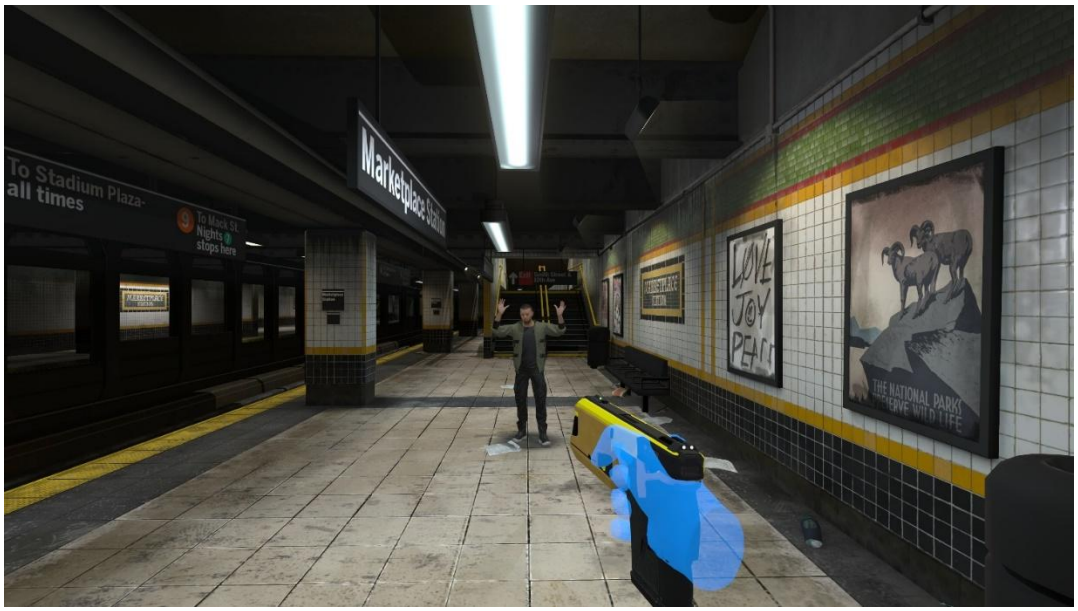
Axon VR

Simulator Training:
vRBT (Virtual Reality-Based Training)



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 facilitated training sessions, and debriefing and assessing trainees after they complete Simulator Training: Virtual Reality-Based Training (vRBT) scenarios.

TRAINING SESSION PREPARATION	
NOTE: Trainers should complete the scenarios in-headset at least once prior to facilitating Simulator Training: vRBT training sessions with trainees.	
LESSON PLAN	Overview of Simulator Training: vRBT, including learning objectives, trainer preparation guidance, and links to additional resources
TRAINEE VR HEADSET SIGN-IN	Overview of required trainer and trainee tasks to set up trainee headset sign-in and ensure their training records are saved to VR web app (vr.evidence.com)
SIMULATOR TRAINING: VRBT OVERVIEW	Overview of Simulator Training: vRBT elements, such as environments, subject descriptions, and subject weapons or objects
SCENARIOS	Overview of the pre-configured scenarios and how to view, sort, and create custom scenarios
PLAYLISTS	Overview of the Axon playlists and how to create custom playlists
FACILITATED MODE	Overview of Facilitated mode, including steps for both the trainee in headset and the trainer with a tablet **NOTE**: Trainees can also complete scenarios using Solo mode without trainer assistance.
AFTER-ACTION REPORTS (AAR)	Overview of the individualized AAR for trainers and trainees upon playlist completion, with examples for different deployment types **NOTE**: Trainers can also upload AARs to VR web app from the tablet.

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TRAINEE EVALUATION

Trainers are responsible for supplementing vRBT scenarios with operational context aligned to their agency policy during scenario debriefs with trainees.

Use the trainee evaluation form to track trainee completion and document notes. Conduct a debriefing with the trainee by asking debriefing questions and questions in the evaluation procedure. Print copies for each trainee and add the trainee's name, ID, and position at the top of each evaluation form to use as a training record.

NOTE: If facilitating with multiple trainees at once, Axon recommends screen casting the in-headset experience for the group to observe.

AGENCY RESOURCES	Add agency-specific notes, including local and state resources, best practices, and pertinent guidelines tailored to your agency and community.
DEBRIEFING QUESTIONS	After the trainee completes the scenarios in-headset, conduct a debriefing with them to provide feedback, discuss their choices and the scenario outcomes. Use the provided debriefing questions for guidance and incorporate any agency-specific debriefing questions.
SCENARIO ASSESSMENT RUBRIC	Conduct an assessment with the trainee based on the scenario learning objectives. Use the provided assessment questions for support as needed. Your assessment should also include a discussion about agency policy and a review of any pertinent local and state resources.

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LESSON PLAN

OVERVIEW	Simulator Training: vRBT sets a new standard for law enforcement training, immersing officers in dynamic, high-pressure scenarios that mirror real-world situations. With a variety of scenarios, diverse environments, and subject reactions, Simulator Training: vRBT prepares officers for the unpredictable nature of police work, enhancing decision-making and de-escalation skills in high-stress, and sometimes hostile situations. Building on foundational skills developed through Axon VR's Community Engagement Training (CET), vRBT Live Action, and the Simulator Training: Range Skills exercises, Simulator Training: vRBT offers an advanced decision-making and tactical training environment. Officers apply their knowledge in unpredictable evolving environments, refining their ability to make tactical decisions, practice verbal de-escalation, and react appropriately to real-world encounters with unmatched realism.
VR EXPERIENCE	Simulator Training: vRBT is a CGI simulation platform within the Simulator Training headset and tablet applications that integrates with a TASER 10 VR Controller, TASER 7 VR Controller, and Handgun VR Controllers. It enables trainees to practice accurate threat assessments and effective deployments of TASER energy weapons and handguns across various scenarios. **NOTE**: Handgun VR Controllers are not supported in the Corrections and Casino Security scenarios. Focused on use-of-force decision-making, the scenarios simulate calls for service to escalated situations and are often resolved in under 30 seconds. Trainees can use weapon-based de-escalation and can use either a TASER 10 or TASER 7, a handgun, or choose to take no action. Trainees can complete scenarios on their own in-headset (Solo mode) or facilitated by an agency trainer from a tablet (Facilitated mode) with targeted performance improvement coaching and debriefing. The Simulator Training: vRBT experience includes the following components: • **Scenario**: Starts with a narrative which is informed by specific training objectives, includes specific characters or subjects, and the conditions of the environment where the encounter occurs. • **Decision-making/critical thinking**: The trainee is required to make split-second decisions and adapt to changing circumstances during the scenarios to develop their critical thinking, problem-solving, and decision-making skills under pressure. • **After-Action Report (AAR)**: After a scenario, the AAR provides trainers with information to evaluate trainee performance, provide constructive feedback, as well as reflect on the trainee's performance, identify strengths and areas for improvement, and discuss alternative approaches or tactics that could have been employed.

