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SIMULATOR TRAINING: TASER 10 VR CORE I OVERVIEW

| LESSON PLAN | |
|----------------------------------|---|
| DESCRIPTION | <p>In this course, students validate fundamental TASER 10 deployment skills through foundational range skill exercises designed to assess their proficiency in deploying a TASER 10 energy weapon under real-world conditions. Students are assessed on accuracy, probe placement, and response to varied distances, clothing, body positions, and moving targets by completing the following sequential exercises:</p> <ul style="list-style-type: none"> • Distance • Clothing • Alternate Positions • Moving Targets |
| LEARNING OBJECTIVES | <p>Demonstrate safely and effectively deploying a TASER 10 energy weapon in VR with proper spread and probe placement within a character target's preferred target areas to achieve neuromuscular incapacitation (NMI) with targets:</p> <ol style="list-style-type: none"> 1. At varying distances 2. Wearing different clothing types 3. In varying positions 4. Moving in varying directions 5. Moving at varying speeds |
| DATE RELEASED | 3/26/2024 |
| SUMMARY OF LATEST UPDATES | <p>10/28/2025:</p> <ul style="list-style-type: none"> • The Drill Summary now displays only after a failed drill. This change improves pacing and validation time, while preserving essential training feedback. • The minimum character target distance has changed from five to two feet since there will now be at least one character target appearing at a point-blank range to assess a closer TASER energy weapon deployment. |
| DIRECTIONS | <p>The lead VR instructor will provide each group of students with an overview of the VR validation process.</p> <p>In each exercise, the student will be presented with a sequence of ten character targets at random distances between 2-40 feet and must complete the following tasks with each target:</p> <ul style="list-style-type: none"> • Vocalize "TASER, TASER, TASER" before deploying • Deploy on the "THREAT" command when the first character target appears (<i>This command only displays with the first character target in each exercise.</i>) • Achieve full NMI (12+ inches of probe spread in the preferred target areas) |

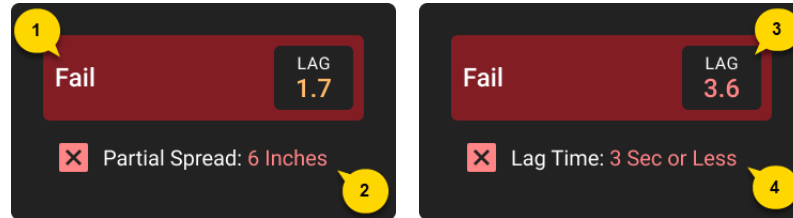


LESSON PLAN, cont.

DRILL SUMMARY

A focused performance summary appears immediately after each failed drill, highlighting executed actions, identifying the failures, and surfacing key performance insights. The Drill Summary provides instant feedback, enabling students to quickly review their failed performance without waiting for the full After-Action Report (AAR).

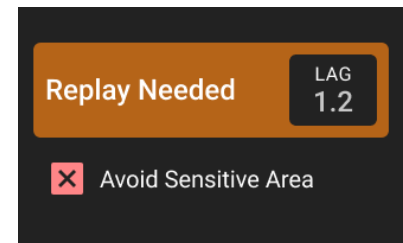
The Drill Summary includes the following key metrics:



1. **Fail:** Indicates failed results for the validation exercise
2. **Spread:** Probe spread in inches
3. **LAG:** Elapsed time from the first trigger pull to partial or full NMI
4. **Lag Time:** To meet the passing criteria, Lag Time must be three seconds or less

DRILL REPLAY

A drill replay option allows students to immediately repeat the previous drill using the same conditions if they hit a sensitive area (head, neck, chest, groin) with a probe.

