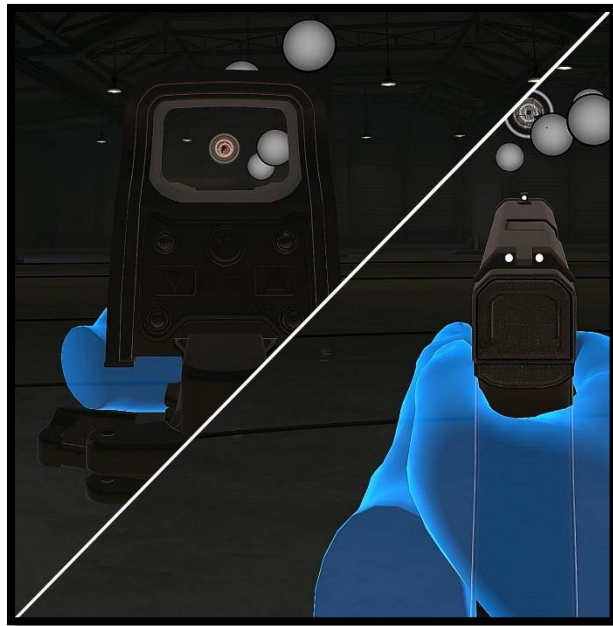


Axon VR

Simulator Training: Range Skills



RIFLE TRANSITIONS

Facilitator's Guide



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FACILITATOR'S GUIDE OVERVIEW & USAGE TIPS

This Facilitator's Guide is customizable, enabling you to adapt it to your specific needs for tracking trainee progress, preparing for and conducting training sessions, and debriefing with and assessing trainees after they complete the Rifle Transitions exercise.

TRAINING SESSION PREPARATION

NOTE: Trainers should complete the exercise in-headset at least once prior to facilitating this exercise with trainees.

[LESSON PLAN](#)

Review the lesson plan, which provides a comprehensive overview of the exercise, including the instructional goal, trainer preparation guidance, and links to additional resources.

[LEARNING OBJECTIVES](#)

Review the exercise's learning objectives, identify additional learning objective skills to assess, and add any agency-specific learning objective skills.

[AGENCY GUIDELINES](#)

Add agency-specific notes, including any best practices and pertinent guidelines tailored to your agency.

TRAINEE EVALUATION

In [Facilitated mode](#), conduct a debriefing with the trainee to review the After-Action Report (AAR) and their performance in the drills in the exercise, identify the reasons for any failures, and discuss any necessary remediation steps.

NOTE: Facilitated mode is not available in the Simulator Training: Range Skills exercises in Australia and New Zealand.

NOTE: If facilitating this exercise with multiple trainees at once, Axon recommends [screen casting](#) the in-headset experience for the group to observe.

[AFTER-ACTION REPORT \(AAR\)](#)

The AAR displays comprehensive performance data for all three drills in the exercise. Use these results to review the trainee's decisions and actions when determining if the learning objectives were met.

You can also upload the trainee's AAR to [VR web app](#) from the tablet.

NOTE: AAR upload and viewing in VR web app is not available in the Simulator Training: Range Skills exercises in Australia and New Zealand.

[EXERCISE ASSESSMENT RUBRIC](#)

Following the exercise, debrief with the trainee to discuss their results and provide tips for improving their performance. It's recommended that you engage in a debriefing session with the trainee using the exercise assessment rubric based on the learning objectives for the exercise.

LESSON PLAN

EXERCISE OVERVIEW	<p>Rifle Transitions develops a trainee's ability to perform smooth, confident changes between the Rifle and Handgun VR Controllers. Trainees practice deliberate, controlled exchanges that reinforce proper handling, precision, and situational awareness.</p> <p>Each transition is paired with target engagements that challenge accuracy, timing, and control. Through consistent repetition, trainees build coordination and reliability between both weapons—enhancing confidence, adaptability, and overall readiness for dynamic engagement scenarios.</p> <p>NOTES:</p> <ul style="list-style-type: none">• This training experience is intended to familiarize use of the Handgun and Rifle VR Controllers. It is not intended to replace or supplement your agency's required firearms training.• Regardless of experience level, it's recommended to read the user guide carefully before operating the Rifle VR Controller.
INSTRUCTIONAL GOAL	<p>The instructional goal of this exercise is to build confident, accurate, and safe transitions between the Rifle and Handgun VR Controllers. By engaging varied targets before and after switching weapons, trainees strengthen coordination, precision, and situational awareness—enhancing readiness for dynamic, multi-weapon engagement scenarios.</p>
LEARNING OBJECTIVES	<ul style="list-style-type: none">• Demonstrate proficiency in transitioning from a Rifle VR Controller to a Handgun VR Controller in VR.• Demonstrate proficiency by accurately firing at stationary targets at varying distances with a Rifle VR Controller in VR.• Demonstrate proficiency by accurately firing at stationary targets at varying distances with a Handgun VR Controller following a weapon transition in VR.

<p>IN-HEADSET VR EXPERIENCE</p>	<p>In this exercise, trainees practice safely and smoothly transitioning from a Rifle VR Controller to a Handgun VR Controller while engaging targets on the range. Trainees are instructed to engage targets first with the Rifle VR Controller, then switch quickly and accurately use the Handgun VR Controller to engage targets.</p> <p>Trainees arm the appropriate weapon, engage three targets, then transition to the other weapon and engage three additional targets before securing or holstering the current weapon. Targets vary in distance, direction, and appearance (i.e. color or hue)—demanding precise engagement and quick decision-making in cognitively challenging sequences.</p> <p>This exercise focuses on improving motor skills, muscle conditioning, and accuracy after transitioning from the Rifle VR Controller to the Handgun VR Controller.</p>
<p>REQUIRED MATERIALS</p>	<p>Facilitator’s Guide</p> <p>NOTE: The latest version of this guide is available on the VR training materials page on Axon Help.</p>
<p>PREREQUISITES</p>	<p>None</p>
<p>COURSE LENGTH</p>	<p>20 minutes (in-person instructor-led training); exercise length in the headset is 3–5 minutes</p>
<p>EQUIPMENT</p>	<ul style="list-style-type: none"> • Axon VR headset • Handgun VR Controller • Rifle VR Controller • Samsung VR tablet (for facilitated training sessions) • Handgun holster (use your own GLOCK-19 compatible sidearm holster) • Rifle sling (use your own and attach to the Rifle VR Controller)
<p>DATE EXERCISE RELEASED</p>	<p>December 2025</p>
<p>FACILITY LOCATION</p>	<p>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.</p>
<p>TARGET GROUP</p>	<p>Public safety and law enforcement officers</p>