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CORE FEATURES	• **Interactive subject responses**: Subjects react dynamically to trainee actions, such as drawing a weapon or arming a TASER energy weapon, without relying on trainer intervention—providing realistic responses that elevate decision-making.
	
	• **Scenario variability and replayability**: Trainers can customize and save scenarios and playlists to align with agency-specific goals and learning objectives. They can configure subject avatars, environments, and starting positions to reflect community demographics and unique challenges. By incorporating unpredictable elements, trainers make sure trainees encounter varied subject behaviors and environments, maintaining engagement and preventing training fatigue.
	
	• **Weapons proficiency and tactical decision-making**: Trainees build muscle memory and confidence drawing their TASER energy weapons and handguns from the holster, enhancing their tactical readiness.
	
	• **Tactical freedom of movement**: Trainees experience unrestricted movement within scenarios, allowing them to reposition, create space, or find cover, just as they would in real-life situations.
	
	• **Dynamic environments**: Train in high-stress settings across varied locales, including urban streets, schools, motels, prisons, and rural areas. Each environment mirrors real-world challenges officers face every day, preparing them for unpredictable situations.
	
	• **Self-paced or facilitated learning**: Simulator Training: vRBT offers two flexible modes to fit different training needs.
	
	  ○ In Solo mode, trainees can independently run scenarios on their headset—no trainer or internet connection required. They simply select from a list of Axon's pre-configured playlists to begin.
	
	  ○ In Facilitated mode, trainers can guide the session in real-time using a tablet with an active internet connection. This mode allows trainers to either choose from Axon's playlists or customize their own, providing a more interactive and tailored training experience. Trainers can also use the Escalate and De-Escalate feature to introduce greater behavioral resistance or conflict to challenge decision-making, or reduce conflict to reinforce effective tactics or provide coaching moments. These real-time inputs influence how the subject responds, reinforcing performance-based adaptability.

INSTRUCTIONAL GOAL	As a responding officer, the trainee will apply best practices for tactical considerations and demonstrate applying the appropriate use of force based on agency policy.

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LEARNING OBJECTIVES	• Demonstrate best practices for tactical considerations according to agency policy when responding to situations involving a high-risk subject with limited time or space for reaction, while mitigating risks and effectively diffusing situations involving all parties on scene:
	  ○ Subject behavior identification: Identify the subject's behavior
	  ○ Legal authorization and communication: Apply legal authorization and communication techniques according to agency policy
	  ○ Scene management: Assess and manage position and movement within the time and space limitations
	  ○ Threat management: Assess and prioritize threats and determine the most suitable application of force (if any) and articulate the judgment supporting those decisions
	  ○ Equipment management: Demonstrate TASER 7/TASER 10 VR Controller and Handgun VR Controller weapon proficiency, including proper targeting, accuracy, and transitioning between less-lethal and lethal use of force when appropriate
	• Describe best practices according to agency policy for determining and applying the appropriate use of force necessary to respond to a threat.
	NOTES:
	• Trainees should apply officer discretion, when appropriate, to reduce tension and support safe resolution.
	• Refer to the Scenario Assessment Rubric in the Evaluation Procedure section at the end of this guide for additional details to help assess trainee performance against the learning objectives.
	• Specific training objectives for each scenario are available in the **vRBT Playlist** tab on the tablet.

TARGET GROUP	Public safety and law enforcement officers
INSTRUCTORS	Any agency-identified VR trainer
PREREQUISITES	To access VR web app and the Simulator Training app on the VR tablet, trainers will need to sign in with their Axon Evidence credentials.
DATE APPLICATION RELEASED	December 2024

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REPLAYABILITY	Simulator Training: vRBT scenario content is designed to be replayable so that it can support immediate remediation and continuous training opportunities. In addition to narrative variation, Simulator Training: vRBT offers variations in elements such as: • Scenario environments • Subject characters • Subject hand-held weapons and objects • Trainee and subject distance • Trainee starting locations • Playlists
TRAINING LENGTH	• **Each scenario**: 30-90 seconds • **One playlist (five scenarios)**: 5-10 minutes • **Trainee debriefing**: Allow at least 10 additional minutes for trainer debriefing after the trainee completes all the scenarios in a playlist
EQUIPMENT	• Headset • Samsung VR tablet • TASER VR Controllers (TASER 7, TASER 10) • Handgun VR Controller (may not apply to all scenarios) • VR Controller holsters (optional, but recommended) **NOTE**: At least one VR Controller is required for Simulator Training: vRBT.
TRAINER PRE-WORK	1. Create a VR Training Space that follows the safety guidelines. **NOTE**: When engaging in Simulator Training, the trainee must stand. 2. Trainers should complete the scenarios with various in-headset variations at least once before facilitating Simulator Training: vRBT. **NOTE**: Ideally, trainers should also participate in a facilitated session as a trainee with another trainer to become more familiar with the platform, system, and scenario content.

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FACILITATOR MATERIALS

Facilitator's Guides
(available on the VR training materials page on Axon Help)

- Simulator Training: vRBT (this guide)

Core scenarios

- Burglar with Concealed Handgun
- Irate Phone Caller
- Street Fighter
- Suspicious Person with Knife
- Trespasser with Handgun

Corrections scenarios

- Inmate Refuses Lockdown
- Inmate Self-Harm
- Inmate with Contraband

Casino Security scenarios

- Casino Intoxicated Patron
- Casino Patron Noise Complaint
- Casino Trespasser with Concealed Knife

Additional Trainer Support

Trainer tutorial videos about the Simulator Training: vRBT experience are available on the Simulator Training: vRBT page on Axon Help.

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NETWORK REQUIREMENTS	**Minimum network requirements:** • Broadband internet connection • Network throttling must not be applied to app traffic • Wi-Fi (2.4GHz) • 1 Mbps **upload** (minimum) *(bandwidth required simultaneously on headset + tablet)* • 3 Mbps **download** (minimum) *(bandwidth required simultaneously on headset + tablet)* • Ping 250ms (to Photon) • Ping 2500ms (to Azure) **Recommended network requirements:** • Broadband internet connection • Network throttling must not be applied to app traffic • App traffic should be prioritized at the router level when possible • Wi-Fi (5GHz) • 3 Mbps **upload** *(bandwidth simultaneously on headset + tablet)* • 5 Mbps **download** *(bandwidth simultaneously on headset + tablet)* • Ping < 100ms (to Photon) • Ping 1000ms (to Azure)
SAFETY GUIDELINES	• Make sure the training room is free of any live weapons, objects, and other people that may interfere with the simulation. **NOTE**: For more information, see the Virtual Reality (VR) Training Safety and Health Warnings. • The minimum recommended size for the Training Space is 10' x 10'. However, for optimal training experiences, we recommend a space of at least 20' x 20'. This larger area allows for greater movement and interaction. • If possible, Axon recommends having a second trainer act as a safety officer to monitor the trainee's movements in the physical space. If a safety officer is unavailable, ensure there is at least five feet of clearance between the edge of the virtual boundary and the physical space to help prevent accidental collisions. **NOTE**: For more information on setting up a Training Space, see the Configure boundaries and Training Space article. • If you are using multiple headsets at the same time, the recommended space between each trainee is a minimum of ten feet.