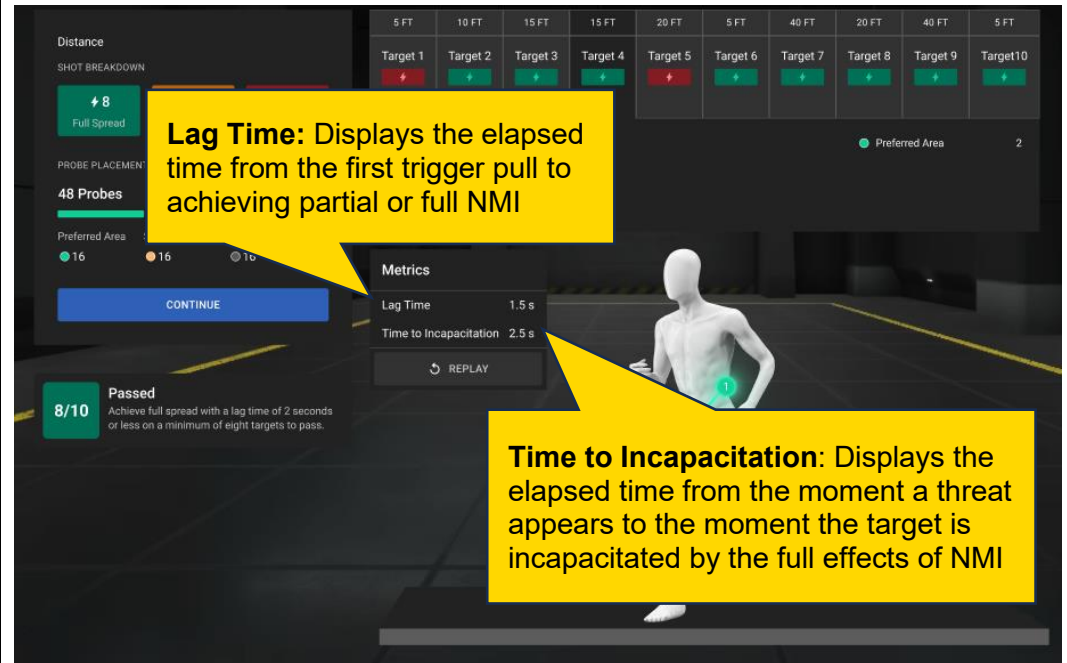


- Probe hits to sensitive areas of the target require students to immediately repeat the previous drill using the same conditions, such as distance, position, and clothing
- If a student fails a drill due to another factor—like achieving only partial neuromuscular incapacitation (NMI)—the drill remains a failed attempt and will not be replayed, even if a sensitive area was struck
- There is no limit to the number of times that a student can replay a drill due to sensitive area hits; these hits do not directly cause the drill to be marked as failed.

LESSON PLAN, cont.

AFTER-ACTION REPORT (AAR)

At the end of each exercise, an After-Action Report (AAR) is available displaying the students' results.



Emphasize to students the following passing criteria timing:

- **Lag Time:** The elapsed time from the first trigger pull to achieving partial or full NMI must be **three seconds or less**
- **Time to Incapacitation:**
 - When applicable, re-deploy and re-energize **within four seconds** of the target showing active resistance.
 - If the circuit breaks due to probe bounce, disconnect, or breakage, re-deploy in **four seconds or less**.

VALIDATION/PASSING CRITERIA

To achieve validation, students must meet the success criteria on at least eight out of ten targets (80%) and pass all four sequential exercises:

- The elapsed time from the first deployment to achieving full NMI must be three seconds or less.
- Achieve full NMI, with a probe spread of 12+ inches in the preferred target areas.
- No deployments to sensitive areas (head, neck, chest, or groin).

If a student fails any validation exercise after three attempts, the exercise ends, and they should immediately contact their trainer for further instruction.

NOTE: If a student fails a drill due to another factor—such as achieving only partial NMI—the drill remains a failed attempt and will not be replayed, even if a sensitive area was struck.

LESSON PLAN, cont.

VALIDATION CREDIT – SIGN-IN WORKFLOWS

There are two sign-in workflows available for students to receive validation credit for this course:

- **Headset sign-in** (recommended): Students sign in to the headset by scanning their [personal QR code](#). Their results are uploaded to [VR web app \(vr.evidence.com\)](#) where trainers can review and check student performance.
- **Code-based verification** (legacy): Instructor provides students with a printed QR code. Upon successful course completion, students receive a 4-digit completion code in the headset that they will provide to the instructor to upload and validate.

NOTE: If a student doesn't pass all the exercises, they can reuse the same QR code until a completion code is generated.

| Workflow | Steps |
|--------------------------------|--|
| Headset sign-in | <ol style="list-style-type: none"> 1. During class, each student will sign in to the headset by scanning their personal unique QR code. 2. Once they complete the validation exercises, their personal training results will be saved locally on the headset. 3. <i>If the headset is already connected to the internet</i>, essential training data uploads automatically to VR web app. <i>If the headset was offline during training</i>, once it's connected to the internet, essential training data will upload as soon as the headset is online. 4. Uploaded records are automatically deleted from the headset. 5. The lead VR instructor will confirm the data uploads in VR web app (vr.evidence.com). |
| Code-based verification | <ol style="list-style-type: none"> 1. Before class, the lead VR instructor will print the QR code handouts from the Simulator Training: TASER VR Validation - QR Codes PDF on MyAxon for each student. 2. Before completing the validation exercises, students will scan their VR code in the headset. 3. Upon successfully passing all three exercises, students will receive a four-digit completion code in the headset. 4. <i>To receive credit for the VR validation course, students must complete the QR code handout (with the completion code, course name, their name, and the date) and submit it to the instructor.</i> 5. The lead VR instructor will validate the code using the VR validation application. |



| | |
|-------------------------------------|--|
| <p>MATERIALS</p> | <ul style="list-style-type: none"> • Simulator Training: TASER 10 VR Validation Courses - Quick Start Guide • VR equipment: headsets, TASER 10 VR Controllers, TASER VR Controller holsters, tablets, extra batteries, chargers <p>NOTE: Students should already be wearing their own duty belts needed for the TASER VR Controller holster.</p> <ul style="list-style-type: none"> • Clipboards • Pens • Wipes <p>Additional materials required when using the code-based verification workflow with printed QR codes and student completion codes:</p> <ul style="list-style-type: none"> • QR code handouts (<i>print one QR code per student, with some extras</i>) • Folder or box (<i>to hold the printed QR code handouts</i>) |
| <p>PRACTICE</p> | <p>Students can practice the exercises an unlimited number of times by doing the following:</p> <ol style="list-style-type: none"> 1. From the Library or TASER 10 Validation menu, select the TASER 10 VR Core I tile. 2. On the Training Validation screen, select the CONTINUE WITHOUT QR CODE button. |
| <p>ADDITIONAL REFERENCES</p> | <p>Facilitator's Guides for each of the Simulator Training: Range Skills exercises are available on the Instructional Content page.</p> |

VR CHECKLISTS

This section contains the following checklists for the **VR lead instructor** (or dedicated support staff):

- Pre-work
- On-site preparation
- Running the session (also includes directions for **squad/group leaders**)
- Post-work

LEAD VR INSTRUCTOR: PRE-WORK CHECKLIST *(before class)*

If you're using the [code-based verification workflow](#), print the QR code handouts:

1. Review the course roster to determine the number of students scheduled for the training session.
2. On the [Instructional Content](#) page (where you accessed this Instructor's Guide), navigate to the **TASER Energy Weapon Course Materials** section.
3. In the **Simulator Training: TASER 10 VR Validation Courses** section, open the **Simulator Training: TASER 10 VR Validation Courses - QR Codes** PDF.
4. Print the required number of QR code handouts, one per student.