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 from the VR training materials page on Axon Help . Print the sample course roster to use while facilitating the exercise to collect the names and email addresses of trainees and track completion.
TRAINER PRE-WORK	<ol style="list-style-type: none"> 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: <ul style="list-style-type: none"> • 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 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 on [Axon Help](#).
- To learn more about the Rifle VR Controller, see the [Rifle Features](#) article.
- 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	<ol style="list-style-type: none"> 1. Review and customize this Facilitator’s Guide by doing the following: <ol style="list-style-type: none"> 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	<ol style="list-style-type: none"> 2. Complete the exercise in-headset at least once prior to facilitating this exercise.
TRAINER	<ol style="list-style-type: none"> 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: <ol style="list-style-type: none"> a. Create or verify trainee accounts in VR web app (vr.evidence.com) b. Distribute QR codes to trainees <p>NOTE: 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>
TRAINER & TRAINEE	<ol style="list-style-type: none"> 4. Conduct a facilitated training session with trainee(s) as they: <ol style="list-style-type: none"> a. Sign in to Simulator Training from the headset using their unique QR code b. Complete the drills in the exercise in-headset <p>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.</p>
TRAINER & TRAINEE	<ol style="list-style-type: none"> 5. Debrief with the trainee by reviewing the AAR and following the exercise assessment rubric in this Facilitator’s Guide.
TRAINER (optional)	<ol style="list-style-type: none"> 6. Optionally, do the following: <ul style="list-style-type: none"> • 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 <p>NOTE: There is also a sample Simulator Training: Range Skills Course Roster available on the VR training materials page that you can use to collect the names and email addresses of trainees and track completion.</p>

LEARNING OBJECTIVES

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

- Demonstrate proficiency in transitioning from a Rifle VR Controller to a Handgun VR Controller in VR.
- Demonstrate proficiency by accurately firing at stationary targets at varying distances with a Rifle VR Controller in VR.
- Demonstrate proficiency by accurately firing at stationary targets at varying distances with a Handgun VR Controller following a weapon transition in VR.

LEARNING OBJECTIVE SKILLS

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

FIREARM & MARKSMANSHIP	TACTICS & MOVEMENT
<ul style="list-style-type: none"><input type="checkbox"/> Background & foreground<input type="checkbox"/> Breath control<input type="checkbox"/> Distance to target management<input type="checkbox"/> Draw speed<input type="checkbox"/> Draw stroke (entire)<input type="checkbox"/> Grip<input type="checkbox"/> Holster manipulation<input type="checkbox"/> Marksmanship fundamentals<input type="checkbox"/> Sight alignment<input type="checkbox"/> Sight picture<input type="checkbox"/> Trigger control	<ul style="list-style-type: none"><input type="checkbox"/> Interview stance<input type="checkbox"/> Move off the "X"<input type="checkbox"/> Off-hand work<input type="checkbox"/> Recovery position

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.

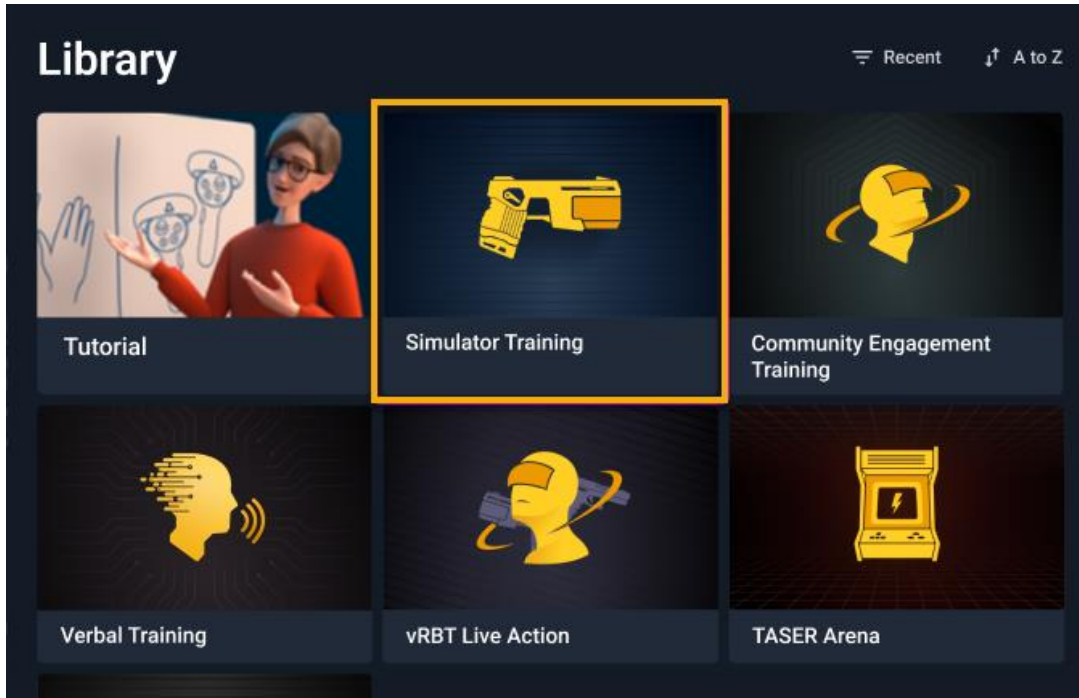
In alignment with agency policy, consider using the space below to add agency-specific guidelines and best practices.