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FACILITATOR'S GUIDE UPDATES	**Date**: July 2026
	
	• **New scenarios**: Three scenarios designed for casino security officers operating in gaming environments such as casinos and hotels. Each scenario provides three subject compliance variations, for a total of nine replayable scenarios.
	  ○ Casino Intoxicated Patron
	  ○ Casino Patron Noise Complaint
	  ○ Casino Trespasser with Concealed Knife
	
	• **New playlists**: Two casino-focused playlists with casino security scenarios:
	  ○ Casino Security Mix 1
	  ○ Casino Security Mix 2

TRAINER TIPS	1. **Safety checks**: Continually help to make sure trainees and other officers, trainers, etc. do not bring live weapons in the Training Space. 2. **Encourage movement**: Trainees should move around in the VR space for optimal positioning as they would in real-life. While movement is not currently tracked in the After-Action Reports (AARs), trainers should observe movement, such as closing the distance between the subject, using cover, maintaining situational awareness, etc. 3. **Safe Training Space**: Help to make sure you have a safe boundary set up to prevent trainees from walking into walls, other people, desks, etc. If using room scale with manual Training Space setup, provide a few extra feet between the wall and where you set up the edge of the virtual space boundary. If using VO Mode, set it to at least 10 x 10 feet. 4. **Practice verbalizations**: Ensure trainees are verbalizing to the subject and issuing commands as needed throughout the scenario. 5. **Debrief using the AARs**: Take time to debrief with trainees after the scenarios. See the Evaluation Procedure section for guidance. When debriefing the corrections scenarios, reinforce that while Simulator Training: vRBT provides valuable experiential learning, it does not fully replicate real-world corrections conditions. Prompt trainees to consider how factors such as unit-wide dynamics, ambient tension, ongoing relationships, and confined spaces would influence their response and decision-making. Additionally, discuss how the presence of a TASER energy weapon may be perceived in a corrections setting, including whether it may escalate or de-escalate tension compared to patrol environments.

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ADDITIONAL RESOURCES	TOPIC	HELP ARTICLE LINK
	Boundary Setup/VO Mode/Multiple Headset Rules	Configure boundaries and Training Space
	Running Simulator Training	Trainer-led Simulator Training workflow
	Setting up Axon Evidence accounts for the tablet	Accessing VR systems through Axon Evidence
	Network requirements	Network requirements for VR headsets and tablets
	Simulator Training: vRBT FAQs	Simulator Training: vRBT FAQs
	Simulator Training: vRBT troubleshooting and internet connectivity issues	Simulator Training: vRBT troubleshooting
	Managing Simulator Training: vRBT scenarios	vRBT scenarios overview
	Managing Simulator Training: vRBT playlists	vRBT playlists overview
	Reviewing After-Action Reports	vRBT After-Action Report overview
	Managing After-Action Reports in VR web app	VR web app
	Trainees signing in to the Simulator Training app directly from the headset to save training records to VR web app	VR headset sign-in
	Escalate and De-Escalate functionality and FAQs	Escalate and De-Escalate FAQs

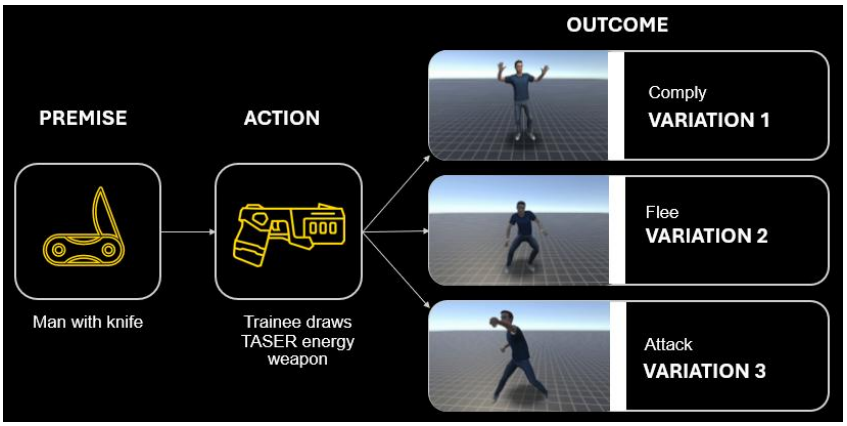
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SIMULATOR TRAINING: vRBT OVERVIEW

Simulator Training: vRBT content offers variability to enhance replayability, enabling both immediate remediation and ongoing training opportunities. Trainers have the flexibility to modify various aspects of a scenario, ensuring consistency in learning objectives while reducing predictability during group training sessions.

While a trainee can choose to take different actions in a scenario (for example, deploy their TASER energy weapon or handgun), the subject will react with different actions based on the weapon the trainee has selected.

EXAMPLE



Scenario premise: A man with a knife is at a motel. The trainee responds to the scene and, if they draw their TASER energy weapon, the subject's behavior varies in one of three ways:

1. Subject **complies**
2. Subject **flees**
3. Subject **attacks**

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SCENARIO ENVIRONMENTS

Simulator Training: vRBT provides various scenario environments, each with multiple trainee starting points in the scene.