NOTES:

- The PDF contains 150 unique codes. While these codes can be reused if necessary, print different codes for each training session.
- **If a student doesn't pass, they can reuse the same QR code until a completion code is generated.**



Confirm that you have all the **VR equipment and materials** needed for the session, including:

- VR equipment: VR equipment: headsets, TASER 10 VR Controllers, tablets, TASER VR Controller holsters, spare batteries, charging stations
- Simulator Training: TASER 10 VR Validation Courses – Quick Start Guide (*print from the [Instructional Content](#) page on [MyAxon](#)*)
- Clipboards
- Pens (5-10)
- Wipes and cleaning cloths (*for cleaning the headsets between students*)

If using the code-based verification workflow with printed QR codes:

- [QR code handouts](#) (*print one QR code per student, with some extras*)
- Folder or box (*to hold the printed QR code handouts*)

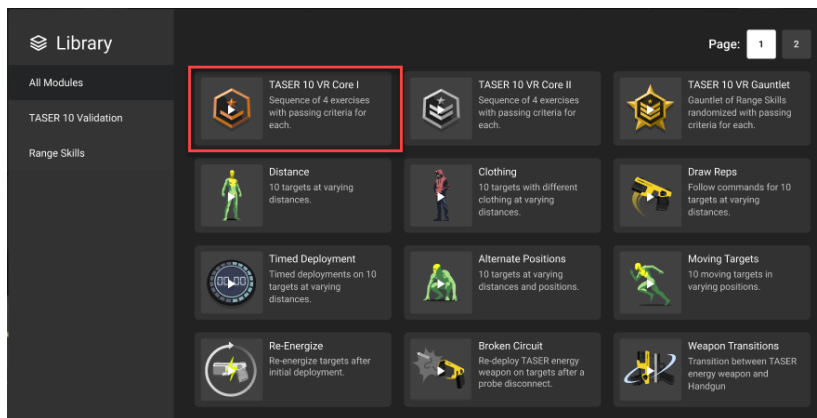
If you're using the code-based verification workflow, preload the VR **validation application**:

1. In a browser or from your mobile device, go to: <https://my.axon.com/validate>
2. Keep the validation application open and running in a separate tab.

NOTE: You will use this application to validate the student's QR codes after class. The validation application does not need an internet connection; it just needs to be loaded into the browser.

LEAD VR INSTRUCTOR: ON-SITE PREPARATION CHECKLIST *(day of class)*

- Set up VR stations** approximately ten feet apart with the following:
 - VR headset
 - TASER 10 VR Controller
 - TASER VR Controller holster
 - Tablet
 - Simulator Training: TASER 10 VR Validation Courses – Quick Start Guide
 - Wipes and cleaning cloths
 - Pens
- Confirm that all the headsets, TASER 10 VR Controllers, and tablets are fully charged.
- Set up [screen casting](#) with the tablets.
- Put on each headset and set up the Training Space in VR.
- Set up and pair a TASER 10 VR Controller with each headset.
- Check the Library on each headset to confirm it has the latest version of Simulator Training installed with the **TASER 10 VR Core I** tile.



- Set up an instructor VR station** with the following:
 - QR code handouts
 - Simulator Training: TASER 10 VR Validation Courses – Quick Start Guide
 - Folder or box *(if using the code-based verification workflow to hold the printed QR code handouts)*
 - Clipboards and pens
 - Extra batteries and chargers

RUNNING THE VALIDATION SESSION CHECKLIST *(during class)*

- As each squad/group rotates to the VR validation session, each **squad/group leader** is responsible for running the VR stations with their squad/group.
- The **lead VR instructor** will stay at the main VR station to direct students to an open station, distribute and collect the QR code handouts, and debrief with students who did not pass the exercises.

LEAD VR INSTRUCTOR RESPONSIBILITIES

If students are signing into the headsets using their own QR code:

- Confirm that the students have downloaded their QR codes on their phone.
- Send the students to an open VR station to complete the exercises.
- If a student does not pass the exercises and returns to your station, do the following:
 - Conduct a debrief with the student to review the experience, identify the reasons for their failure, and discuss necessary remediation steps
 - Ask what questions they have
 - Allow them to try again when a VR station is available

If you're distributing printed QR codes:

- As each student arrives at the VR station, provide them with a pen and clipboard with a QR code handout.
 - Instruct students to select the course name (**TASER 10 VR Core I**) and write their name and the date on the QR code handout.
 - Remind students that once they successfully complete the exercises, **they must write their completion code on the handout (or verbally provide it to their squad/group leader to write on the handout) and return it to you after completing the VR experience to get credit.**
 - Send the students to an open VR station to complete the exercises.
 - After each student successfully completes the VR experience, collect their completed QR code handout and place it in the designated collection folder or box.
 - If a student does not pass the exercises and returns to your station, do the following:
 - Conduct a debrief with the student to review the experience, identify the reasons for their failure, and discuss necessary remediation steps
 - Ask what questions they have
 - Allow them to try again when a VR station is available
- NOTE:** Students can use the same QR code until a completion code is generated.
- At the end of the VR validation session, take the QR code handouts folder or box so you can validate the completion codes using the VR validation application after class.