AGENCY-SPECIFIC NOTES

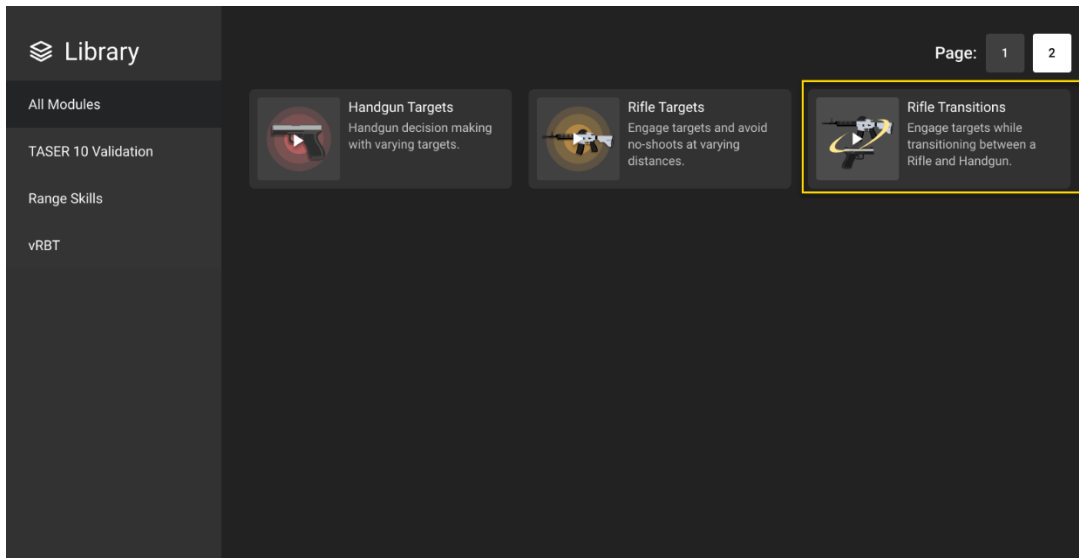
LAUNCHING THE RIFLE TRANSITIONS EXERCISE

The Simulator Training: Range Skills application allows trainees to simulate real-life Rifle Transitions drills in a safe virtual training environment, enabling them to act as they would in actual situations.

1. In the Axon VR Library, pinch to select **Simulator Training**.



2. Select **Rifle Transitions** to launch the exercise.



FACILITATING THE RIFLE TRANSITIONS EXERCISE

Simulator Training: Range Skills is a standalone application that does not include any online integration with Axon Academy. Trainees can complete the Rifle Transitions exercise in two modes: Solo or Facilitated by an agency trainer:

- In Solo mode (without direct trainer observation or debriefing), trainees can independently complete the exercise in-headset.
- 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.

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.

NOTE: Facilitated mode is not available in the Simulator Training: Range Skills exercises in Australia and New Zealand.

- 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](#).

FACILITATING WITH THE SAMSUNG VR TABLET

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 gain 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.

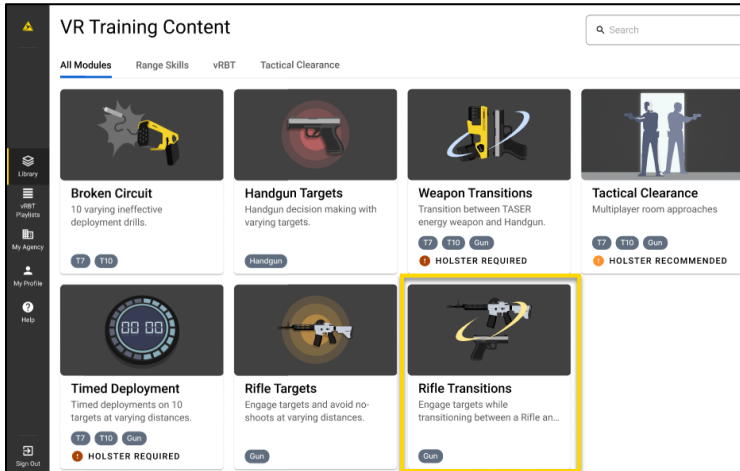
TRAINER-LED SIMULATOR TRAINING: RANGE SKILLS WORKFLOW

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

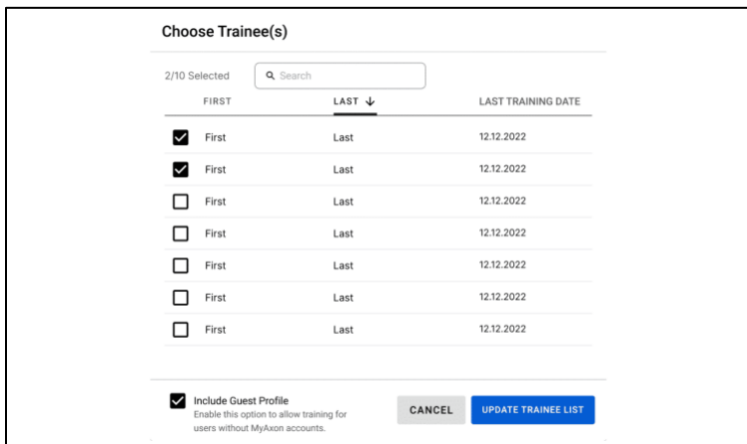
1. Tell the trainee in the headset to open **Simulator Training**.
2. Sign in to the tablet.

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

3. On the tablet, select the exercise.

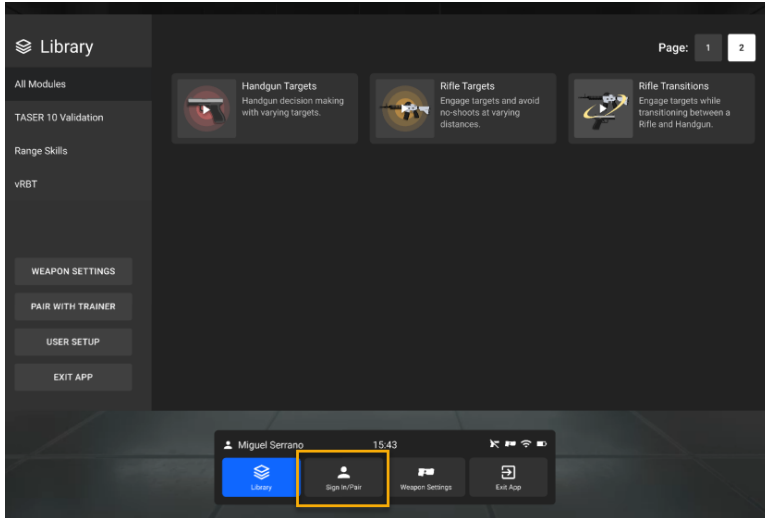


4. On the tablet, create a training group.



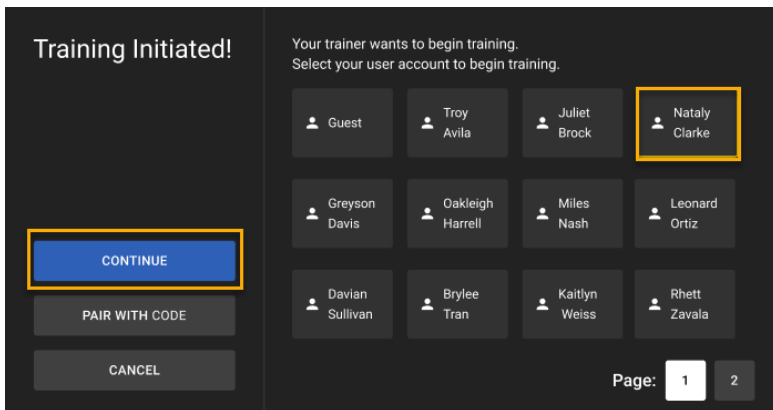
NOTE: For assistance creating and managing training groups, refer to the [Trainer-led Simulator Training workflow](#) article.