ENVIRONMENT	DESCRIPTION	BACKGROUND SOUNDS

University campus

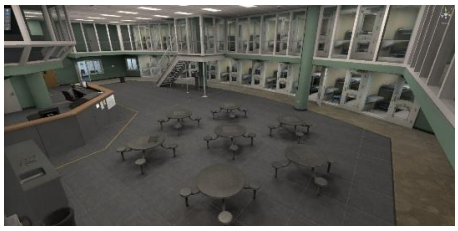
	This section of the college campus, exposed under bright sunlight through clear skies, features spacious courtyards, tall palm trees, multi-level walkways with wide staircases, and large classroom buildings on all sides.	• Temperate day in Mediterranean-like climate (dry wind through palm trees and canvas awnings)
		• Building noise (HVAC)
		• One of the following:
		  ○ Campus drum circle
		  ○ Loud distant sports event
		  ○ Helicopter/air traffic

Encampment

	The encampment straddles a cycling path under an overpass like a hidden village. Tents and makeshift shelters are nestled against concrete pillars, amidst dense collections of personal belongings and miscellaneous debris.	• Distressed person yelling, distant
		• Demolition/highway work
		  ○ Jackhammers
		  ○ Heavy equipment
		  ○ Fast traffic over bridge expansion joints

Motel 	The outdoor courtyard of the motel is softly illuminated by lamps and natural moonlight. Building structure, fences, and patio furniture can be view-obscuring, but also provide opportunity for cover or concealment.	• Knocks, shouts, TV behind doors • Wind, crickets, distant trains • Spontaneous car alarms

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ENVIRONMENT	DESCRIPTION	BACKGROUND SOUNDS
Subway platform 	This well-lit subway platform at Marketplace Station is cramped with signs, trash receptacles, and support structures. Staircases at each end provide both entry and exit to passengers, while the platform itself rises several feet above the tracks below.	• Conversation/station bustle • Subway cars rushing by • PA announcements
Warehouse exterior 	The darkness of night obscures much of the surrounding terrain outside this warehouse on the side of Old Town Road. A patrol car provides cover, and a safe place to observe any activity amongst the farm vehicles and equipment parked around the property.	• Propane tanks/sodium lamps • Distant fauna (coyotes/crickets) • Idling car/light bar solenoids
CORRECTIONS SCENARIOS		
Correctional Facility 	Two-tier institutional day room designed to reflect a modern, large-scale corrections facility. The space is anchored by a central open floor area used for inmate movement and limited communal activity, with fixed seating and tables arranged to create natural sightlines, movement constraints, and distance considerations for corrections officers.	• Low activity • Indistinct voices • Occasional heavy doors

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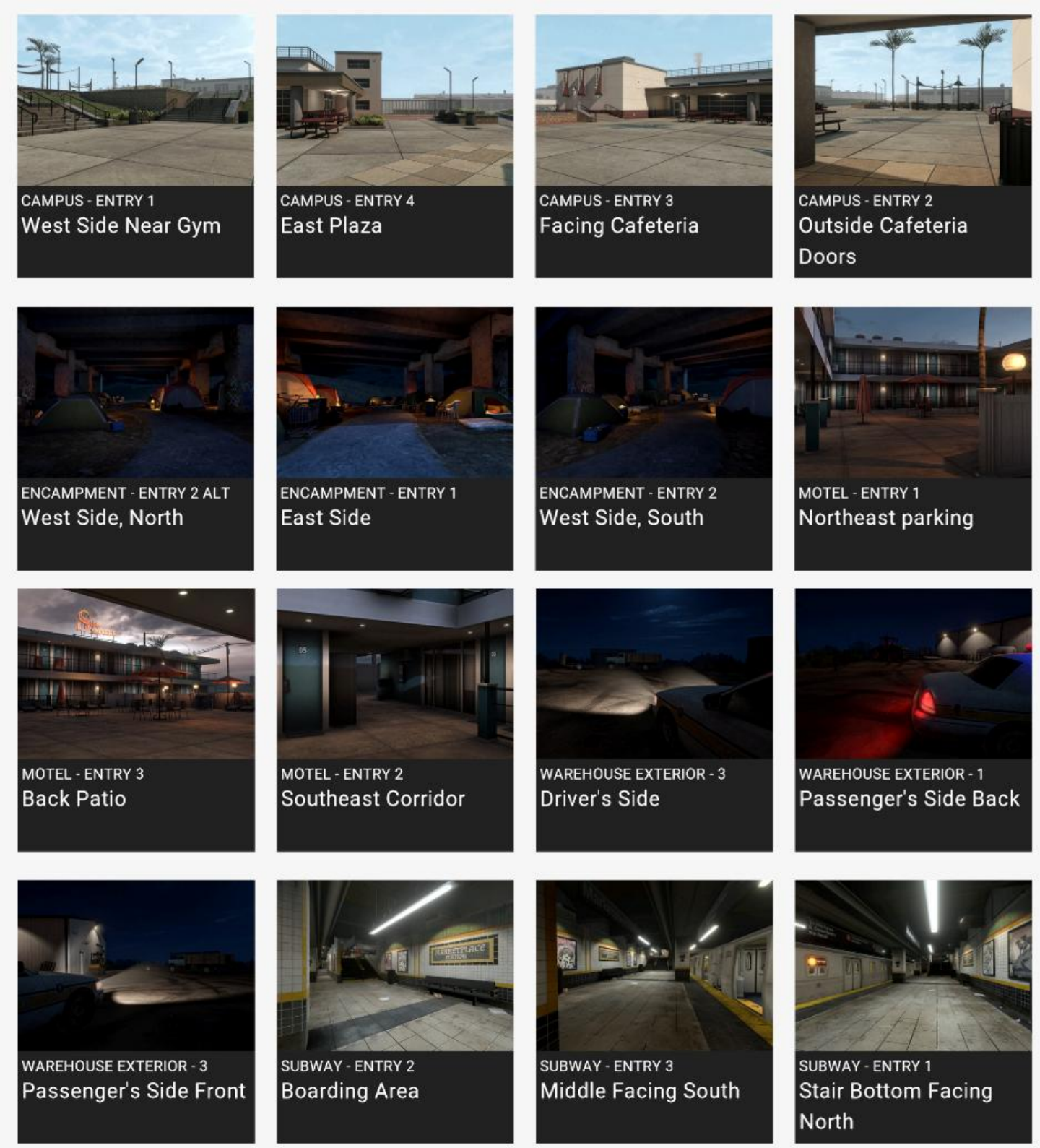
ENVIRONMENT	DESCRIPTION	BACKGROUND SOUNDS
CASINO SECURITY SCENARIOS		
Casino floor 	The scenarios take place at the Royal Night casino–a gambling establishment featuring slot machines and gaming tables. This environment represents a casino gaming floor within a resort property, centered around banks of slot machines and adjacent walkways where security officers frequently respond to disturbances. The space includes rows of illuminated gaming machines, patterned carpeting, and ambient overhead lighting. The environment supports scenarios in which officers must manage interactions in a semi-public setting, maintain safe distance while navigating noise and distraction, and assess pre-assault indicators in a dynamic but visually constrained space. The design emphasizes sensory overload (lighting, sound, and bystander presence) to simulate the pressure of real-world casino operations.	• Slot machine chimes • Background music • Distant crowd chatter
Casino hotel corridor & guest room entryway 	This environment represents an upscale hotel hallway within a casino resort property, centered on a guest room threshold where security officers may respond to disturbances or welfare checks. The environment supports scenarios in which officers must manage hallway positioning, maintain safe distance from a subject at a doorway, and assess conditions inside a room without full visibility of the interior. The design emphasizes constrained sightlines and limited maneuvering space typical of hotel corridors.	• Ambient hotel sounds including televisions, muffled voices, and elevator activity

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TRAINEE STARTING LOCATIONS (SPAWN)

Trainees will enter (spawn) into a scenario at various locations within each environment.

