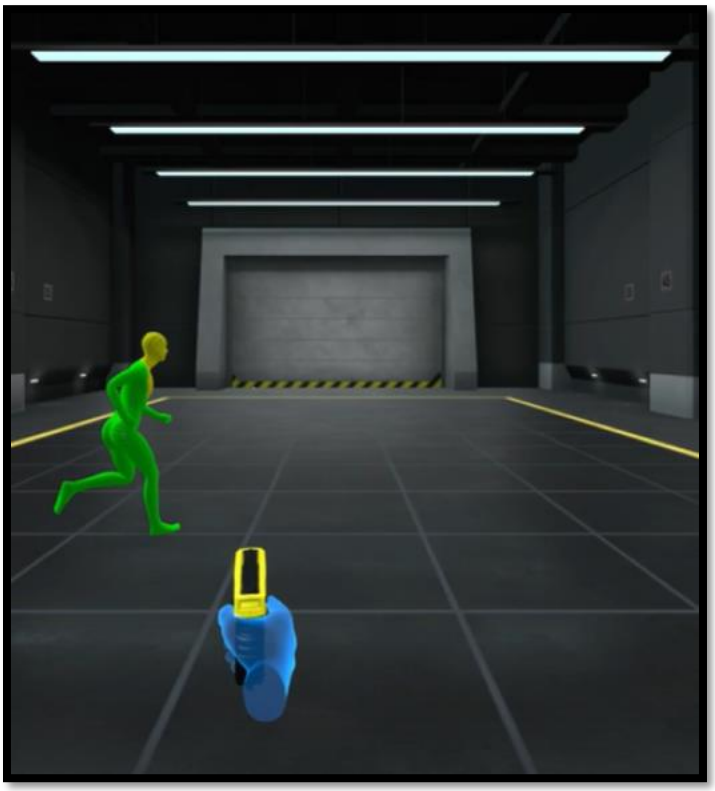
Axon VR

Simulator Training: Range Skills



MOVING 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 Simulator Training: Range Skills Moving 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

EXERCISE OVERVIEW	In this exercise, trainees can elevate their skills by deploying their TASER energy weapon at moving targets with varying speeds, directions, body positions, and distances. This exercise enhances target engagement skills by enabling trainees to anticipate dynamic targets' speed, direction, and body movements to achieve precise probe placement and spread to achieve neuromuscular incapacitation (NMI) while overcoming challenges such as missed probes, inadequate spread and insufficient deployment.
INSTRUCTIONAL GOAL	The instructional goal of this exercise is to accurately deploy a TASER energy weapon in VR on moving character targets and anticipate the speed, direction, and position of the character target's body and limbs while in motion to achieve effective NMI, while addressing challenges such as missed probes, inadequate probe spread, and insufficient deployments. This simulation provides trainees with the skills to efficiently deploy the TASER 7/TASER 10 energy weapon on a moving character target and

LEARNING OBJECTIVES	Upon completion of this exercise, trainees will be able to do the following:
	
	• Safely and effectively deploy a TASER 7/TASER 10 energy weapon on moving character targets in VR.
	
	• Deploy a TASER 7/TASER 10 energy weapon with proper spread and probe placement within the preferred target area on moving character targets to achieve a good electrical connection:
	
	  ○ Spawning at varying distances
	
	  ○ Moving in varying directions
	
	  ○ Moving at varying speeds

REQUIRED MATERIALS	Facilitator's Guide (available on the Instructional Content page)
PREREQUISITES	None
COURSE LENGTH	20 minutes (in-person instructor-led training); exercise length in the headset is 7–10 minutes

IN-HEADSET VR EXPERIENCE	In this exercise, trainees will be presented with a sequence of ten character targets with varying speeds, directions, body positions, and distances. They may engage each target for a maximum of five seconds to achieve attainment (when the TASER 7/TASER 10 energy weapon probe makes successful penetration of the skin) and a good electrical connection with two connected probes at a 12-inch spread to achieve NMI, or until they have deployed all probes. **NOTE**: Simulator Training: Range Skills exercises in Australia and New Zealand use the metric measurement system; therefore, trainees must achieve a 30-centimeter spread. Once they achieve attainment or the five second engagement window expires, the character target will disappear. While deploying against the targets, on-screen messages will inform the trainee about the level of success they achieved for each deployment, determined by NMI-achievement.
EQUIPMENT	• Axon VR headset • TASER 7 or TASER 10 VR Controller • Samsung VR tablet (for facilitated training sessions) • TASER VR holster (optional)
FACILITY LOCATION	The Training Space will be identified by the agency and must contain a virtual boundary to keep trainees safe. Training Spaces should be kept clear of objects, pets, live weapons, and other people.
TARGET GROUP	Public safety and law enforcement officers
INSTRUCTORS	Any agency-identified VR trainer
GROUP RATIO	Trainer: trainee = 1:1 (May also be completed in Solo mode without facilitated trainer observation)
ADDITIONAL MATERIALS	Download the optional sample Simulator Training: Range Skills Course Roster. 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.
DATE EXERCISE RELEASED	October 2023

LATEST FACILITATOR'S GUIDE UPDATES	**Date**: October 2025 The Drill Summary feature now displays **only after a failed drill**. This change improves the exercise pacing while preserving essential training feedback.
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 Axon VR Training page. • For additional trainer support on signing in to the Simulator Training app, watch the *"How to Sign In to Simulator Training on the VR Headset"* video tutorial.
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 • For assistance customizing the weapon settings in Handgun VR Controllers (such as handedness and optics), see the *Customize Handgun VR Controller optics – VR* article. • For directions on how to screencast the in-headset experience, see the *Screen cast options - VR* article • For additional information and a trainer tutorial video about managing AARs in VR web app (vr.evidence.com), see the *Manage After-Action Reports in VR web app* article • For additional information about how trainees can independently sign in to Simulator Training directly from the headset to save essential data to VR web app (vr.evidence.com), see the *VR headset sign in* article

SAMPLE TRAINING SCHEDULE

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

OUTLINE OF ACTIVITIES (TRAINER & TRAINEE)

WHO	STEPS
TRAINER	1. Review and customize this Facilitator's Guide by doing the following: a. Review the exercise's learning objectives, identify additional learning objective skills to assess, and add any agency-specific learning objective skills b. Add agency-specific notes, including any best practices and pertinent guidelines tailored to your agency
TRAINER	2. Complete the exercise in-headset at least once prior to facilitating this exercise.
TRAINER	3. To allow trainees to sign in to Simulator Training directly from the headset using a unique QR code linked to their Axon Evidence account, do the following: a. Create or verify trainee accounts in VR web app (vr.evidence.com) b. Distribute QR codes to trainees **NOTE**: It's recommended that trainers complete these setup tasks *at least one day* before a scheduled training session to allow time for account setup and QR code distribution.
TRAINER & TRAINEE	4. Conduct a facilitated training session with trainee(s) as they: a. Sign in to Simulator Training from the headset using their unique QR code b. Complete the drills in the exercise in-headset **NOTE**: Use a tablet or casting device (like a smart TV or Chromecast) to enhance assessment capabilities. Use either screen casting or facilitate the training with the Samsung VR tablet.
TRAINER & TRAINEE	5. Debrief with the trainee by reviewing the AAR and following the exercise assessment rubric in this Facilitator's Guide.
TRAINER *(OPTIONAL)*	6. Optionally, do the following: • Upload the trainee's AAR to VR web app • If the trainee signed in to Simulator Training directly from the headset, verify the upload status and review essential data (training date/time, trainer name, trainee name, and training type) in VR web app (vr.evidence.com) as needed **NOTE**: There is also a sample **Simulator Training: Range Skills Course Roster** available on the Instructional Content page that you can use to collect the names and email addresses of trainees and track completion.