SQUAD/GROUP LEADER RESPONSIBILITIES

HEADSET SIGN-IN WORKFLOW

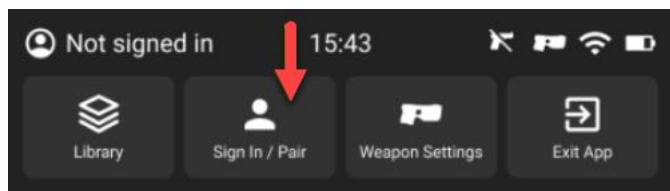
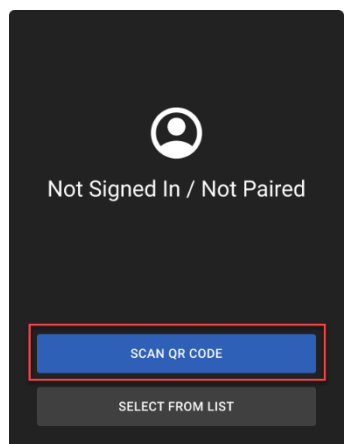
If you're using the headset sign-in workflow, where students sign in on the headset for course validation credit, follow this checklist. If you're using the code-based verification workflow with printed QR codes, follow the checklist in the [Code-Based Verification Workflow](#) section.

As each student arrives at your VR station, do the following:

- Hand the student the TASER VR Controller holster and instruct them to put it on their duty belt.
- Hand the student the TASER 10 VR Controller and instruct them to put it into the TASER VR Controller holster.

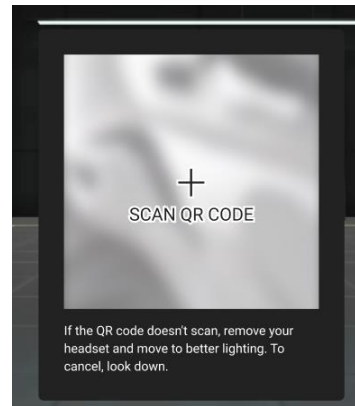
NOTE: Remind them that they will need to holster the TASER 10 VR Controller before each drill.

- Instruct the student to put on the headset and adjust the fit and lens distance.
- Instruct the student to do the following in headset while standing:

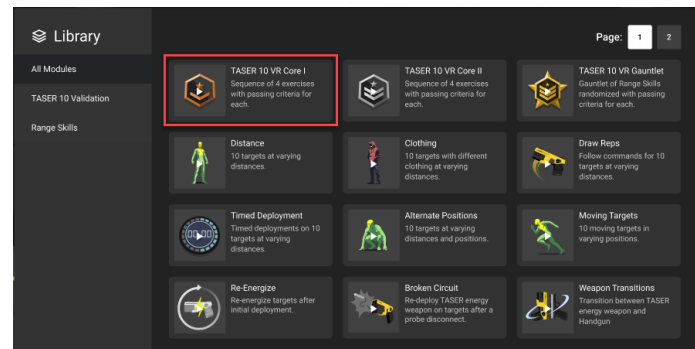
| | |
|---|--|
| <p>1. Select Sign In / Pair in the menu bar.</p> |  |
| <p>2. Select SCAN QR CODE.</p> |  |



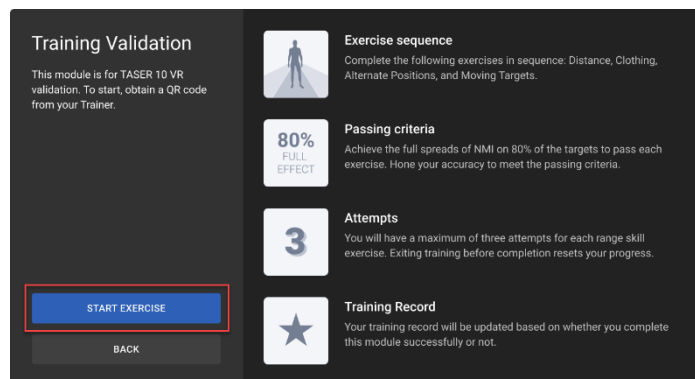
3. Have the student scan their individual QR code from their device.



