements
- This binary color system ensures visual clarity, even under cognitive load or at distance, while maintaining accessibility across color vision profiles.
- Each target measures two feet in diameter, with a 10-inch center zone that serves as the critical accuracy region.
    - The inner zone reinforces skill development around consistent shot grouping and zone-focused engagement, aligning with principles from both qualification standards and tactical rifle application.
    - The target size and contrast are calibrated to remain clearly visible even at distances up to 100 feet.
    - This design supports not only technical marksmanship but also reinforces perceptual readiness.

### TARGET CLUSTERS

- Shape targets in each drill are arranged in intentional patterns featuring tight groupings to emphasize accuracy and shot accountability.
- This setup increases the likelihood that a missed shot may strike an unintended target, reinforcing the importance of precise marksmanship.
- Each drill includes three clusters and only one of the shapes is the correct target for that drill.

## RIFLE TARGETS COMMANDS

At the beginning of the exercise, trainees will be prompted with the "Ready" command. Then they will hear and see a threat command. Immediately after the drill instruction, 15 targets appear on the range. The trainee will complete 5 drills, each consisting of 15 targets.

**NOTE:** Out of the fifteen targets in each drill, three will be correct targets, but **do not** reveal this to trainees.

Trainees must shoot the designated colored targets 2–4 times each, until they change to a neutral color/state. When the target is hit the designated number of times, it will break apart. This makes it clear to the trainee the target is hit.

**NOTE:** Hitting an unspecified target will change that target to a warning state, but the drill will continue.

When all specified targets are hit the appropriate number of times, the drill ends, and drill replay showing all the hit targets display.