LEARNING OBJECTIVES

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

- Safely and effectively deploy a TASER 7/TASER 10 energy weapon on character targets in VR.
- Deploy a TASER 7/TASER 10 energy weapon with proper spread and probe placement within the preferred target area on moving character targets to achieve a good electrical connection:
    - Spawning at varying distances
    - Moving in varying directions
    - Moving at varying speeds

LEARNING OBJECTIVE SKILLS

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

HANDGUN & MARKSMANSHIP

- ☐ Background & foreground
- ☐ Breath control
- ☐ Distance to target management
- ☐ Draw speed
- ☐ Draw stroke (entire)
- ☐ Grip
- ☐ Holster manipulation
- ☐ Marksmanship fundamentals
- ☐ Sight alignment
- ☐ Sight picture
- ☐ Trigger control

SITUATIONAL AWARENESS & OBSERVATION

- ☐ Cover, scan, assess area
- ☐ 360º awareness
- ☐ Observation: Whole body, hands, beltline, demeanor (immediate area)
- ☐ Subject proximity

DE-ESCALATION & COMMUNICATION

- ☐ Communication with partner
- ☐ Communication with subject/individual
- ☐ Cuffing under power
- ☐ Duty to intervene
- ☐ Verbal de-escalation

TACTICS & MOVEMENT

- ☐ Interview stance
- ☐ Move off the "X"
- ☐ Off-hand work
- ☐ Recovery position

TASER ENERGY WEAPON DEPLOYMENT

- ☐ Follow through after deployment
- ☐ Post deployment activity (supervisor; medical; other)

PROBE DEPLOYMENT:

- ☐ Speed
- ☐ Preferred targeting area
- ☐ Spread
- ☐ Clothing consideration

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.

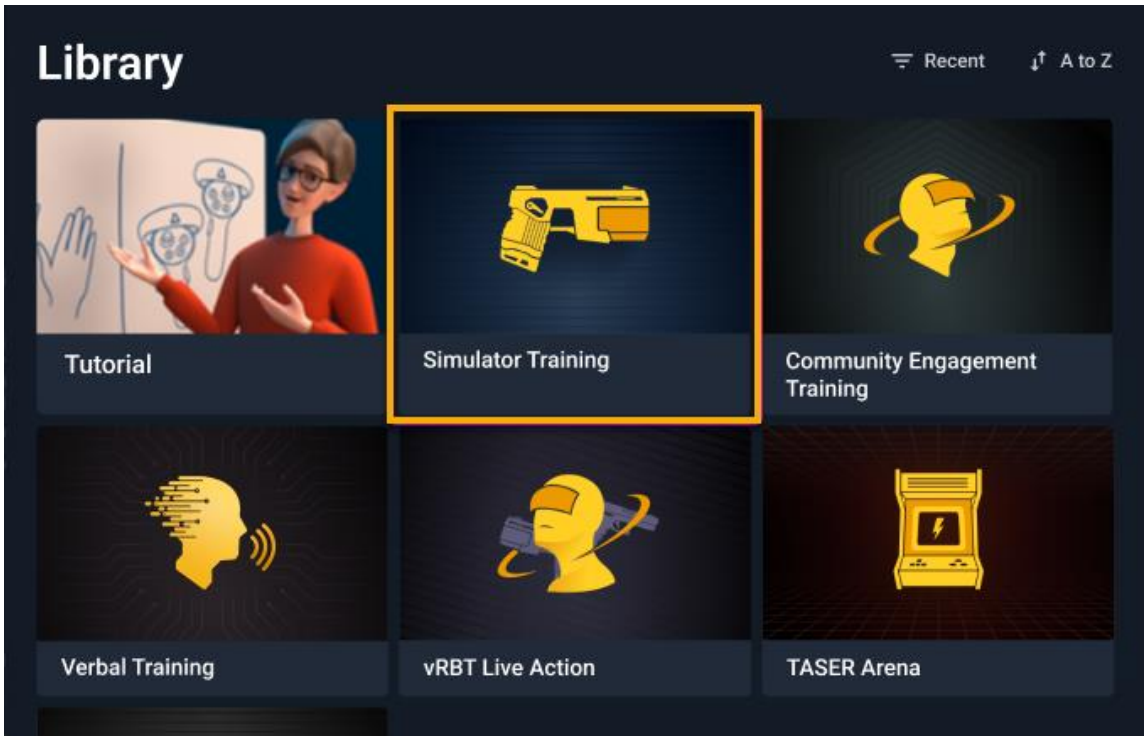
In alignment with agency policy, consider using the space below to add agency-specific guidelines and best practices.