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.

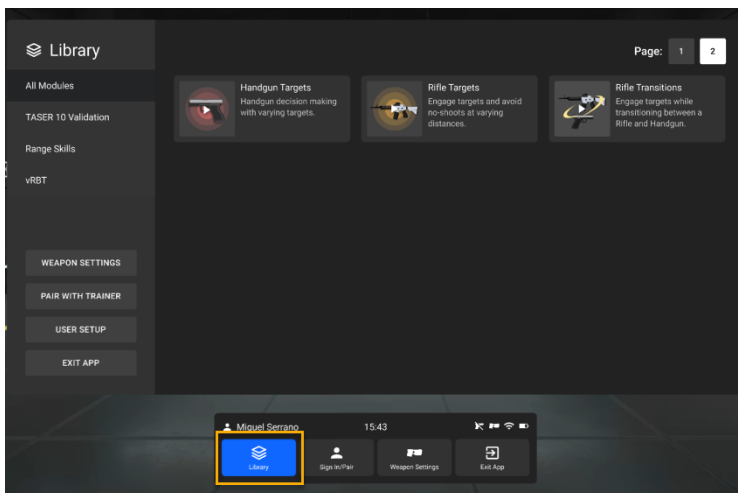


NOTE: For assistance pairing the headset with the tablet, refer to the [Trainer-led Simulator Training workflow](#) article.

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

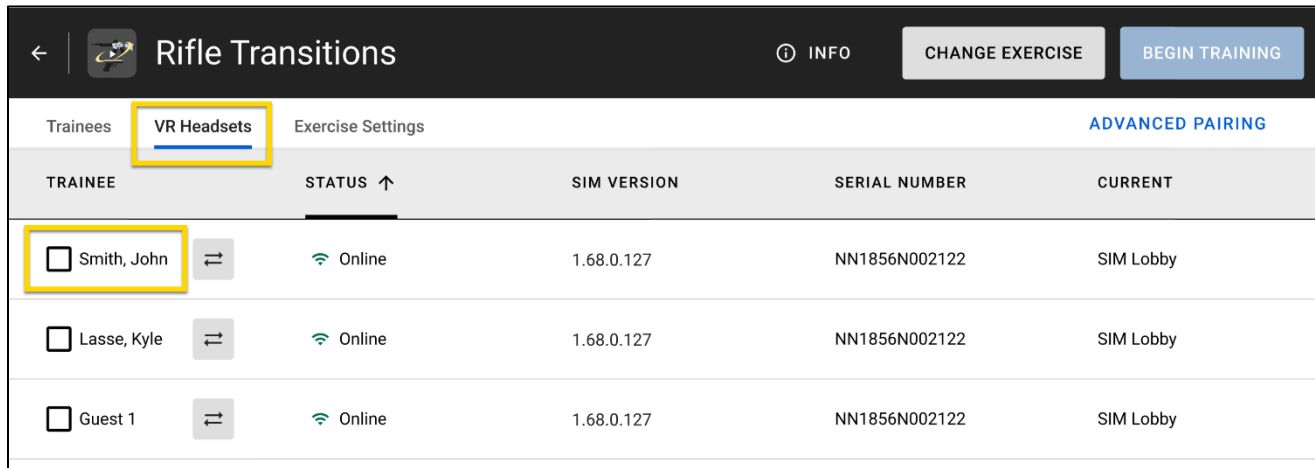


7. Tell the trainee to select **Library** in the menu bar below the Simulator Training Library in the headset to return to the Simulator Training Library.



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

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

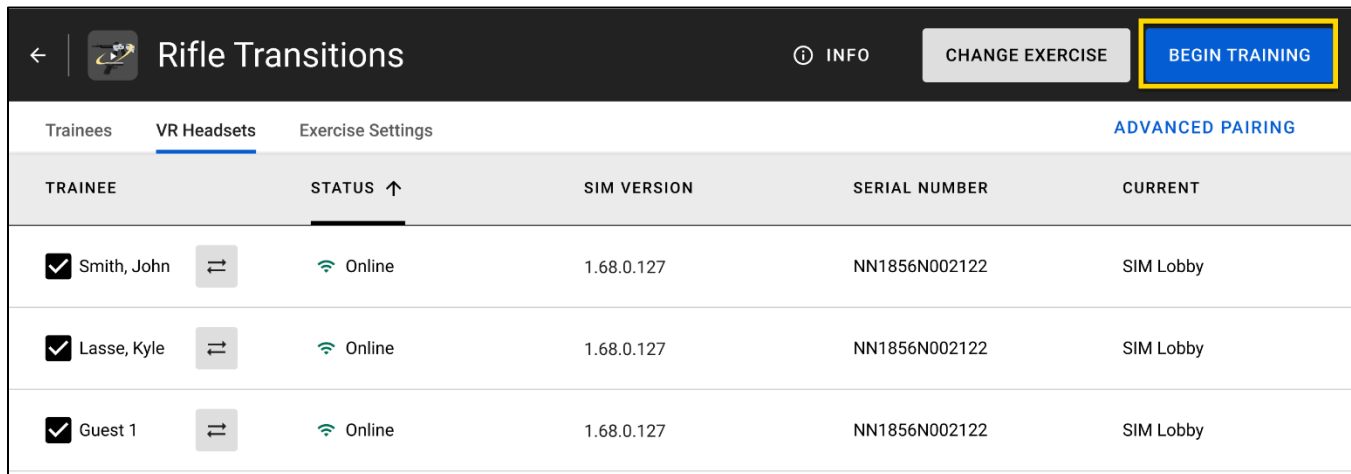


Trainees		VR Headsets	Exercise Settings		ADVANCED PAIRING
TRAINEE	STATUS ↑	SIM VERSION	SERIAL NUMBER	CURRENT	
<input type="checkbox"/> Smith, John	⇄ Online	1.68.0.127	NN1856N002122	SIM Lobby	
<input type="checkbox"/> Lasse, Kyle	⇄ Online	1.68.0.127	NN1856N002122	SIM Lobby	
<input type="checkbox"/> Guest 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.