NOTE: Starting locations are specific to the scenario variations.



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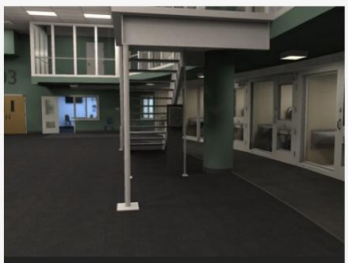
CORRECTIONS SCENARIOS



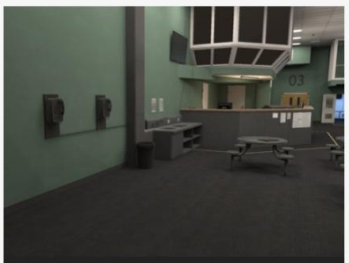
PRISON - LOCATION 6
Cell Near Stairs



PRISON - LOCATION 5
Cell Near Pillar



PRISON - LOCATION 2
Phone Under Stairs



PRISON - LOCATION 1
Phone Bank



PRISON - LOCATION 4
Corner Near Exit



PRISON - LOCATION 3
Near Programs Room

CASINO SECURITY SCENARIOS



CASINO - LOCATION 2
Slot Machines Behind Main Entry



CASINO - LOCATION 3
Between Slot Machines



CASINO - LOCATION 1
Slot Machines in Walkway



HOTEL - LOCATION 3
In Front of Room Door



HOTEL - LOCATION 2
Right of Room Door



HOTEL - LOCATION 1
Left of Room Door

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SUBJECT CHARACTERS

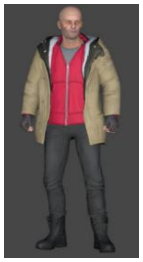
A variety of characters with different clothing types are available as subjects in the scenarios.

NOTE: Refer to the scenario-specific Facilitator's Guides for detailed descriptions of the subjects available in each variation of a scenario.

CORE SCENARIOS
















CORRECTIONS SCENARIOS





CASINO SECURITY SCENARIOS





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TRAINEE INTERACTIONS	Subjects will address the trainee directly, offering insights into their emotional state and intent. However, they cannot "hear" the trainee's responses or react to questions or commands. Their dialogue serves primarily to provide contextual clues for the trainee to interpret.
CLOTHING CONSIDERATIONS	Loose or thick clothing, such as heavy jackets, may prevent TASER energy weapon probes from making effective contact with the skin. When deploying a TASER energy weapon, the trainee should remain attentive to the subject's behavior and be prepared to deploy additional probes as needed to achieve the desired change in behavior.

SUBJECT HAND-HELD WEAPONS & OBJECTS

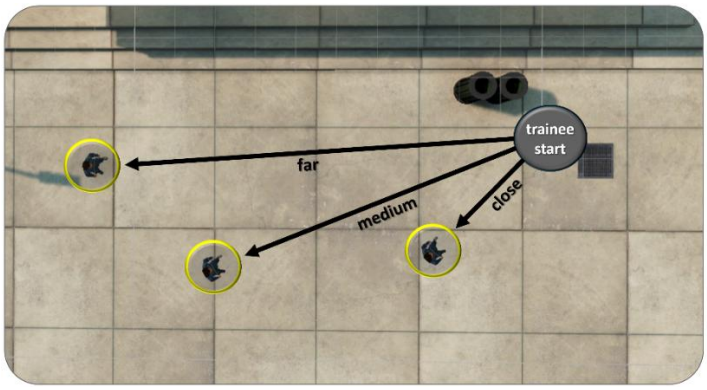
Subjects will be holding a variety of objects in the scenarios, including:

- Cell phone
- Handgun
- Knife
- Butter knife shiv
- Metal file shiv

NOTE: Not all props will be included in every scenario. As the Simulator Training: vRBT scenario library expands, additional props will be added to scenarios.

TRAINEE & SUBJECT DISTANCE

The trainee will enter the scene (spawn) at various close, medium, and far distances from the subject.



SCENARIOS	DISTANCE
CORE	• **Close**: 10–20 feet • **Medium**: 20–40 feet • **Far**: 40+ feet
CORRECTIONS	• **Close**: 10–12 feet • **Medium**: 12–15 feet • **Far**: 15–20 feet
CASINO SECURITY	• **Close**: 8– 21 feet • **Medium**: 15–25 feet • **Far**: 18–29 feet

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SCENARIOS

Simulator Training: vRBT provides scenarios with different subject behaviors. These differences change the narrative and how a subject responds to the trainee's actions. Trainers can randomize the scenarios to enhance replayability and prevent trainees from predicting the outcome based on prior experiences.

While the trainee's choices will determine final outcomes, the subject and scenario environment will vary.

TIP: Facilitator's Guides for each scenario, including additional details, are available on the VR training materials page on Axon Help.

CORE SCENARIOS

SCENARIO: BURGLAR WITH CONCEALED HANDGUN	
VARIATION	**DESCRIPTION**
FLEE OR SURRENDER	Officer has intercepted a burglar trying to evade police on foot. The subject has a concealed handgun but is intent on fleeing the scene. They will surrender to show of lethal force.
SHOW OF FORCE ATTACK	Officer has intercepted a burglar trying to evade police on foot. The subject, armed with a concealed handgun, defiantly challenges the officer to fight or step aside, and draws their handgun on show of force.
STANDOFF AND ATTACK	Officer has intercepted a burglar trying to evade police on foot. The subject, armed with a concealed handgun, is intent to draw their weapon rather than surrender.
SCENARIO: IRATE PHONE CALLER	
VARIATION	**DESCRIPTION**
WALKS AWAY	Officer called to investigate disorderly conduct by an individual having a heated and profane conversation on their phone. The individual greets the police rudely before leaving.
APPROACH AND WALK AWAY	Officer called to investigate a public disturbance by an individual having a heated and profane conversation on their phone. The individual approaches the police officers aggressively then leaves.
APPROACH AND ATTACK	Officer called to investigate a public disturbance by an individual having a heated and profane conversation on their phone. The individual approaches the police aggressively and attacks.