AGENCY-SPECIFIC NOTES

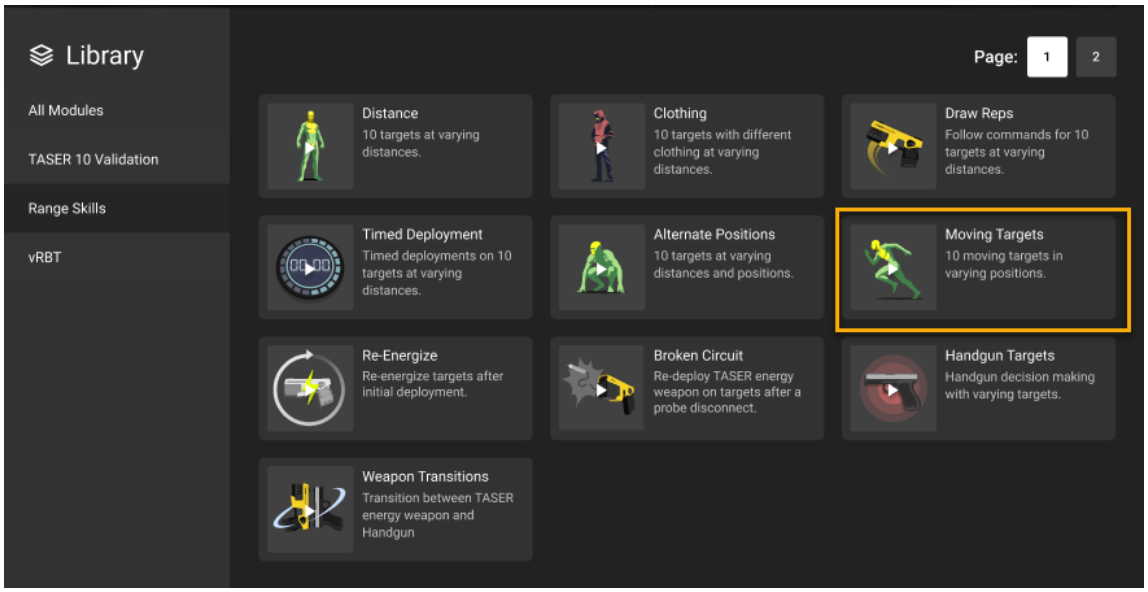
LAUNCHING THE MOVING TARGETS EXERCISE

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



FACILITATING THE MOVING TARGETS 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 Moving 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 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.

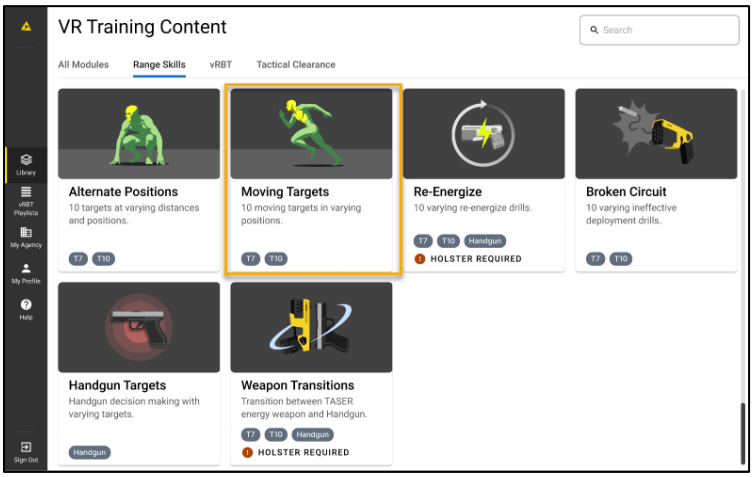
TRAINER-LED SIMULATOR TRAINING: RANGE SKILLS WORKFLOW

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

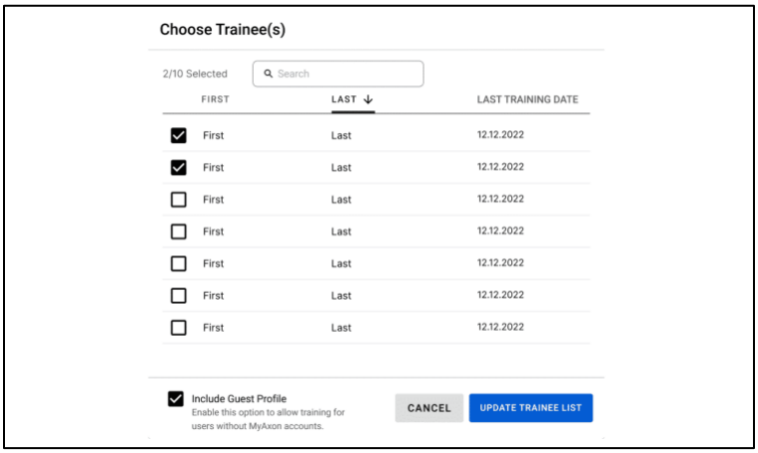
1. Tell the trainee in the headset to open **Simulator Training**.
2. Sign in to the tablet.

   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.

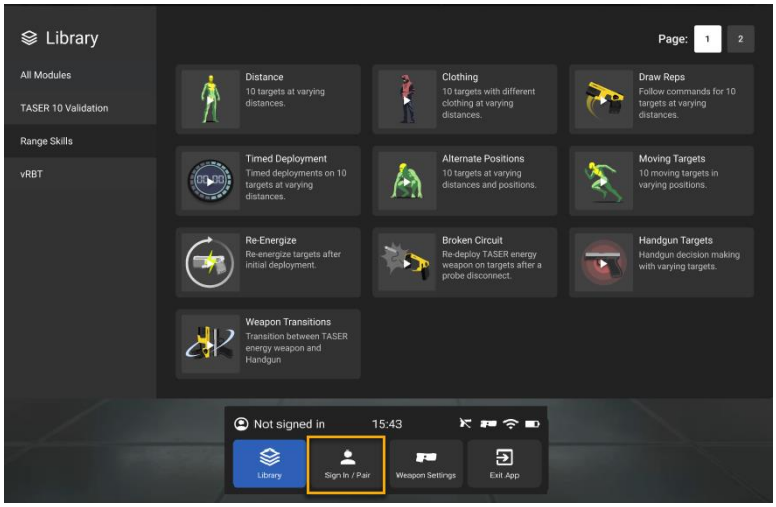


4. On the tablet, create a training group.



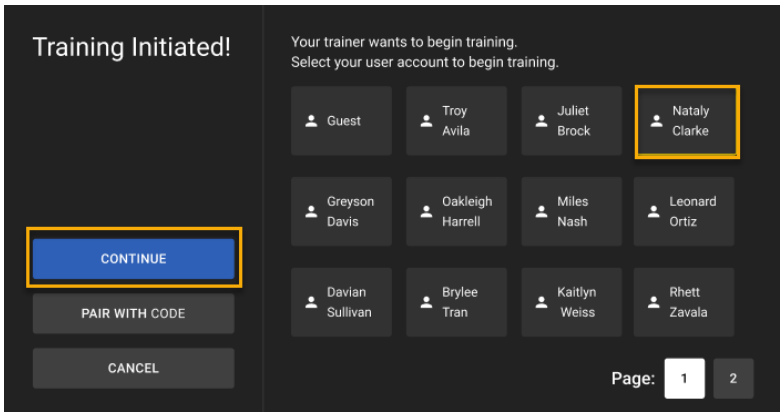
NOTE: For assistance creating and managing training groups, refer to the *Run Simulator Training with a trainer* article.

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.