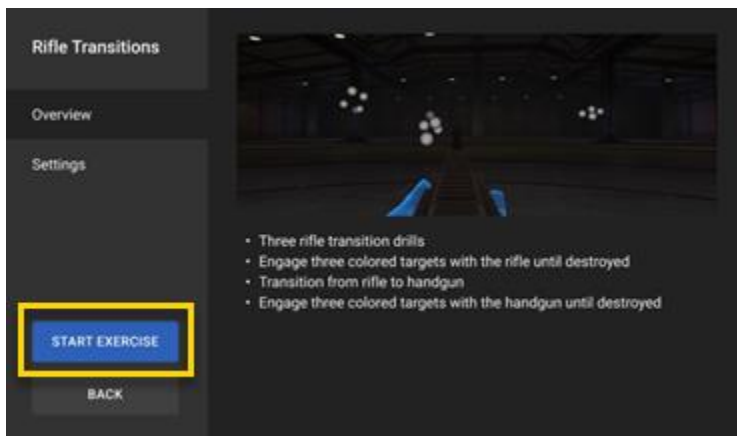
10. On the tablet, select **Begin Training**.



Trainees		VR Headsets	Exercise Settings		ADVANCED PAIRING
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	

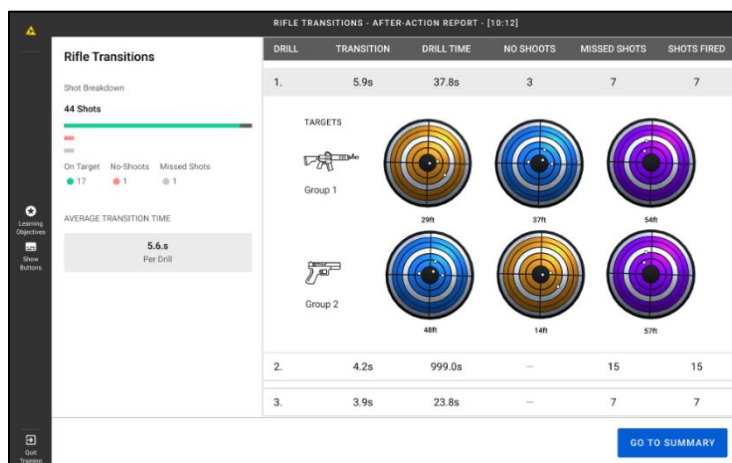
NOTE: The **Begin Training** button will remain grayed out until you select a name.

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.

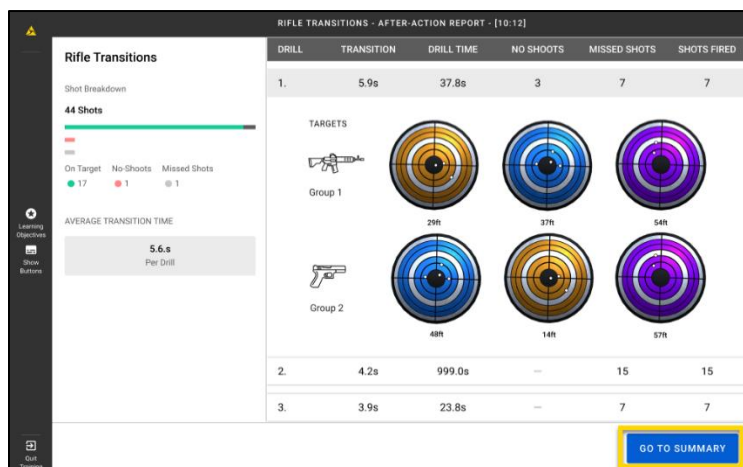


NOTES:

- 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.

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



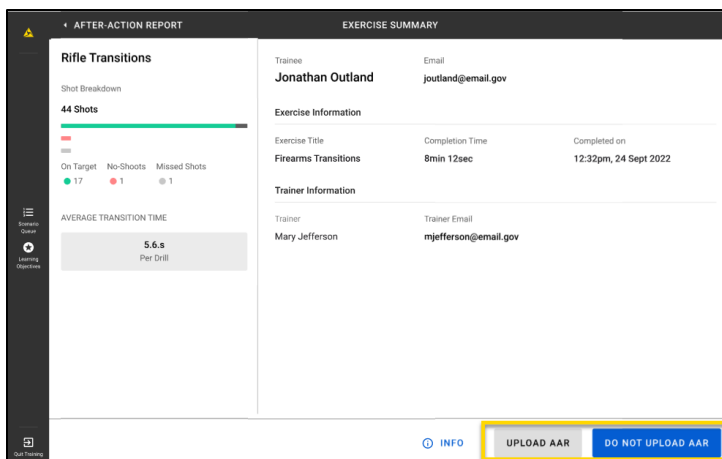
15. Do the following:

- 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:

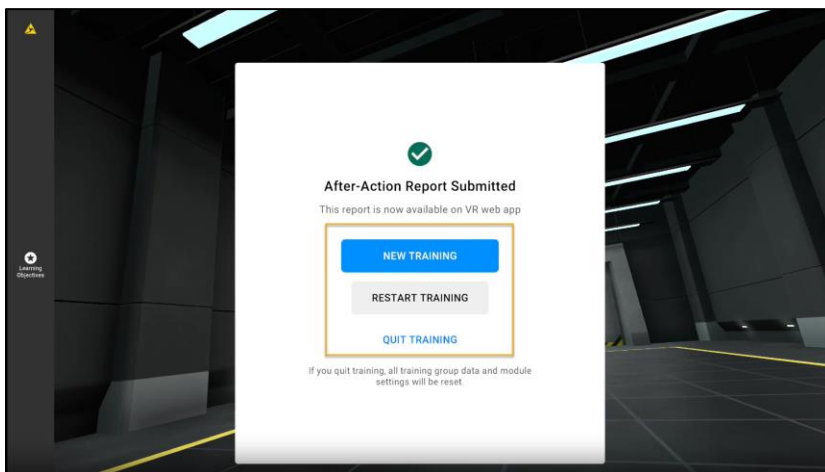
- a. **Upload AAR:** Select to [upload the AAR](#) to VR web app
- b. **Do Not Upload AAR:** Select to continue without uploading the AAR to VR web app

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:

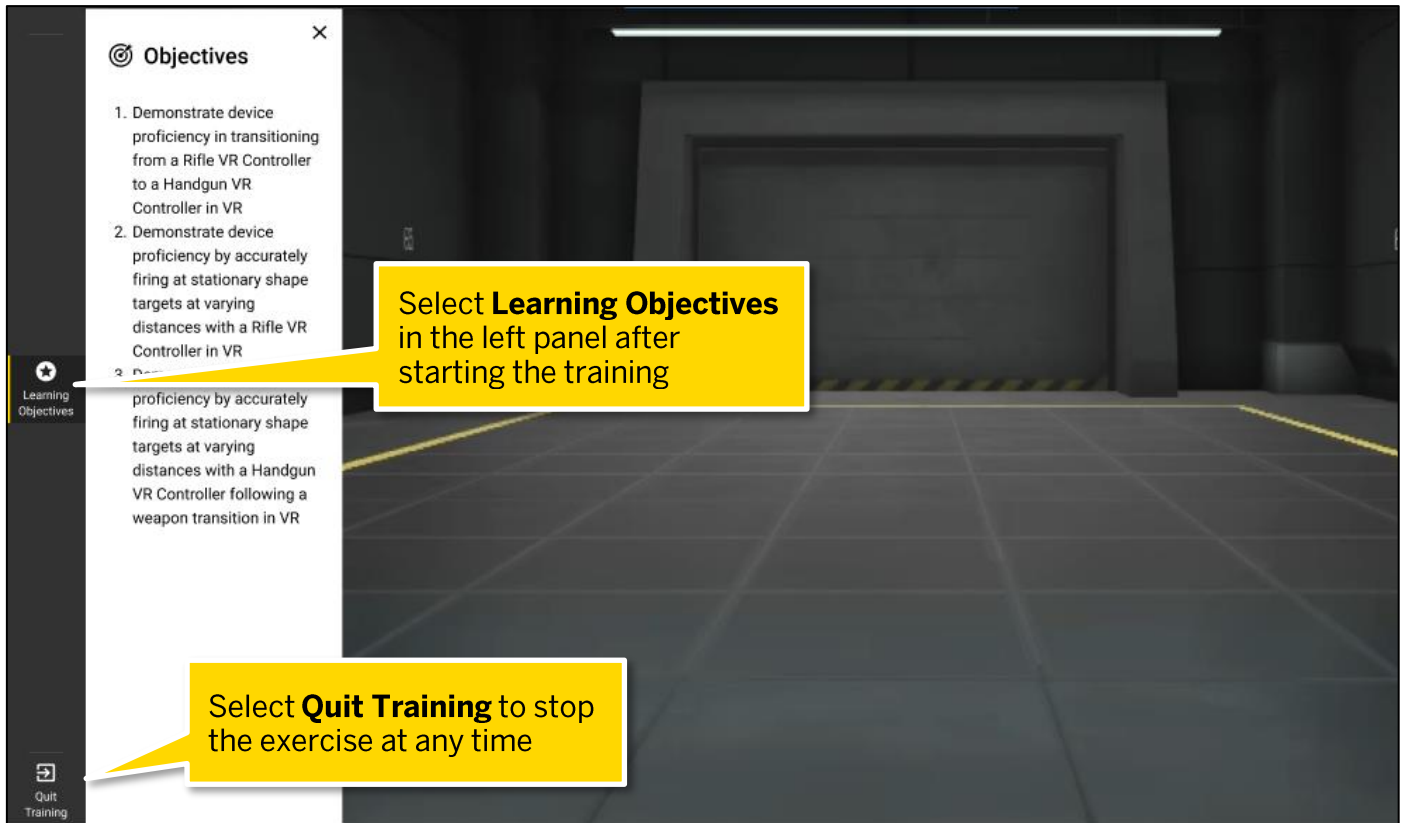


- **New Training:** Starts a new exercise with a different trainee.
- **Restart Training:** Restarts the exercise for the same trainee.
- **Quit Training:** Resets all training group data and module settings.

VIEWING LEARNING OBJECTIVES

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

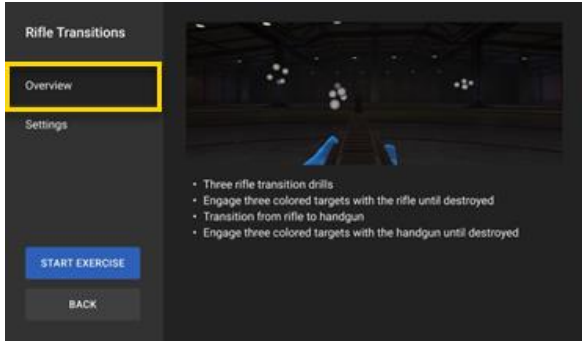
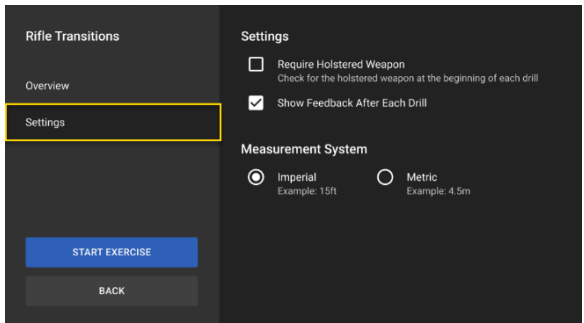
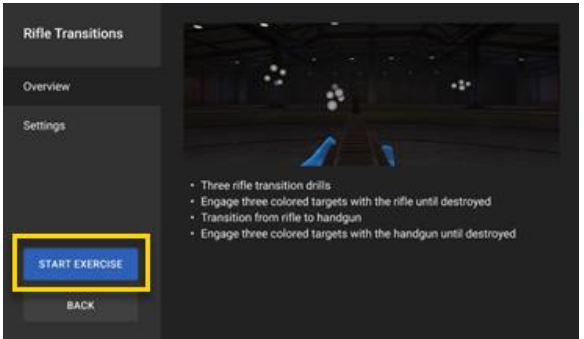
NOTE: Trainees cannot access the learning objectives directly in the headset. However, trainers can verbally share the objectives with them before they select **Start Exercise** in the headset.



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

RIFLE TRANSITIONS MENU

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

<p>OVERVIEW TAB</p>	<p>The Overview tab provides exercise instructions.</p>	
<p>SETTINGS TAB</p>	<p>In the Settings tab, you can adjust the following settings as needed:</p> <ul style="list-style-type: none"> • Select Require Holstered Weapon to check for a holstered weapon at the beginning of each drill. • Select Show Feedback After Each Drill 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). 	 <p>NOTE: Trainers can also adjust these settings on the tablet in the Exercise Settings tab.</p>
<p>START EXERCISE BUTTON</p>	<p>Select Start Exercise 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 set up 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.

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.

RIFLE TRANSITIONS COMMANDS







In this exercise, trainees will go through three transition drills.

To successfully complete the exercise, trainees must do the following **in each of the three drills**:

1. Hit three colored targets using the Rifle VR Controller until they are destroyed (change state).
2. Transition from the Rifle VR Controller to the Handgun VR Controller.
3. Hit three colored targets using the Handgun VR Controller until they are destroyed (change state).

NOTES:

- Trainees should begin the exercise with the Rifle VR Controller in hand.
- There are three clusters with five targets each, and only one target per cluster is correct.
- When a target is hit the designated number of times, it will break apart. This makes it clear to the trainee the target is hit.
- Hitting an unspecified target will change that target to a warning state, but the drill will continue.