4. Select **TASER 10 VR Core I** from the Library or TASER 10 Validation menu.

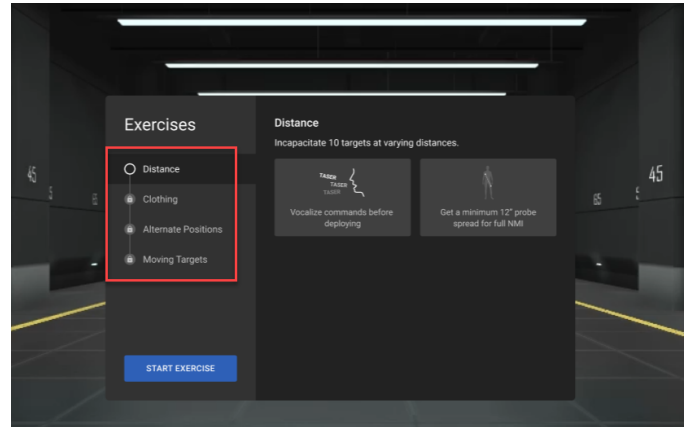


5. Review the exercise instructions and select **START EXERCISE**.

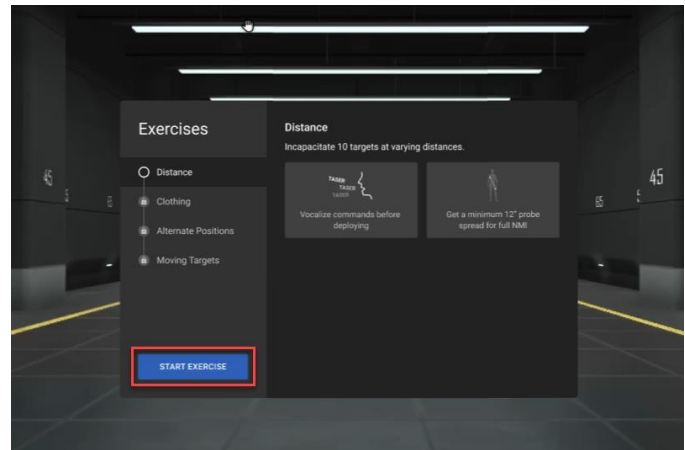


6. Student will **complete the four validation exercises** in the following order:

- [Distance](#)
- [Clothing](#)
- [Alternate Positions](#)
- [Moving Targets](#)

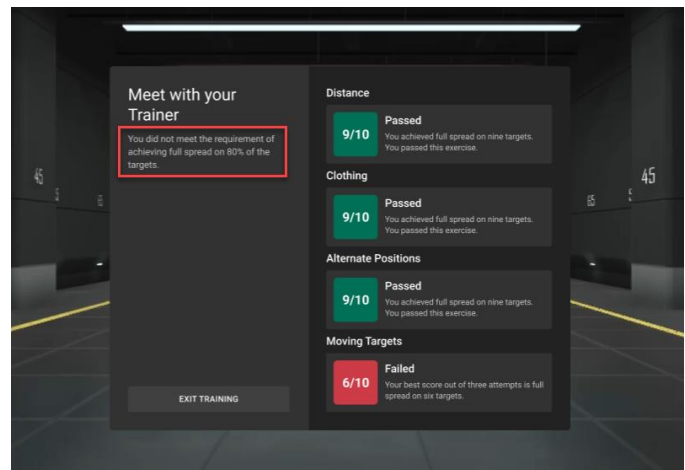


7. Select **START EXERCISE** from the Exercises menu.

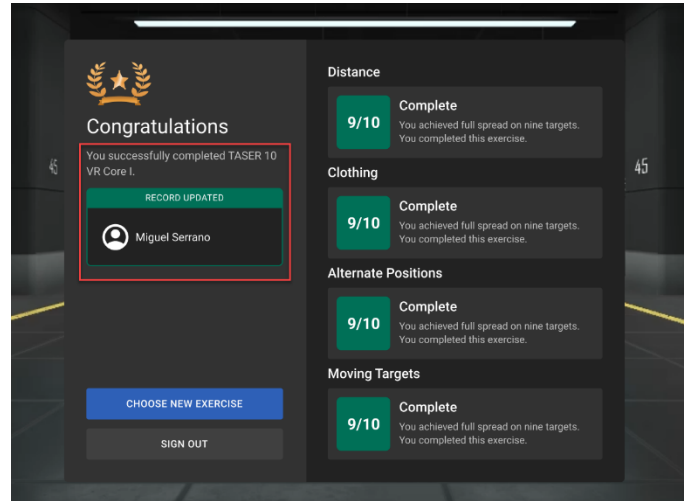


8. If the student fails any exercise three times, they will receive a message to meet with their trainer.

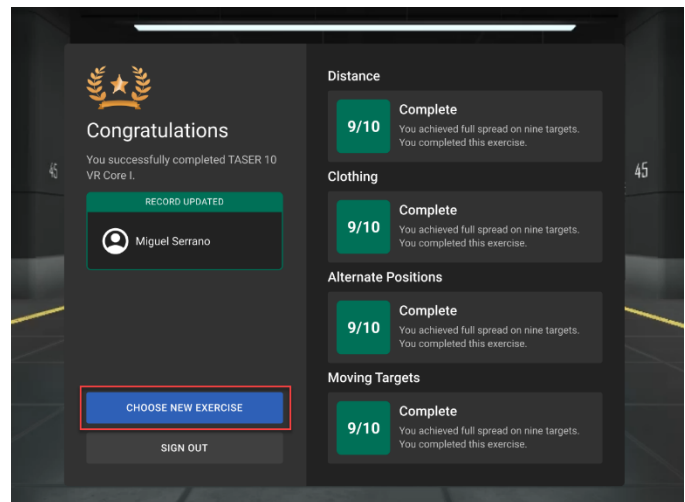
Refer the student to the lead VR instructor for remediation and support to bring them to standard; remind them they can try again later.



9. Upon successful completion of the course, the result displays **Complete** and is uploaded to VR web app as a completed record.