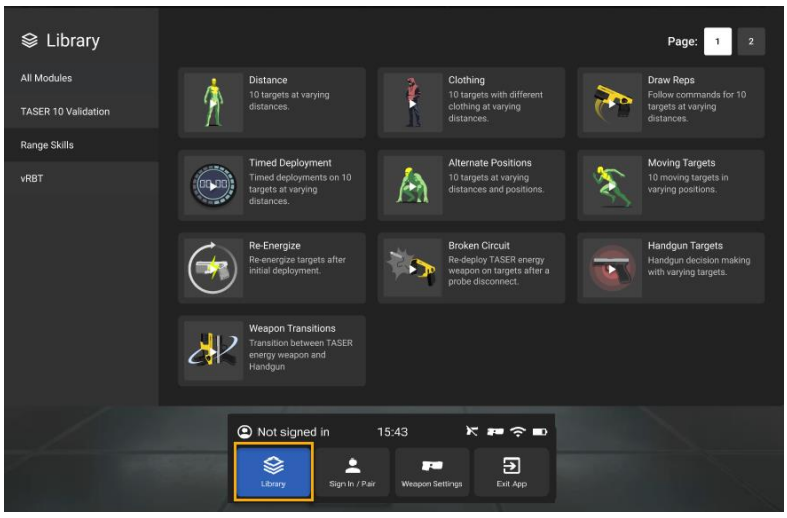


NOTE: For assistance pairing the headset with the tablet, refer to the *Run Simulator Training with a trainer* article.

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

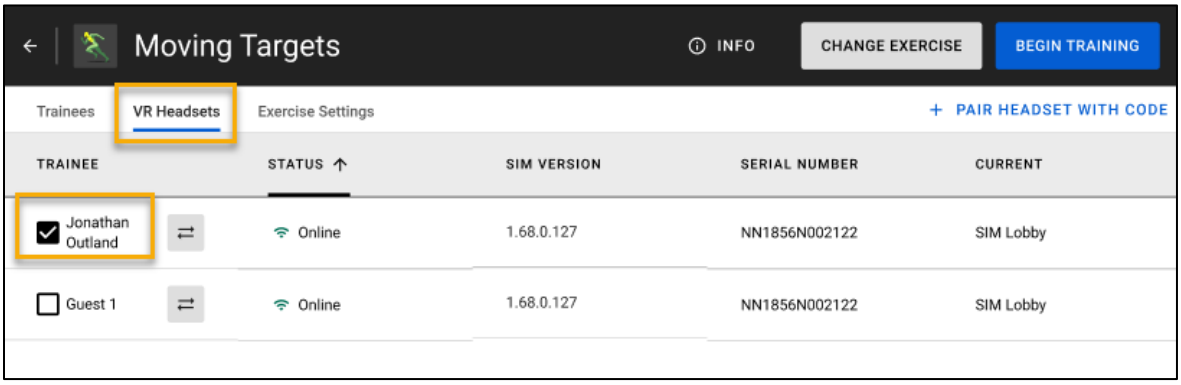


7. Tell the trainee to select **Library** in the menu bar below the Simulator Training Library in the headset to return to the Simulator Training Library.



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

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

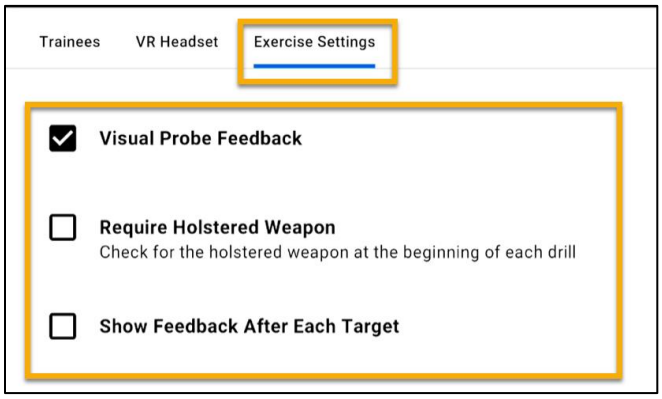


9. On the tablet, adjust any of the settings in the tablet in the **Exercise Settings** tab as needed:

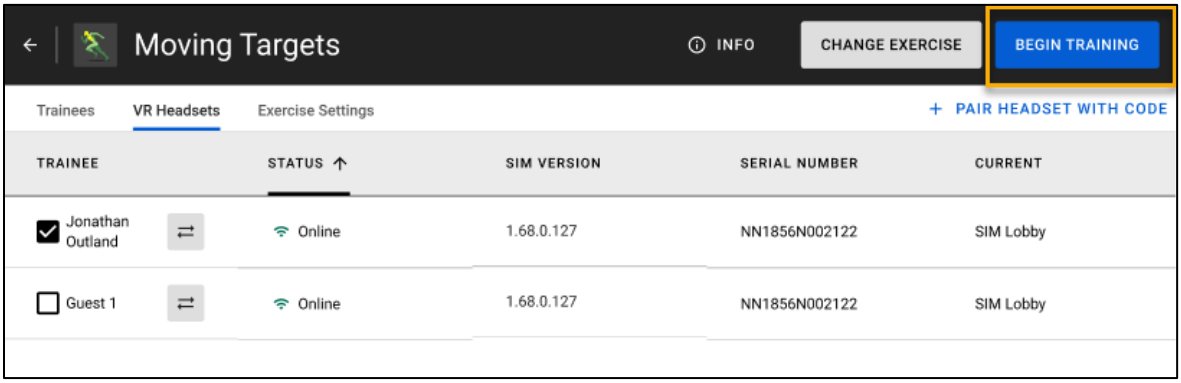
   a. Select the **Visual Probe Feedback** checkbox to turn feedback for the probes on or off.

   b. Select the **Require Holstered Weapon** checkbox to check for a holstered weapon at the beginning of each drill.

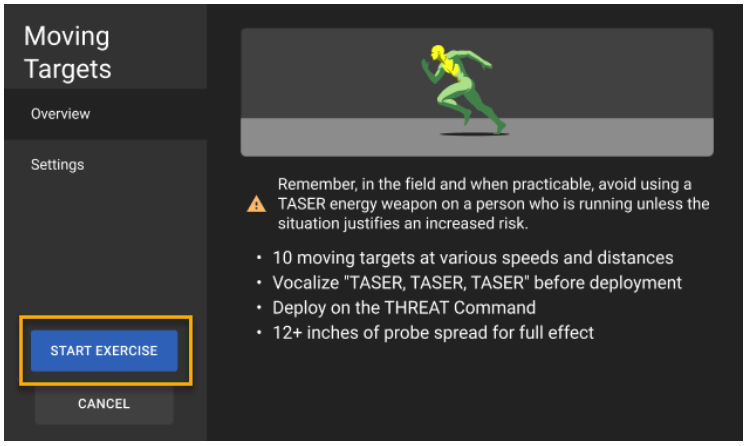
   c. Select the **Show Feedback After Each Target** checkbox to enable a summary after a failed component of any drill.