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SCENARIO: STREET FIGHTER	
VARIATION	**DESCRIPTION**
TAUNT AND LEAVE	Officer called to investigate a street fight. A single, combative individual remains at the location. They taunt the police and leave.
SHOW OF FORCE SURRENDER	Officer called to investigate a street fight. A single, combative individual at the location wants to fight but can be de-escalated with a TASER Warning Alert/Arc.
APPROACH AND ATTACK	Officer called to investigate a street fight. A single, combative individual at the location taunts the police, then approaches and attacks.
SCENARIO: SUSPICIOUS PERSON WITH KNIFE	
VARIATION	**DESCRIPTION**
DISARM AND STANDOFF	Officer called to investigate a suspicious person and finds the subject clutching a large knife. With a show of force, the subject will disarm and continue to be argumentative.
DISARM AND FIGHT	Officer called to investigate a report of an armed subject. Upon arrival, they find the subject clutching a large knife. The subject attempts to talk their way out of trouble, seemingly cooperating by dropping the knife. However, once the knife is relinquished, the subject becomes aggressive and attempts to fight the officer with their fists.
APPROACH AND ATTACK	Officer called to investigate a prowler and finds the subject clutching a large knife. The subject tries to engage the officer in conversation and attacks with the knife.
SCENARIO: TRESPASSER WITH HANDGUN	
VARIATION	**DESCRIPTION**
QUICK SURRENDER	Officer called to investigate a suspicious individual with a gun. The individual is confused and searching for someone but will disarm on any show of force.
LETHAL FORCE SURRENDER	Officer called to investigate an armed individual with a gun on private property. The individual is distraught and searching for someone they know but will reluctantly disarm with a show of force from the officer.
STANDOFF	Officer called to investigate an armed individual with a gun trespassing on private property. The individual is distraught and searching for someone they know but won't disarm or cooperate with the police.

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CORRECTIONS SCENARIOS

SCENARIO: INMATE REFUSES LOCKDOWN	
VARIATION	**DESCRIPTION**
STANDOFF	Officer responds to an inmate refusing to return to their cell. The inmate attempts to talk their way into getting their phone call but will eventually leave without incident.
SHOW OF FORCE SURRENDER	Officer responds to an inmate refusing to return to their cell. The inmate attempts to talk their way into getting their phone call and becomes confrontational.
APPROACH AND ATTACK	Officer responds to an inmate refusing to return to their cell. The inmate attempts to talk their way into getting their phone call and becomes confrontational, attacking the officer.
SCENARIO: INMATE SELF-HARM	
VARIATION	**DESCRIPTION**
STANDOFF	Officer responds to an inmate experiencing personal crisis. The inmate is distressed, but cooperative and compliant. The situation doesn't escalate.
SHOW OF FORCE SURRENDER	Officer responds to an inmate experiencing personal crisis and their behavior becomes threatening. It requires issuing multiple TASER energy weapon Warning Arcs/Alerts for the inmate to drop their weapon.
SELF-HARM INFLICTION	Officer responds to an inmate experiencing personal crisis and their behavior becomes threatening. The inmate is intent to self-harm despite any show of force by the officer.
SCENARIO: INMATE WITH CONTRABAND	
VARIATION	**DESCRIPTION**
QUICK SURRENDER	Officer responds to an inmate shortly after an altercation with another inmate. The inmate is standoffish but becomes compliant after a brief argument.
SHOW OF FORCE SURRENDER	Officer responds to an inmate shortly after an altercation with another inmate. The inmate attempts to hide contraband but will drop it after issuing a TASER energy weapon Warning Arc/Alert.
APPROACH AND ATTACK	Officer responds to an inmate shortly after an altercation with another inmate. The inmate is brandishing contraband, inevitably approaching and attacking the officer.

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CASINO SECURITY SCENARIOS

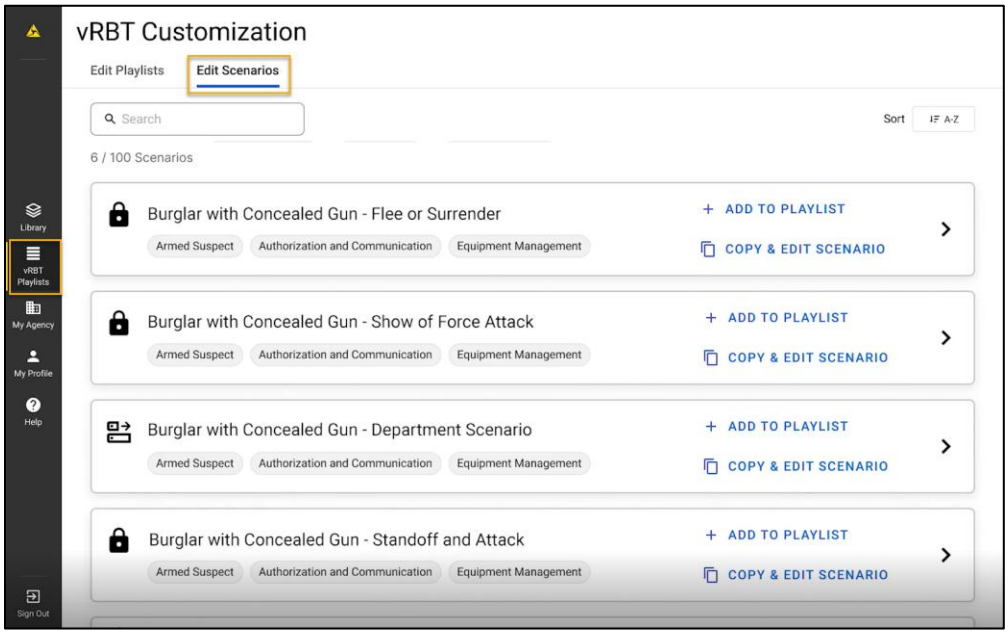
SCENARIO: CASINO TRESPASSER WITH CONCEALED KNIFE	
VARIATION	**DESCRIPTION**
WALKS AWAY	Officer responds to an individual attempting re-entry after being forced to leave the premises. After pleading with the officer, the individual complies and walks off.
FLEE OR ATTACK	Officer responds to a patron attempting re-entry after being forced to leave. The patron is insistent and can produce a knife. They will attack the officer after disarming or flee based on the officer's choice for de-escalation.
APPROACH AND ATTACK	Officer responds to a patron attempting re-entry after being forced to leave the premises. The patron is threatening and produces a knife, attacking the officer.
SCENARIO: CASINO INTOXICATED PATRON	
VARIATION	**DESCRIPTION**
WALKS AWAY	Officer responds to an intoxicated patron causing a disturbance on the casino floor. The patron is upset but becomes compliant after voicing their frustrations.
SURRENDER OR FLEE	Officer responds to an intoxicated patron causing a disturbance on the casino floor. The patron becomes aggressive and threatening but will either flee or stand down after a show of less-lethal force with the TASER energy weapon.
APPROACH AND ATTACK	Officer responds to an intoxicated patron causing a disturbance on the casino floor. The patron threatens the officer and does not respond to warnings, ultimately approaching and attacking the officer.
SCENARIO: CASINO PATRON NOISE COMPLAINT	
VARIATION	**DESCRIPTION**
QUICK COMPLIANCE	Officer responds to a patron causing excessive noise in a hotel room. The patron is understanding and promises to keep the noise level to a minimum.
RELUCTANT COMPLIANCE	Officer responds to a patron causing excessive noise in a hotel room. The patron is initially uncooperative but eventually reluctantly complies with quieting down.
FLEE OR ATTACK	Officer responds to a patron causing excessive noise in a hotel room. The patron is angry, threatening, and refuses to comply despite shows of less-lethal force and will flee or attack the officer.