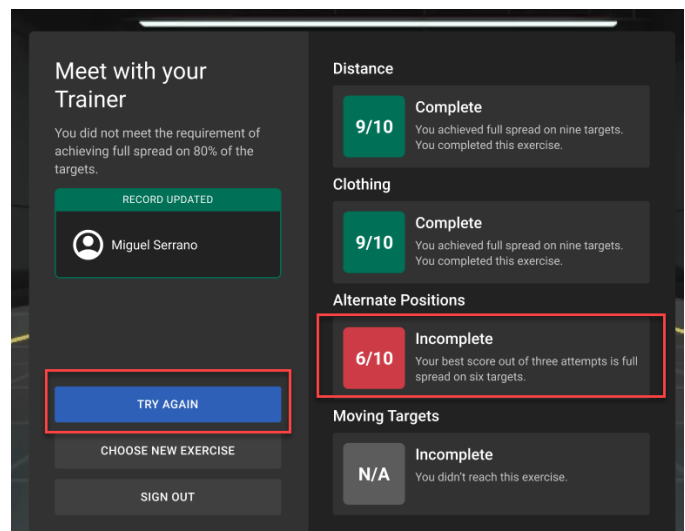


10. To remain signed in to the headset and start a different exercise, student can select **CHOOSE NEW EXERCISE**.

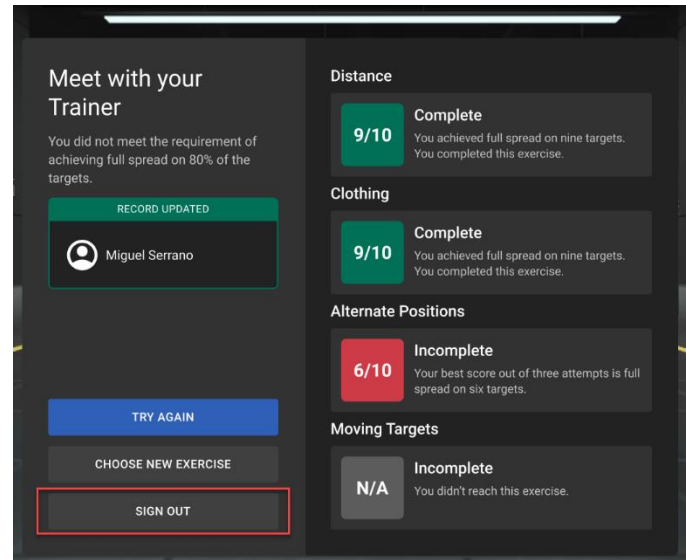


11. If a student failed the course, the result displays **Incomplete**.

If the student wants to remain signed in and restart the course, the student can select **TRY AGAIN**.



12. Have the student select **SIGN OUT** to return to the Library.



- Take the headset from the student.
- To prepare for the next student at your station, do the following:
 - Clean the headset with a wipe and cleaning cloth.
 - Check the headset to confirm that it is on the Library screen.
 - Check the battery level on the headset; replace it with a new battery if it is low.

TRACKING STUDENT COMPLETION

- If the headset is already connected to the internet, essential data uploads automatically to VR web app.
- If the headset was offline during class, essential data uploads as soon as the headset reconnects to the internet.
- Uploaded records are then deleted from the headset.
- The lead VR instructor will confirm the uploaded essential data in [VR web app \(vr.evidence.com\)](https://vr.evidence.com).

CODE-BASED VERIFICATION WORKFLOW

If you're using printed QR codes and student completion codes for course validation credit, follow this checklist. If you're using the headset sign-in workflow where students sign in to the headset for course validation credit, follow the checklist in the [Headset Sign-In Workflow](#) section.

- As each student arrives at your VR station, collect their QR code handout, ensuring it includes the course name, their name, and the date.

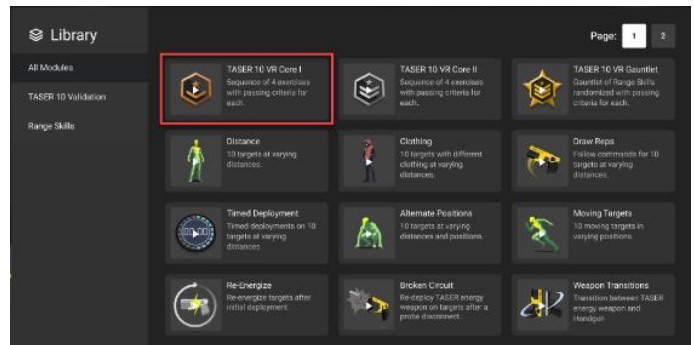
NOTE: If a student does not have a handout, obtain one from the lead VR instructor.

- Hand the student the TASER VR Controller holster and instruct them to put it on their duty belt.
- Hand the student the TASER 10 VR Controller and instruct them to put it into the TASER VR Controller holster.

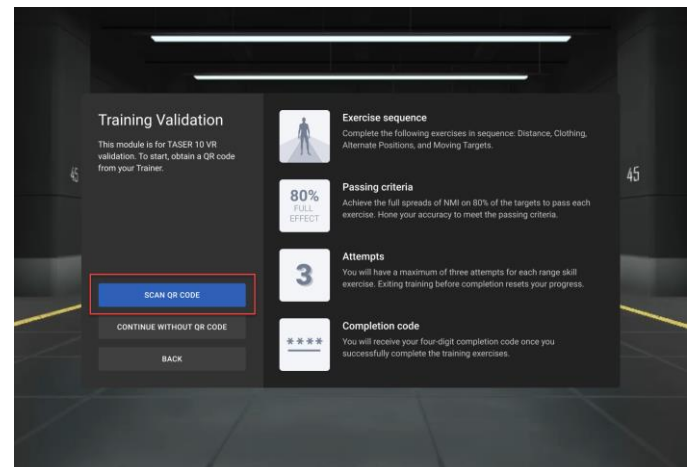
NOTE: Remind them that they will need to holster the TASER 10 VR Controller before each drill.