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



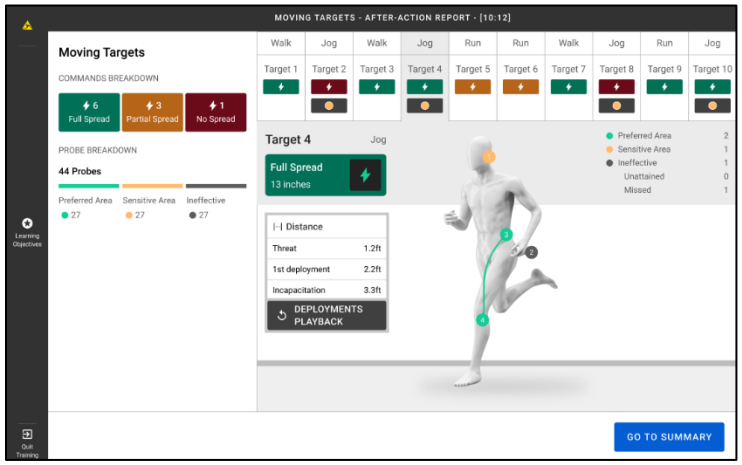
11. Ask the trainee in the headset to review the exercise description and select **Start Exercise** when they are ready to begin.



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.

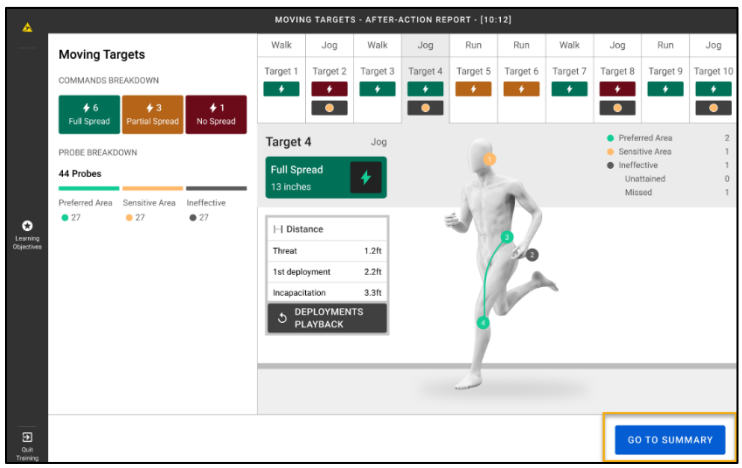


NOTES:

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

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

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



15. Do the following:

    a. Review the AAR Summary.

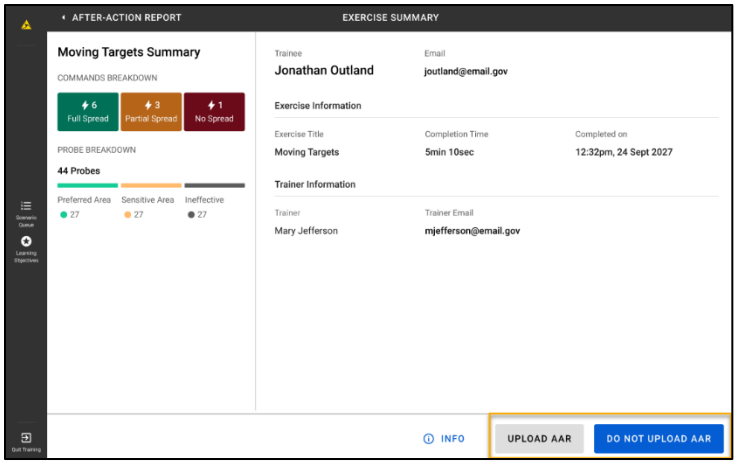
    b. Conduct a debriefing with the trainee to review the AAR and their performance in the drills in the exercise using the exercise assessment rubric as a guide, identify the reasons for any failures, and discuss any necessary remediation steps.

16. Select one of the following options:

    a. **Upload AAR**: Select to upload the AAR to VR web app

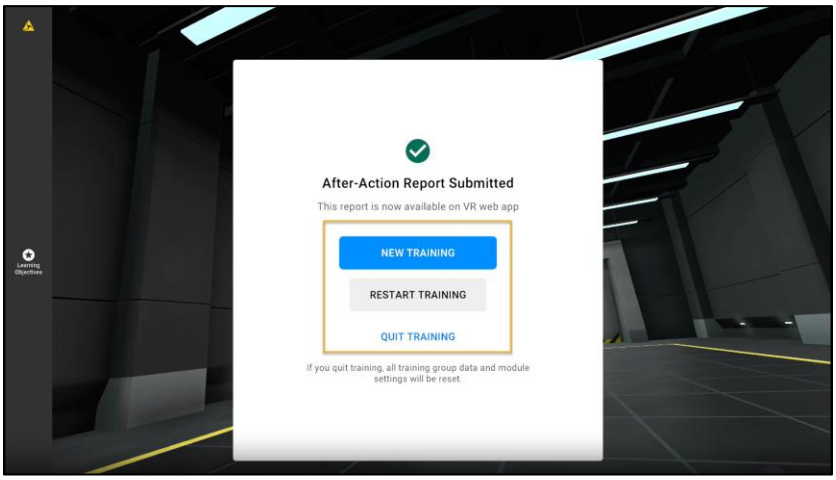
    b. **Do Not Upload AAR:** Select to continue without uploading the AAR to VR web app

    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:

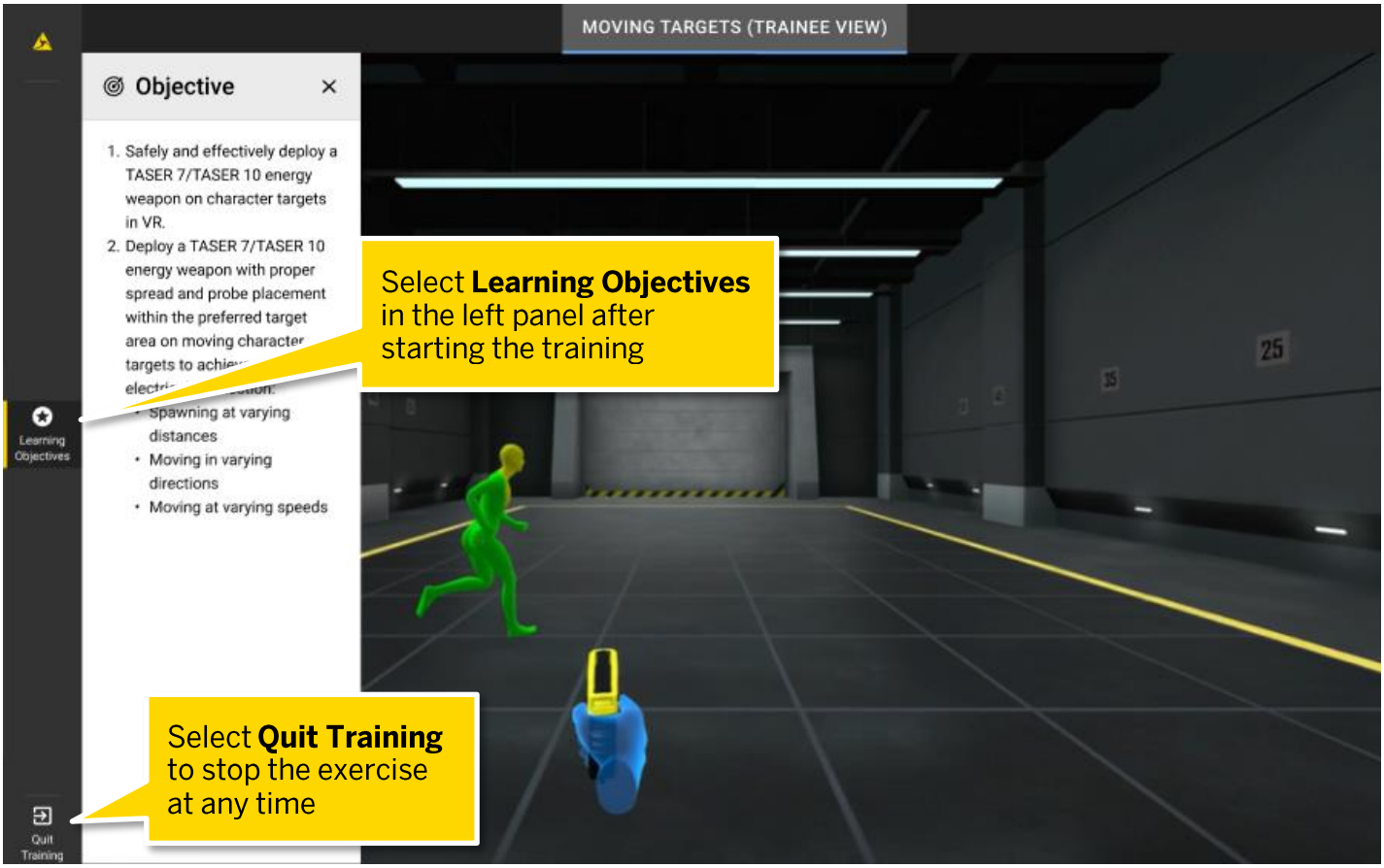


- **New Training**: Starts a new exercise with a different trainee.
- **Restart Training**: Restarts the exercise for the same trainee.
- **Quit Training**: Resets all training group data and module settings.

VIEWING LEARNING OBJECTIVES

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

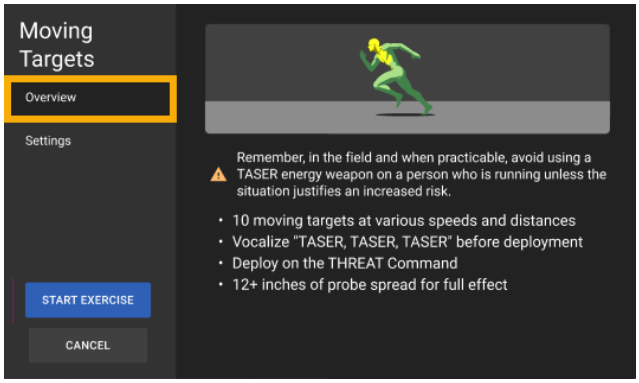
NOTE: Trainees cannot access the learning objectives directly in the headset. However, trainers can verbally share the objectives with them before they select **Start Exercise** in the headset.



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

MOVING TARGETS MENU

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

<table>
<tr>
<td>OVERVIEW TAB</td>
<td>The Overview tab provides exercise instructions.</td>
<td> 
</td>
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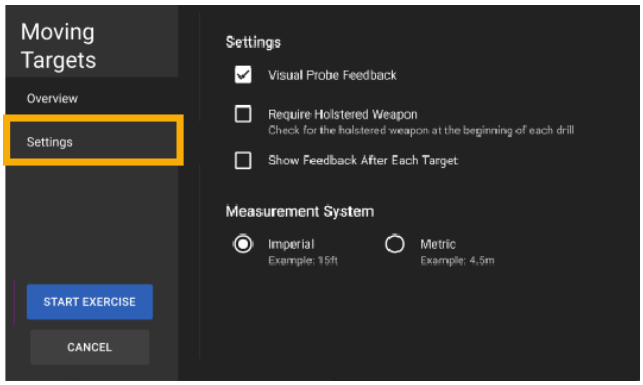
<tr>
<td>SETTINGS TAB</td>
<td>In the Settings tab, you can adjust the following settings as needed:

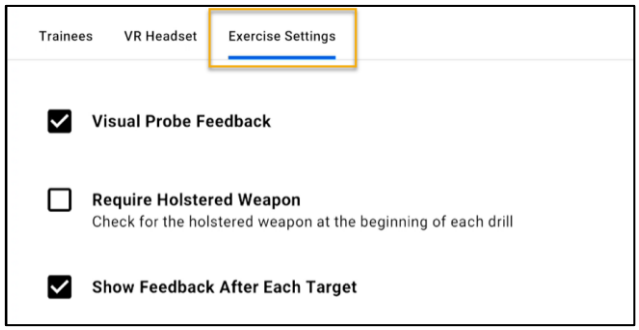
• Select Visual Probe Feedback to turn feedback for the probes on or off.

• Select Require Holstered Weapon to check for a holstered weapon at the beginning of each drill.

• Select Show Feedback After Each Target to enable a summary after a failed component of any drill.

• In the Measurement System section, select either Imperial or Metric to show range distances in feet (imperial) or meters (metric).</td>
<td> 

NOTE: Trainers can also adjust these settings on the tablet in the Exercise Settings tab.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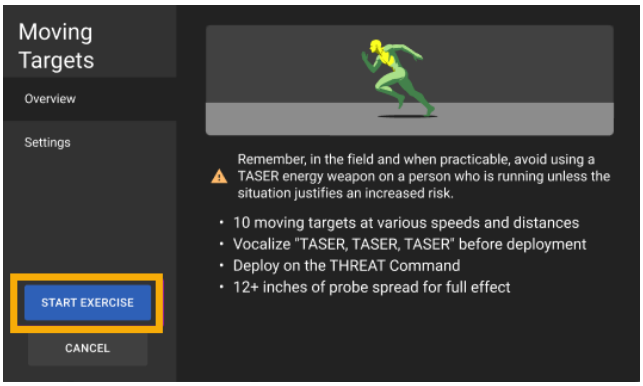
<tr>
<td>START EXERCISE BUTTON</td>
<td>Select Start Exercise to begin the exercise.</td>
<td> 
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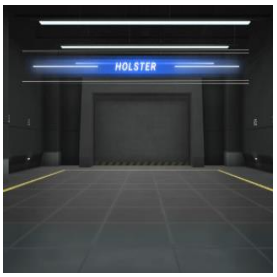
MOVING TARGETS COMMANDS

After selecting **Start Exercise**, if the **Require Holstered Weapon** setting is enabled, there will be a command for the trainee to holster their weapon at the beginning of each drill. Commands will then prompt the trainee to get "Ready" and "Arm" prior to the "Threat" appearing, which prompts the trainee to deploy the TASER energy weapon.