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VIEWING SCENARIOS

To view the scenarios on the tablet, do the following:

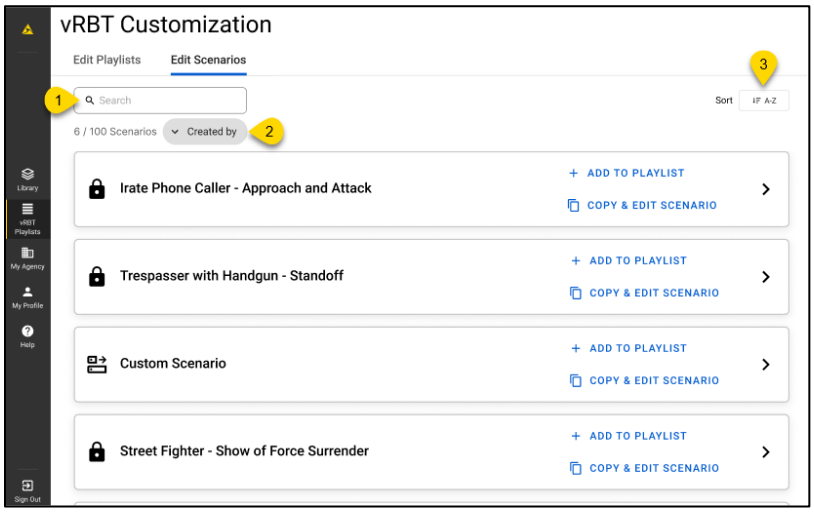
1. Sign in to the Simulator Training app on the tablet.
2. Select **vRBT Playlists** in the left pane.
3. Select the **Edit Scenarios** tab. The list of scenarios displays.



4. Select a scenario to view its details.

SORTING, FILTERING & SEARCHING FOR SCENARIOS

By default, the scenarios display in alphabetical order from A to Z. You can search for, filter, and sort scenarios by doing the following:

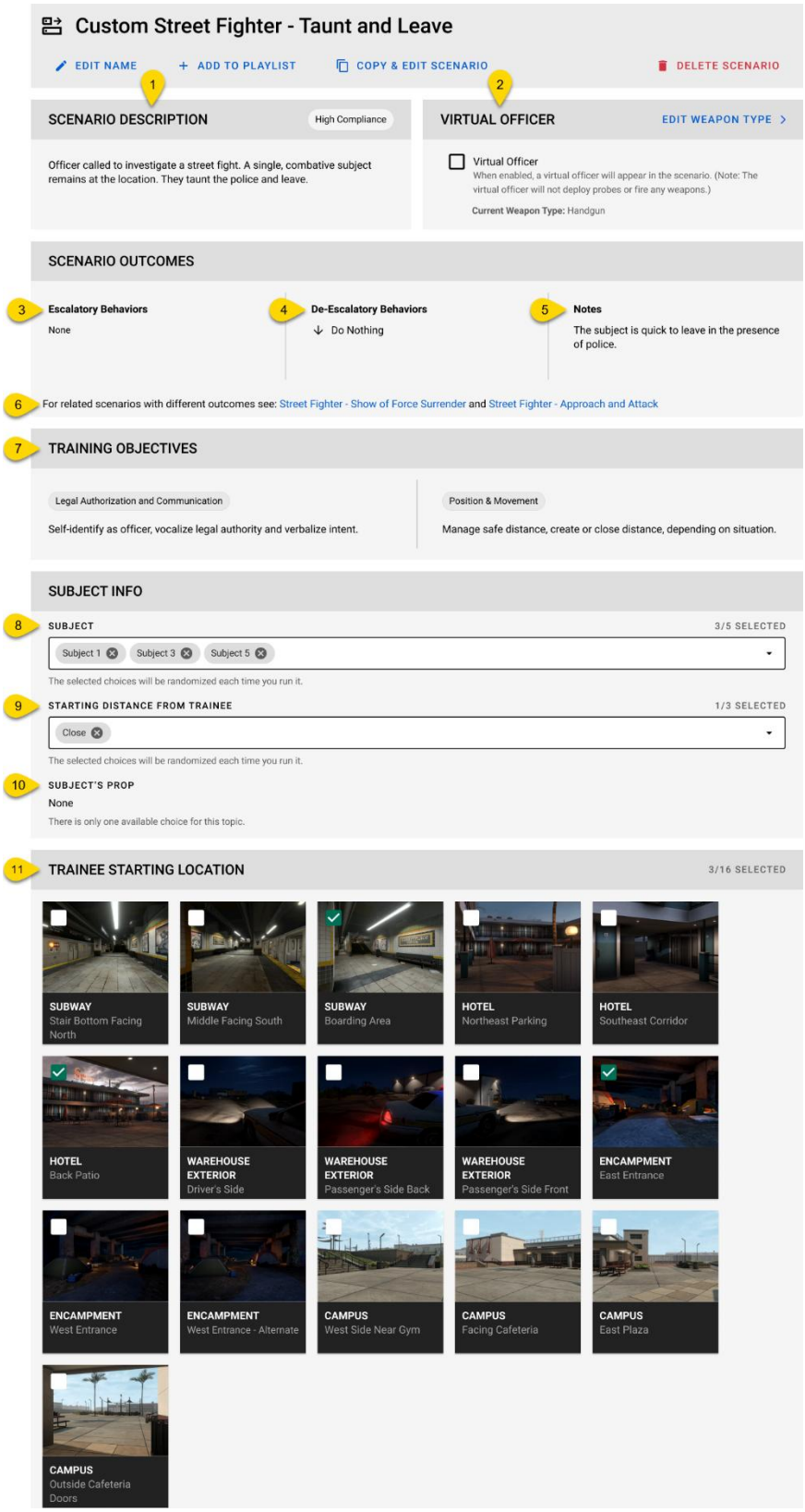


1. **Search**: Enter keywords to search for a scenario title.
2. **Filter**: Display only Axon scenarios or your agency's custom scenarios. To display both types of scenarios, open the **Filter** menu and select **Reset**.
3. **Sort**: Arrange scenarios alphabetically in ascending (A to Z) or descending (Z to A) order.

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VIEWING SCENARIO DETAILS

You can view detailed information about each scenario on the **vRBT Playlist** tab to understand the scenario's context, potential outcomes, and details about the possible subjects.