RIFLE VR CONTROLLER		
1. “READY” command	Trainee is prompted with the "READY" command.	
2. “THREAT” command	Trainee is prompted with the “THREAT” command.	
3. Target clusters display (1st set)	The first set of 15 targets display as three spaced-out clusters (with five targets in each cluster), appearing one cluster at a time.	
4. Targets change state when hit	Trainee must shoot the designated colored target in the cluster 2–4 times until the target is destroyed.	
5. Target clusters display (2nd and 3rd sets)	Trainee repeats shooting and destroying the correct target for the next two sets of target clusters. NOTE: The clusters turn and face the trainee in sequenced order; starting left to right, then right to left. Once the trainee destroys the first target, the second cluster turns to face the shooter.	
6. “TRANSITION” command	Trainee is prompted with the “TRANSITION” verbal command. NOTE: Trainee must transition from the Rifle VR Controller to the Handgun VR Controller.	

HANDGUN VR CONTROLLER

Similar to the rifle targets, the first set of 15 handgun targets display as three spaced-out clusters (with five targets in each cluster). appearing one cluster at a time.

Trainee must shoot the designated colored targets 2–4 times each, until they change to a neutral color/state.

Trainee continues shooting and destroying the correct target for the next two sets of target clusters.

NOTE: The clusters turn and face the trainee in sequenced order (opposite of the rifle targets) starting right to left and then left to right.



END OF DRILL

1. Drill replay

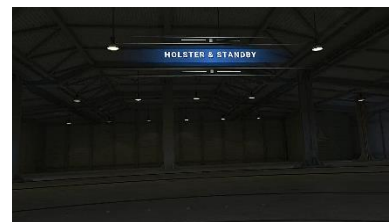
When all specified targets are hit the appropriate number of times, the drill ends. A drill replay showing all the hit targets displays.



2. "SCAN & STANDBY" command

Trainee is prompted with the "SCAN & STANDBY" command before the next drill begins.

NOTE: If **Holster Required** is selected in the exercise [settings](#), then the "HOLSTER & STANDBY" command displays.



AFTER-ACTION REPORT (AAR)

The After-Action Report (AAR) displays comprehensive performance data for all three 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 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
 - Missed Shots (gray bar)** displays the shots missed
- Transition Time:** Displays the average transition time (in seconds) between the last shot with the Rifle VR Controller to the first shot with the Handgun VR Controller
- Performance Results:** Displays a summary of shooting accuracy and volume for the drill selected:
 - Transition Time:** Displays the transition time (in seconds) between the last shot with the Rifle VR Controller to the first shot with the Handgun VR Controller
 - Drill Time** displays the time to complete the drill (in seconds)
 - 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

MANAGING AARS IN VR WEB APP

NOTE: AAR upload and viewing in VR web app is not available in the Simulator Training: Range Skills exercises in Australia and New Zealand.

Trainers can upload and manage AARs from tablet-facilitated Simulator Training: Range Skills exercises in the VR web app.

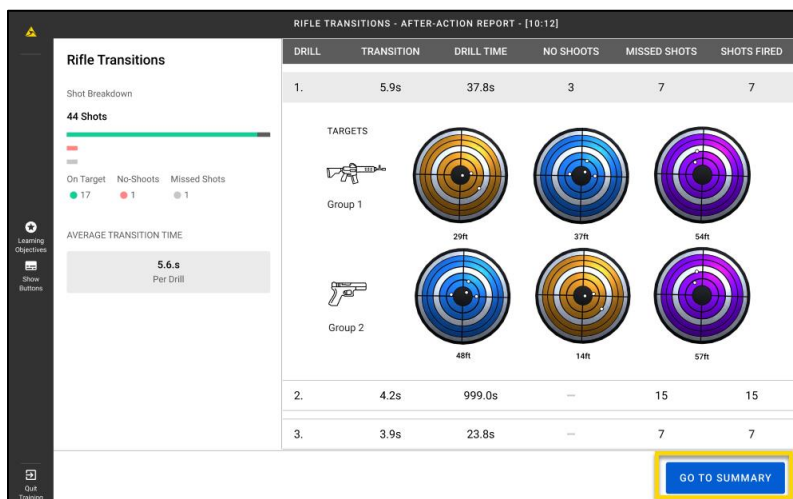
AAR uploads are only available for trainees with registered accounts. Guest accounts do not have this functionality.

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

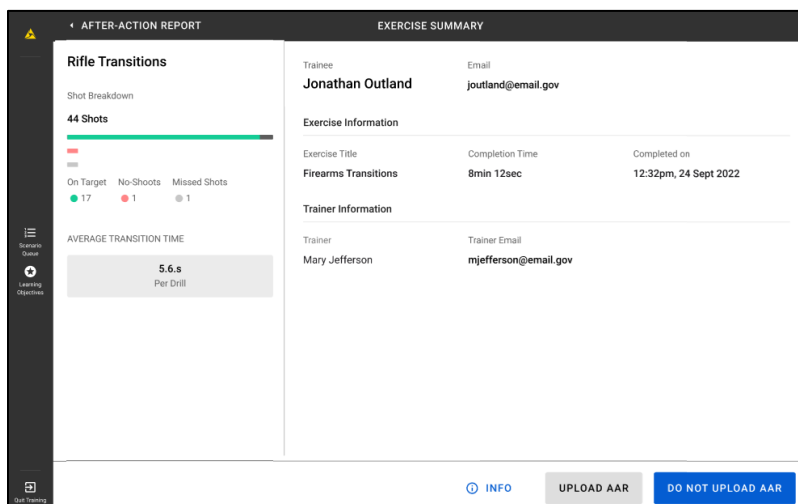
UPLOADING AARS

To upload AARs from the tablet, do the following:

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

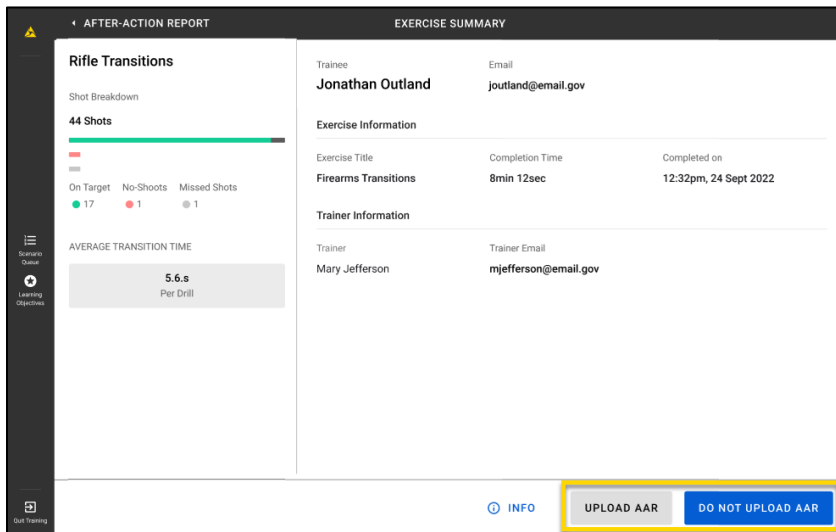


3. Review the evaluation.



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

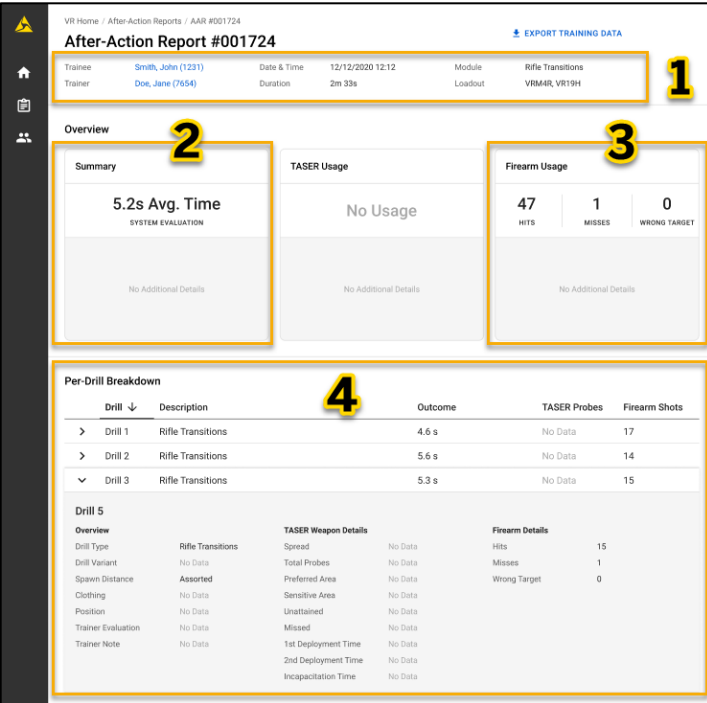
To view the AARs uploaded from the tablet, you must sign in to VR web app using the same account information that you used on the tablet.

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. It is divided into several sections:

- Header:** Shows Trainee (Smith, John (1231)), Trainer (Doe, Jane (7654)), Date & Time (12/12/2020 12:12), Duration (2m 33s), Module (Rifle Transitions), and Loadout (VRM4R, VR19H).
- Overview:** Contains three summary cards:
 - Summary:** Displays '5.2s Avg. Time' and 'SYSTEM EVALUATION'.
 - TASER Usage:** Shows 'No Usage'.
 - Firearm Usage:** Shows 47 Hits, 1 Misses, and 0 Wrong Target.
- Per-Drill Breakdown:** A table listing drills with columns for Drill, Description, Outcome, TASER Probes, and Firearm Shots.
- Drill 5 Details:** A detailed view for Drill 5, including Overview, Rifle Transitions, TASER Weapon Details, and Firearm Details.

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. **Summary:** A high-level summary of how the trainee performed during the exercise.

3. **Firearm Usage:** A breakdown of firearm usage to assess the accuracy and effectiveness of the weapon, including the breakdown of shots fired.

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 transition from a Rifle VR Controller to a Handgun VR Controller in VR:

<input type="checkbox"/> Passing Behaviors	<p>The trainee demonstrated proficient perception reaction skills in effectively doing the following:</p> <ol style="list-style-type: none">1. On the command of "TRANSITION", effectively switched from the Rifle VR Controller to the Handgun VR Controller<ul style="list-style-type: none">• Slung or secured the Rifle VR Controller• Drew the Handgun VR Controller using proper hand placement and posture2. Demonstrated rapid and efficient transition minimizing the transition time between weapons (measured in seconds from the last Rifle VR Controller shot to the first Handgun VR Controller shot)
<input type="checkbox"/> Failing Behaviors	<p>The trainee did not demonstrate the passing behaviors as defined above for this learning objective.</p>

TRAINER NOTES

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Observe the following passing behaviors while trainees accurately fired at stationary targets at varying distances with a Rifle VR Controller in VR:

Passing Behaviors

The trainee demonstrated safely and effectively firing a Rifle VR Controller on targets in VR:

1. On the command of "THREAT", demonstrated safe and effective operation of the Rifle VR Controller and fired it at stationary targets
 - 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
 - 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 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

The trainee demonstrated shooting accuracy in firing a Rifle VR Controller at varying distances between 15–100 feet from the stationary target:

- Fired multiple shots at each target until the target changed state
- Accurately hit stationary shape targets at varying distances
- Prioritized accuracy over speed

Failing Behaviors

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

TRAINER NOTES

Observe the following passing behaviors while trainees accurately fired at stationary targets at varying distances with a Handgun VR Controller following a weapon transition in VR:

<p><input type="checkbox"/> Passing Behaviors</p>	<p>The trainee demonstrated safely and effectively firing a Handgun VR Controller on targets in VR:</p> <ol style="list-style-type: none"> 1. Assumed a stance appropriate for handgun engagements <ul style="list-style-type: none"> • Placed feet shoulder-width apart • Evenly distributed weight 2. Drew the handgun <ul style="list-style-type: none"> • Used correct hand placement <ul style="list-style-type: none"> ○ Used dominant hand to establish a firm grip on the handgun ○ Maintained trigger finger placement outside the trigger guard and positioned alongside the frame • Aimed the handgun at the target, ensuring proper hand and body movement <ul style="list-style-type: none"> ○ Merged support hand with dominant hand ○ Punched the gun up to eye level with both hands ○ Pointed the muzzle downrange ○ Assumed a proper shooting stance and position that allowed for stability, accuracy, and quick target acquisition ○ Acquired proper sight alignment 3. Fired the handgun at the specified targets <p>The trainee demonstrated shooting accuracy in firing a Handgun VR Controller at varying distances between 15–100 feet from the stationary target:</p> <ul style="list-style-type: none"> • Fired multiple shots at each target until the target changed state • Accurately hit stationary shape targets at varying distances • Prioritized accuracy over speed
<p><input type="checkbox"/> Failing Behaviors</p>	<p>The trainee did not demonstrate the passing behaviors as defined above for this learning objective.</p>

TRAINER NOTES