Following the TASER 7/TASER 10 energy weapon deployment, the trainee should evaluate the changes in character target behavior. If the circuit breaks due to probe bounce, disconnect, or breakage, they should re-deploy the energy weapon to achieve a good electrical connection.

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



If a holster is required, holster the TASER energy weapon

NOTE: If holster is not required, this command will not appear.

Be prepared for the next command

Draw the TASER energy weapon out of the holster and rotate the Safety Switch to ARMED/UP (TASER 7 only) / rotate the Selector Switch up one click to ARMED /ON (TASER 10 only)

Deploy the TASER energy weapon

Re-holster the TASER energy weapon

CHARACTER TARGET RANGE DISTANCE

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

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

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

- 1.2 to 6.7 meters (TASER 7)
- 1.5 to 12.2 meters (TASER 10)

AFTER-ACTION REPORT (AAR)

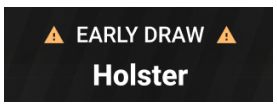
The After-Action Report (AAR) displays comprehensive performance data for all ten drills in the exercise, including:

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

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

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

AAR & EXERCISE MESSAGES

	Appears when NMI was successfully reached with 12+ inches of probe spread **NOTE**: 30+ centimeters in Australia and New Zealand.
	Indicates that the probes are spread between 6 and 12 inches resulting in partial NMI or that the probe spread is less than 6 inches. When the probes are too close together, less than six inches apart, they may not generate an effective NMI. **NOTE**: 15-30 centimeters in Australia and New Zealand.
   	Indicates where the deployment attempts result in no NMI response, including: • **Missed**: When all probe deployments miss the intended target, resulting in no NMI effect • **No Deployments**: When no probes are deployed during the exercise, resulting in a complete absence of any NMI effect • **Only one probe**: When only one probe is deployed and makes contact, but does not create a spread • **Same Polarity**: This scenario applies specifically to the TASER 7, where both probes that have made contact have the same polarity. This configuration limits the NMI effect and is categorized as ineffective.
	Indicates when a probe lands on one of the sensitive areas of the character target, highlighted in yellow
	Indicates when a trainee deploys more than four probes on a character target who is exhibiting signs of full NMI. This serves as a reminder that each deployment of a TASER energy weapon probe must be individually justified based on the subject's behavior and the context of the situation.
	Indicates that the TASER VR Controller must be holstered at the start of each drill when **Require Holstered Weapon** is enabled in the Settings tab

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 VR web app.

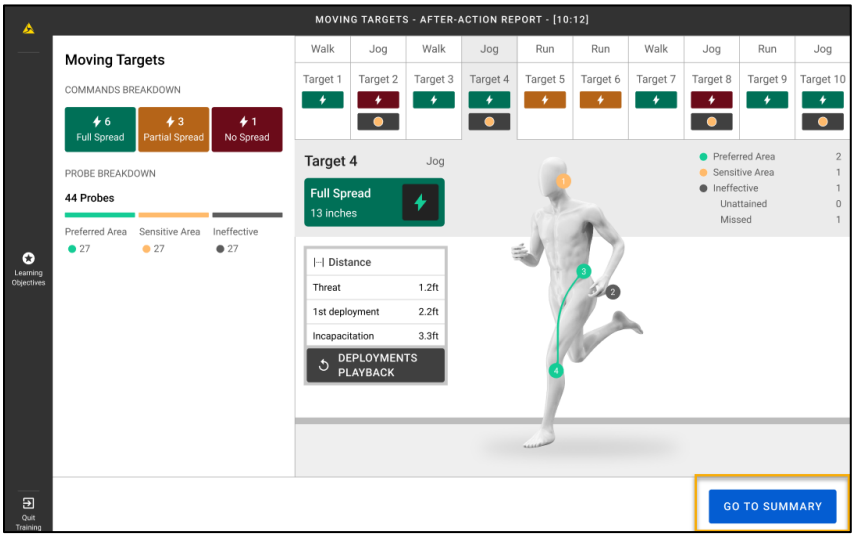
AAR uploads are only available for trainees with registered accounts. Guest accounts do not have this functionality.

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

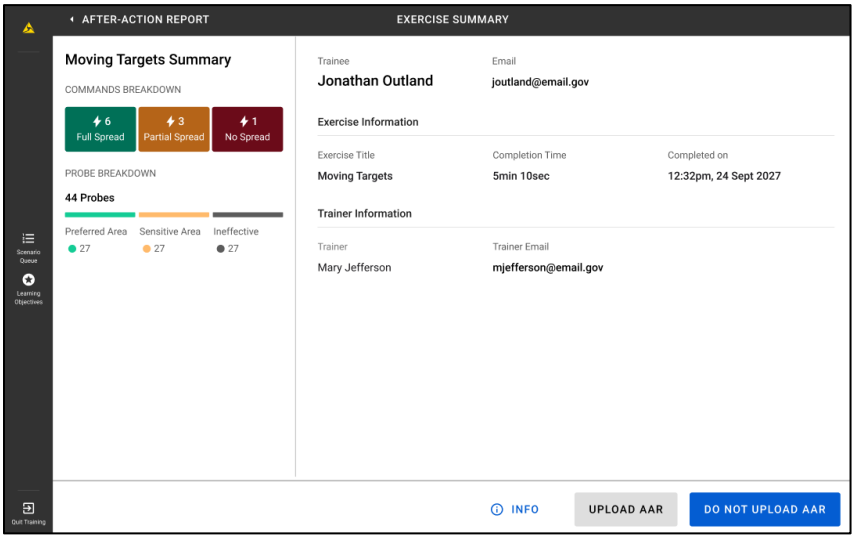
UPLOADING AARS

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.