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



**"Ready"  
command**



**Threat  
command**



**Engage  
targets**



**Targets change  
state when hit**



**"Scan & Standby"  
command**

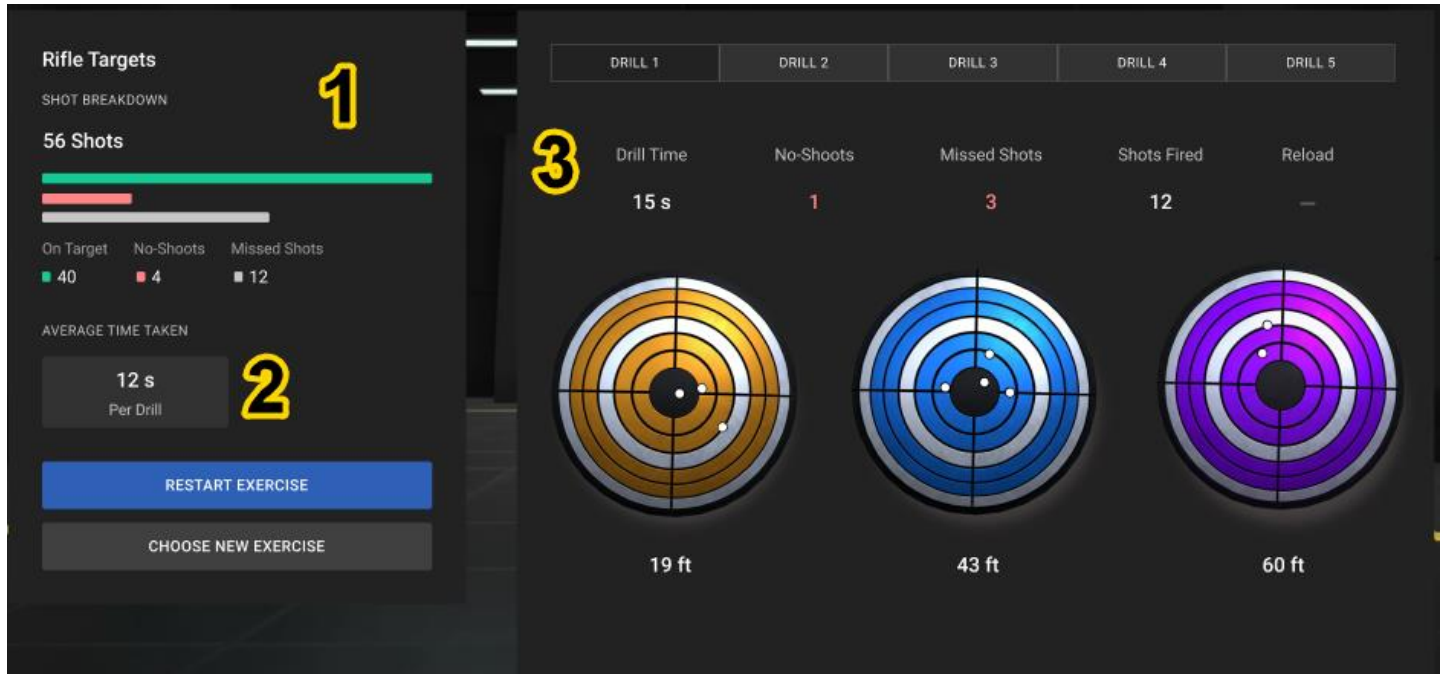
## TARGET RANGE DISTANCE

Targets will appear at randomized distances in the range between 15–100 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 five drills in the exercise. Use these results to review the trainee's decisions and actions when determining if the learning objectives were met.



- Shot Breakdown:** Displays a visual of the effectiveness of hitting the correct targets throughout the exercise
  - On Target (green bar)** displays the accuracy of target hits
  - No Shoots (red bar)** displays targets that represent a non-threat and must not be fired upon
  - Missed Shots (gray bar)** displays the shots missed
- Average Time Taken:** Displays the average time it took to complete a drill (in seconds)
- Performance Results:** Displays a summary of shooting accuracy and volume for the drill selected:
  - Drill Time** displays the time it took to complete the drill (in seconds) from threat to the final target
  - No-Shoots** displays targets that represent a non-threat and must not be fired upon
  - Missed Shots** displays the total number for shots that did not hit any target in the drill
  - Shots Fired** displays the total number of shots fired in the drill
  - Reload** displays how many times a weapon was reloaded during the drill

**NOTE:** A dash (-) indicates no reloads during the drill

## 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.

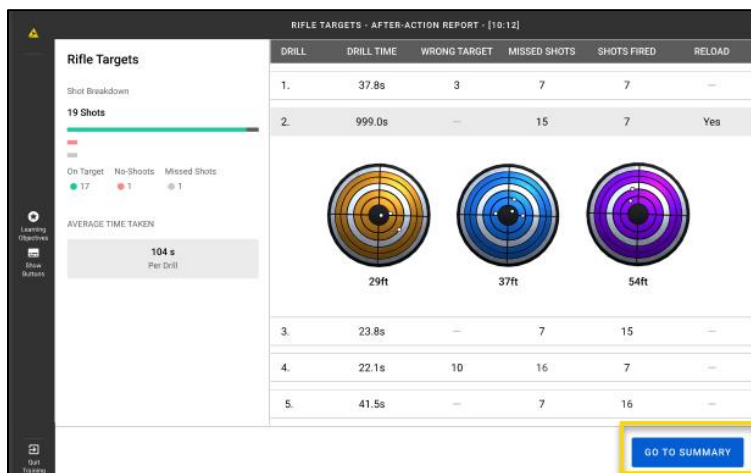
AAR uploads are only available for trainees with registered accounts. Guest accounts do not have this functionality.

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

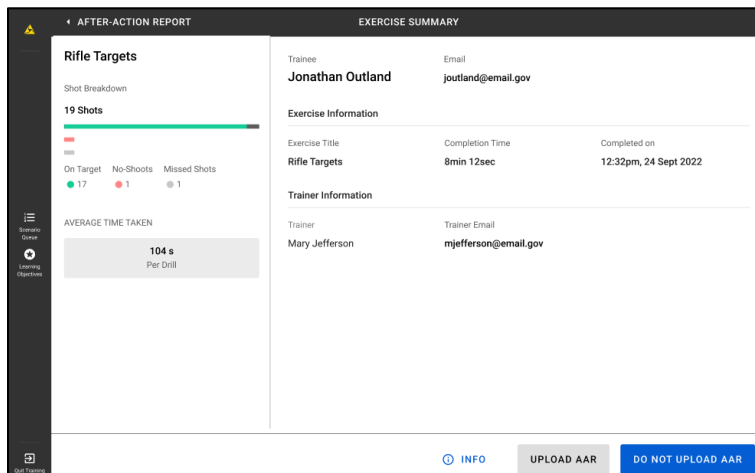
### UPLOADING AARS

To upload AARs from the tablet, do the following:

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

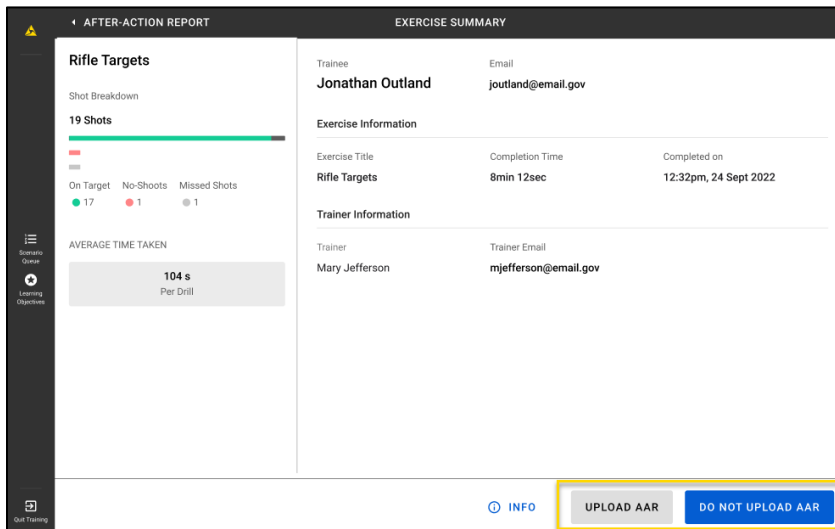


3. Review the evaluation.



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

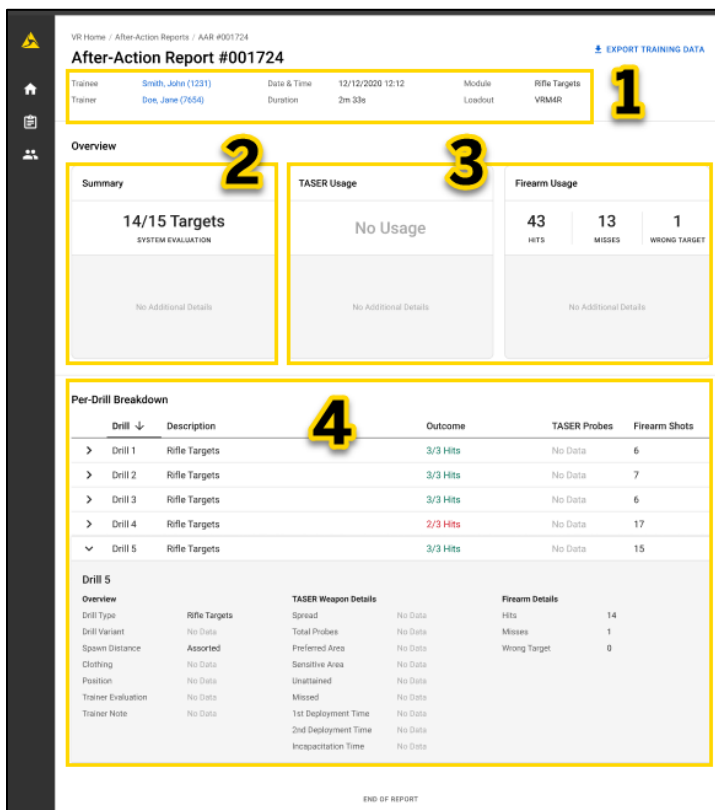
To view the AARs uploaded from the tablet, you must sign in to VR web app using the same account information that you used on the tablet.