- Instruct the student to put on the headset and adjust the fit and lens distance.
- Instruct the student to do the following in headset while standing:

1. Select **TASER 10 VR Core I** from the Library or TASER 10 Validation menu.



2. Select **SCAN QR CODE**.



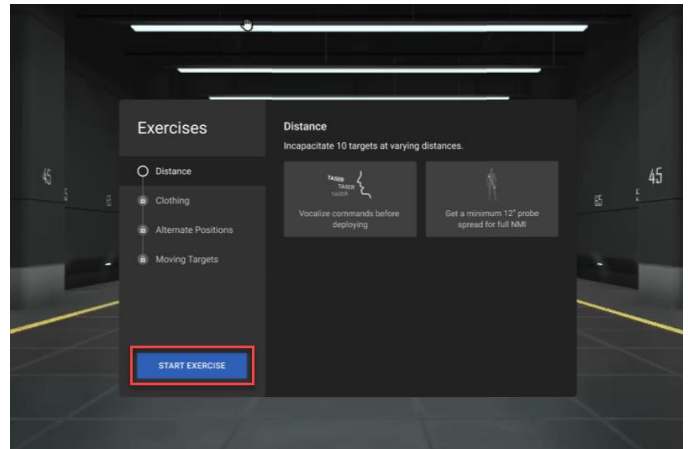
- When prompted, **scan the QR code** handout by holding it directly in front of the headset.

TIP: When scanning the QR code, aim the headset straight at the code and not at an angle.

NOTE: If a student is unable to scan the QR code, they can select **GO BACK** and on the previous screen select **CONTINUE WITHOUT QR CODE**. Then they can complete the exercises. When they receive the completion code at the end, write the code on their handout.

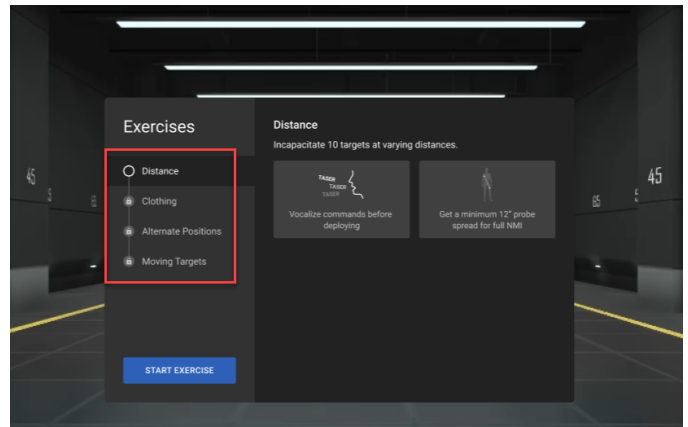


- Select **START EXERCISE** from the Exercises menu.

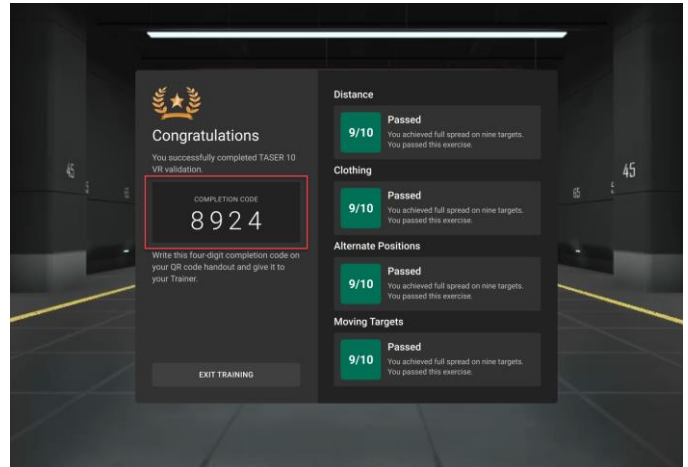


- Student will **complete the four validation exercises** in the following order:

- [Distance](#)
- [Clothing](#)
- [Alternate Positions](#)
- [Moving Targets](#)



6. Upon **successful completion** of all four exercises, the student will see a success screen with a **four-digit completion code**.

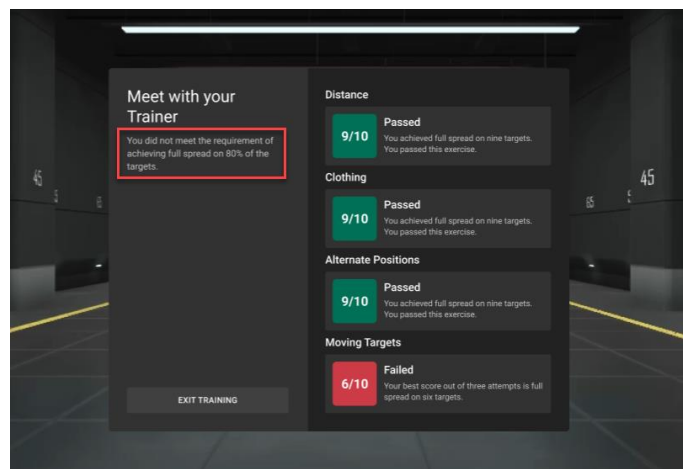


7. Instruct the student to verbally read the completion code so that you can **write the completion code** on their QR code handout.