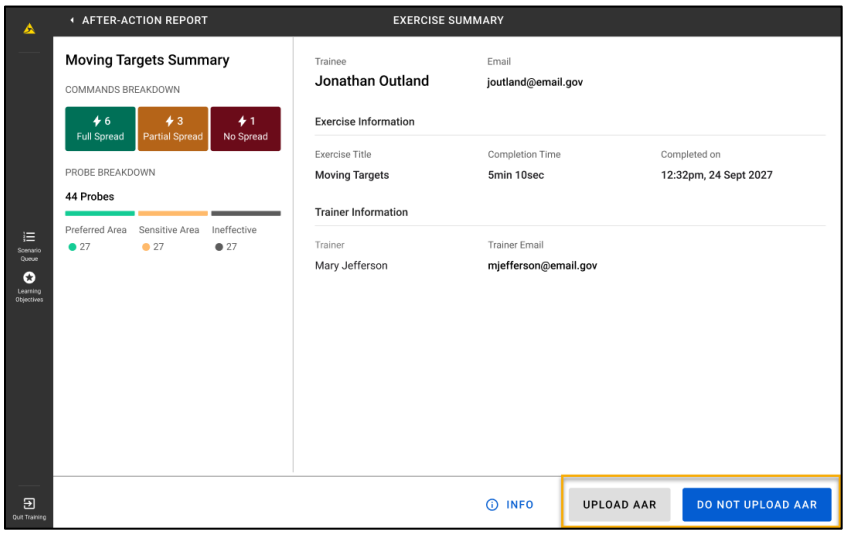
3. Review the evaluation.



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

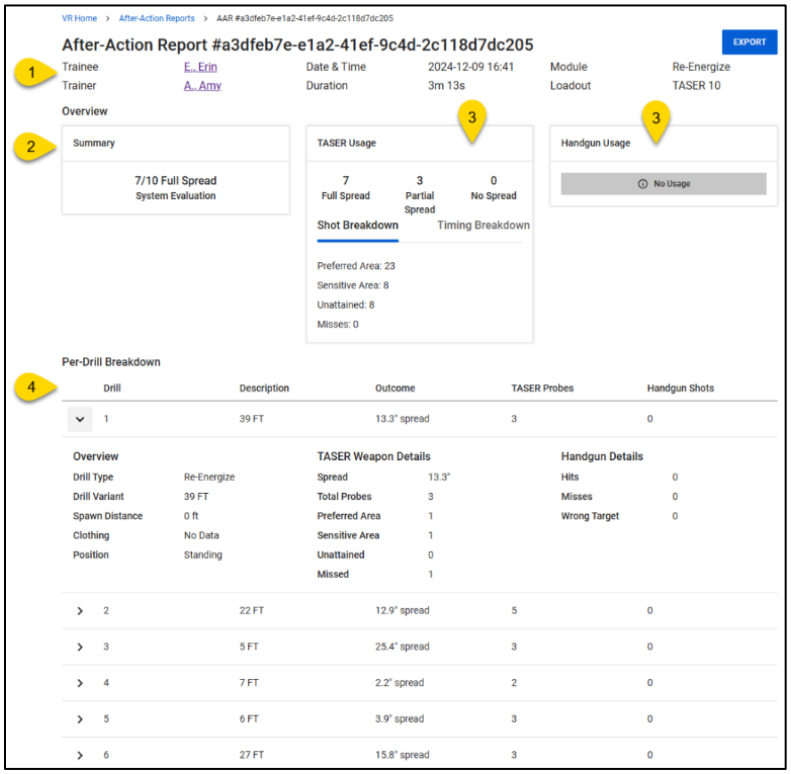
To view the AARs uploaded from the tablet, you must sign in to VR web app using the same account information that you used on the tablet.

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:



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

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

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

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

SORTING & FILTERING AARS

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

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

EXPORTING AARS TO A CSV FILE

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

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

EXERCISE ASSESSMENT RUBRIC

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

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

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

Observe the following behaviors while the trainee safely and effectively deploys a TASER 7/TASER 10 energy weapon on moving character targets in VR.	

☐ **Passing Behaviors**	The trainee demonstrated the following when deploying their energy weapon:
	
	1. On the command of **READY**, the trainee assumed the "Field Interview" position: hands above the waist, weight evenly distributed, and feet shoulder-width apart.
	
	2. On the command of **ARM**, the trainee correctly drew and armed the energy weapon by doing the following:
	
	• Drew the energy weapon from the holster
	• Rotated the Safety Switch to ARMED/UP (TASER 7 only) / rotated the Selector Switch up one click to ARMED/ON (TASER 10 only)
	• Indexed trigger finger along the side of the energy weapon
	• Placed the energy weapon in the ready position
	• Gave proper verbal energy weapon commands to the character target
	• Presented the energy weapon
	
	3. On the command of **THREAT**, the trainee deployed the energy weapon and brought the weapon back to the SUL or low-ready position by doing the following:
	
	• Lined up the energy weapon to split the belt line of the character target at different distances (TASER 7 only)
	  ○ Lined up the LASER at the right or left hip, just above the belt line to gain maximum NMI (TASER 7 only)
	• Deployed the energy weapon for a five-second cycle
	  ○ Pressed the trigger to deploy the first set of probes to split the belt line (TASER 7 only) / pressed the trigger to deploy the first probe (TASER 10 only)
	  ○ Pressed the trigger to deploy an additional probe to create a 12-inch spread within the character target's preferred target area (TASER 10 only)
	
	NOTE: 30-centimeter spread in Australia and New Zealand.

	• Brought the energy weapon back to SUL or low-ready position
	  ○ Placed support side finger on the Safety Switch (TASER 7 only) / Selector Switch (TASER 10 only)
	  ○ Indexed trigger finger along the side of the energy weapon
	• Deployed probes until there is a change in the character target's behavior (TASER 10 only)
	4. On the command of **MAKE SAFE and RECOVER**, the trainee scanned for threats and recovered the energy weapon to the holster by doing the following:
	• Scanned for other threats
	• Rotated Safety Switch to SAFE/DOWN (TASER 7 only) / Rotated Selector Switch down one click to OFF/DOWN (TASER 10 only)
	• Recovered the energy weapon back to the holster with one hand
	  ○ Kept finger off the trigger and along the frame of the energy weapon during the re-holstering process
	  ○ Carefully aligned and guided the energy weapon back into the holster, ensuring a proper fit and orientation

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

TRAINER NOTES

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

- **Spawning at varying distances**
- **Moving in varying directions**
- **Moving at varying speeds**

☐ **Passing Behaviors**	The trainee demonstrated the following when deploying their energy weapon: • Deployed and achieved proper probe spread based on randomized stationary character target's distance, considering the target's distance and angle • Achieved a minimum 12-inch probe spread within the stationary character target's preferred target area depending on the distance • Achieved a good electrical connection with two connected probes at a 12-inch spread on the character target **NOTE**: Minimum 30-centimeter spread in Australia and New Zealand.
☐ **Failing Behaviors**	The trainee did not demonstrate the passing behaviors as defined above for this learning objective.

TRAINER NOTES

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

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

Ask the trainee to explain what variables influence attainment success when encountering a moving target.	
☐ **Passing Answers**	The trainee clearly articulated that the following variables influence attainment success: • Character target's distance • Character target's direction • Character target's speed
☐ **Failing Answers**	The trainee did not articulate an answer as defined above for this learning objective.

TRAINER NOTES