**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. The report header includes fields for Trainee (Smith, John (1231)), Trainer (Doe, Jane (7654)), Date & Time (12/12/2020 12:12), Duration (2m 33s), Module (Rifle Targets), and Loadout (VRMR). The report is divided into several sections: Overview, Per-Drill Breakdown, and Drill 5 details. The Overview section shows 14/15 Targets, No Usage for TASER, and Firearm Usage with 43 Hits, 13 Misses, and 1 Wrong Target. The Per-Drill Breakdown table lists five drills with their respective outcomes and shot counts. The Drill 5 details section provides a comprehensive overview of the drill's parameters and results.

Drill	Description	Outcome	TASER Probes	Firearm Shots
> Drill 1	Rifle Targets	3/3 Hits	No Data	6
> Drill 2	Rifle Targets	3/3 Hits	No Data	7
> Drill 3	Rifle Targets	3/3 Hits	No Data	6
> Drill 4	Rifle Targets	2/3 Hits	No Data	17
∨ Drill 5	Rifle Targets	3/3 Hits	No Data	15

Drill 5		TASER Weapon Details		Firearm Details	
Overview	Rifle Targets	Spread	No Data	Hits	14
Drill Variant	No Data	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	Unattained	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
  - **Firearm Usage:** Breakdown of shots fired and timing

**NOTE:** VR web app reports will display "No Usage" under **TASER Usage** or **Firearm 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 Rifle VR Controller on stationary shape targets at varying distances in VR:

#### Passing Behaviors

The trainee demonstrated the following when firing their Rifle VR Controller:

1. Assumed a ready stance and position appropriate for rifle engagements:

- Placed feet shoulder-width apart
- Evenly distributed weight
- Pointed the muzzle downrange at a safe angle

2. Aimed the rifle using proper technique

- Manipulated the safety

**NOTE:** Kept the safety on when not engaging targets.

- Acquired proper sight alignment
- Used correct hand placement and control
  - Used dominant hand to establish a firm, stable grip on the rifle
  - Maintained trigger finger placement outside the trigger guard and positioned alongside the frame
  - Used support hand to stabilize the rifle on the fore-end or grip

3. Fired the rifle at specified shape targets using smooth trigger control and proper follow-through

- Maintained sight alignment and trigger control immediately after firing
- Demonstrated preparation for follow-up shots by resetting the trigger
- Performed proper follow-through by ensuring the intended target was addressed appropriately before scanning for additional targets or returning to a ready position

	<p>4. Demonstrated shooting accuracy in firing at varying distances between 15-60 feet from the stationary shape target</p> <ul style="list-style-type: none"><li>• Fired multiple shots at each target until the target changed state</li><li>• Accurately hit stationary shape targets at varying distances</li><li>• Prioritized accuracy over speed</li></ul>
<input type="checkbox"/> <b>Failing Behaviors</b>	The trainee did not demonstrate the passing behaviors as defined above for this learning objective.

## TRAINER NOTES

**Observe the following passing behaviors as trainees fire multiple shots on a single stationary shape target:**

<input type="checkbox"/> <b>Passing Behaviors</b>	The trainee demonstrated the following when firing multiple shots using the Rifle VR Controller: <ul style="list-style-type: none"><li>• Maintained sight alignment with iron sights or the non-magnified optic</li><li>• Realigned sights between consecutive shots with minimal muzzle deviation</li><li>• Managed ammunition by reloading when necessary</li></ul>
<input type="checkbox"/> <b>Failing Behaviors</b>	The trainee did not demonstrate the passing behaviors as defined above for this learning objective.

**TRAINER NOTES**

Empty space for trainer notes.

**Observe the following passing behaviors while trainees demonstrate shot accountability by engaging only intended targets with precision and control:**

<input type="checkbox"/> <b>Passing Behaviors</b>	<p>The trainee demonstrated the following when firing their Rifle VR Controller or discussed during trainer debriefing:</p> <ul style="list-style-type: none"><li>• Interpreted and responded to single-criteria commands (written and verbal) to effectively fire on stationary shape targets based on their color</li><li>• Explained being able to accurately account for every round fired according to agency policy</li><li>• Applied proper aiming techniques to ensure shot precision and avoided unintentional engagements</li><li>• Demonstrated trigger control to prevent premature or improper discharges</li></ul>
<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**

Empty box for trainer notes.