8. If the student fails any exercise three times, they will receive a message to meet with their trainer.

Refer the student to the lead VR instructor for remediation and support to bring them to standard; remind them they can try again later.



- To prepare for the next student at your station, do the following:
- Clean the headset with a wipe and cleaning cloth.
 - Check the headset to confirm that it is on the Library or **TASER 10 Validation** menu screen.
 - Check the battery level on the headset; replace it with a new battery if it is low.
- Collect the completed QR code handouts and give them to the lead VR instructor at the end of the session.

NOTE: Alternatively, you can have the students turn in their completed QR code handout to the lead VR instructor.

LEAD VR INSTRUCTOR: POST-WORK *(after class)*

If you're using the [headset sign-in workflow](#), confirm that the student records have uploaded to VR web app by doing the following:

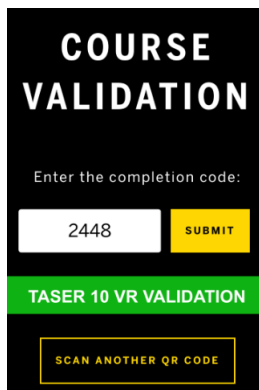
1. Connect each headset to the internet; essential data will upload as soon as the headset is online.
2. Sign in to [VR web app \(vr.evidence.com\)](#).
3. Select **Reports** and check the upload status.



| Date/Time ↓ | Trainee | Trainer | Module |
|------------------|--------------------------|--------------------------|----------------|
| 2024-06-28 17:59 | Wright, Linda (4317) | Williams, Michael (2957) | vRBT |
| 2024-06-27 12:11 | Perez, Joseph (5723) | Garcia, Maria (7451) | vRBT |
| 2024-06-24 08:16 | Green, Mary (7329) | Garcia, Maria (7451) | TASER Distance |
| 2024-06-22 20:07 | Mitchell, Dorothy (8920) | Garcia, Maria (7451) | vRBT |
| 2024-06-22 17:50 | Baker, Susan (8316) | Williams, Michael (2957) | vRBT |
| 2024-06-22 10:46 | Thomas, Karen (4321) | Garcia, Maria (7451) | vRBT |

If you're using the [code-based verification workflow](#), individually **validate each QR completion code** in the VR validation application by doing the following:

1. If you did not pre-load the validation application, in a browser or from your mobile device, go to <https://my.axon.com/validate>.
2. Click the **SCAN QR CODE** button.
3. Scan the QR code.
4. When prompted, type the completion code.
5. Click the **SUBMIT** button.
6. Confirm that a green confirmation message appears after submitting the completion code to verify successful validation.



7. Click the **SCAN ANOTHER QR CODE** button to continue validating QR completion codes.
8. Once you have uploaded all the QR codes, scan them and create a PDF as a record of completion.

- Cross reference the VR equipment ending inventory with the starting inventory and pack up the following:
- VR equipment (headsets, TASER 10 VR Controllers, TASER VR Controller holsters, tablets, batteries, charging stations)
 - Clipboards and pens
 - Wipes and cleaning cloths
 - Simulator Training: TASER 10 VR Validation Courses – Quick Start Guides

TROUBLESHOOTING / FAQs

Refer to the following if you need additional help.

| ISSUE or QUESTION | RESOLUTION |
|--|---|
| Where can I find the QR codes to print? | <ol style="list-style-type: none"> 1. On the Instructional Content page on MyAxon where you accessed this Instructor's Guide, navigate to the TASER Energy Weapon Course Materials section. 2. Open the Simulator Training: TASER 10 VR Validation – QR Codes PDF and print one code per student. |
| I don't see the TASER VR Validation instructor materials or QR Codes PDF on the Instructional Content page on MyAxon. | You must be signed in to MyAxon to access the TASER 10 VR Validation course materials. |
| A QR code does not scan in headset. | <p>Try the following:</p> <ul style="list-style-type: none"> • When scanning the QR code, aim the headset straight at the code and not at an angle. • Move to a different area with better lighting. <p>If that does not help, have the student do the following from the QR code scanning screen:</p> <ol style="list-style-type: none"> 1. Select GO BACK. 2. On the previous screen, select CONTINUE WITHOUT QR CODE. 3. Complete the exercises. 4. When you receive the completion code after successfully completing the exercises, write the code on the QR code handout. |
| If a student does not pass the course, do I need to provide a different QR code handout and dispose of the original handout they scanned in headset? | You do not need to give the student a new QR code handout after a failed validation attempt. A student can scan the same QR code until a completion code is generated. |
| I can't scan a QR code handout in the validation app. | Try using another device. |



| ISSUE or QUESTION | RESOLUTION |
|--|--|
| <p>Can students practice the validation exercises before using their QR codes to attempt validation?</p> | <p>Yes. Students can practice the exercises an unlimited number of times by doing the following:</p> <ol style="list-style-type: none"> 1. From the Library or TASER 10 Validation menu, select the TASER 10 VR Core I tile. 2. On the Training Validation screen, select the CONTINUE WITHOUT QR CODE button. 3. Complete the exercises. |
| <p>What if a student does not pass the exercises?</p> | <p>Based on the AAR results, have the student revisit the range skill exercise that led to the failure and guide them through remediation.</p> |