1. **Scenario Description**: Brief overview of the scenario, highlighting what trainers can expect the trainee to encounter during the scenario.

2. **Virtual Officer:** Select to add a backup officer who may draw a weapon. The officer never moves or fires a weapon. This setting is off by default.

   NOTE: Not available in the Corrections scenarios.

3. **Escalatory Behaviors**: Trainee actions that may cause a subject to escalate their behavior.

4. **De-Escalatory Behaviors**: Trainee actions that will help de-escalate the subject's behavior.

5. **Notes**: Any important information regarding the scenario's possible outcomes.

6. **Related Scenarios**: Each scenario includes multiple variations, which change key details like subject behavior, compliance levels, and the likelihood of force being required. The related scenarios listed here are the variations.

7. **Training Objectives**: Scenario-specific training objectives.

8. **Subject**: A description of the subject.

9. **Starting Distance From Trainee**: The distance between the subject and the trainee, based on the trainee's starting location.

10. **Subject's Prop**: Aa personal item in the subject's possession (such as a cell phone, knife, gun, etc.).

11. **Trainee Starting Location**: Location where trainees will enter (spawn) into the scenario at various locations within each environment.

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CUSTOMIZING SCENARIOS

Simulator Training: vRBT includes pre-configured Axon scenarios designed to replicate real-world situations. Trainers can customize these scenarios to align with specific agency goals and learning objectives by adjusting character avatars, environments, starting distances, and starting locations to reflect community demographics and unique challenges.

Scenarios can be viewed and configured without pairing the tablet to a headset, allowing trainers to prepare in advance and maximize hands-on training time. Additionally, trainers can save custom scenarios for later use and add them to customized playlists.

NOTES:

- Saved scenarios are only accessible from the account that was used to create them. Other trainer accounts, including alternate logins, will not have access.
- A maximum of 100 scenarios can be stored per account, including Axon-provided scenarios.

For additional trainer support, watch the "Managing Simulator Training: vRBT Scenarios" video tutorial which provides a quick four-minute overview of customizing and managing scenarios and playlists.

VIRTUAL OFFICER SETTING

Use the Virtual Officer setting to add a backup officer to scenarios.

NOTE: The Virtual Officer setting is not available in the Corrections scenarios. When enabled in the Casino Security scenarios, the subject will only respond to the actions of the trainee.

- When enabled, this backup officer appears in a neutral or on-target stance in the trainee's peripheral view at the start of the scenario.
- They may draw a TASER device or handgun, depending on the scenario, but they do not move, fire a weapon, or respond to voice commands.
- Their behavior is controlled by preset logic built into each scenario and is not affected by trainee input.

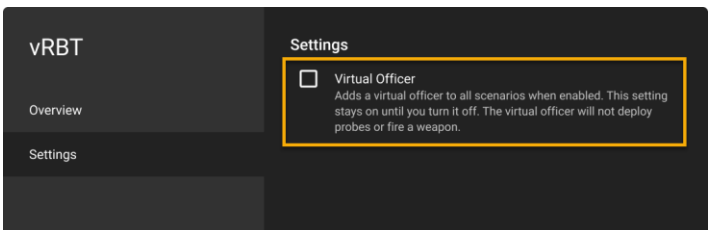


NOTE: The Virtual Officer setting is **off** by default.

The Virtual Officer setting can be enabled in both Solo and Facilitated mode.

SOLO MODE

When a trainee launches and completes a scenario independently, the trainee can enable this setting in the headset **Settings** menu.



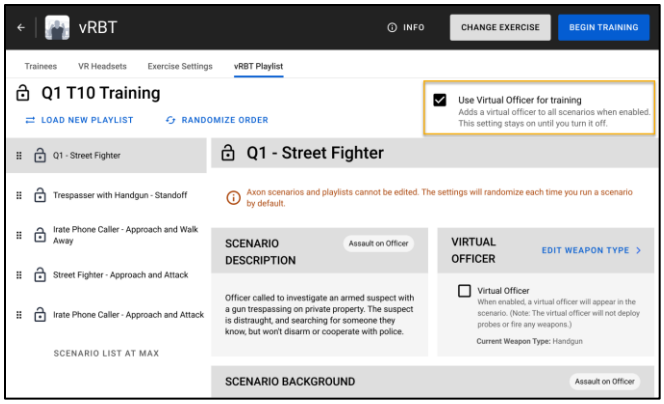
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FACILITATED MODE

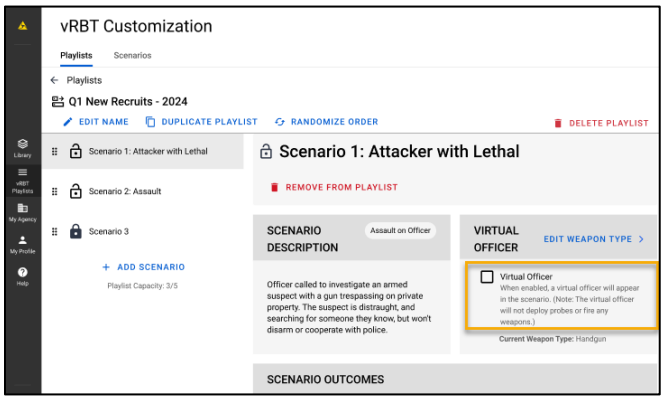
To enable the Virtual Officer for custom scenarios on the tablet when setting up and launching the scenario for the trainee by doing the following:

1. Select to enable the Virtual Officer setting either globally for all scenarios or per scenario:

   - **Globally**: In a playlist, select **Use Virtual Officer for training**. Use this setting to quickly enable the feature at scale without editing each scenario individually.

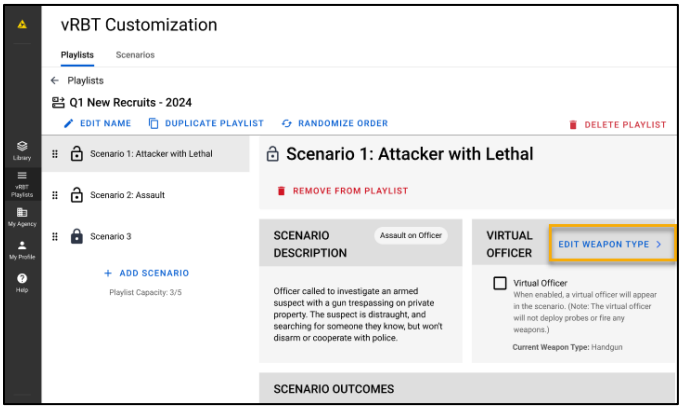


   - **Per scenario**: In a custom scenario, select the **Virtual Officer** checkbox.



2. Select **Edit Weapon Type** to choose which weapon the background officer may draw:

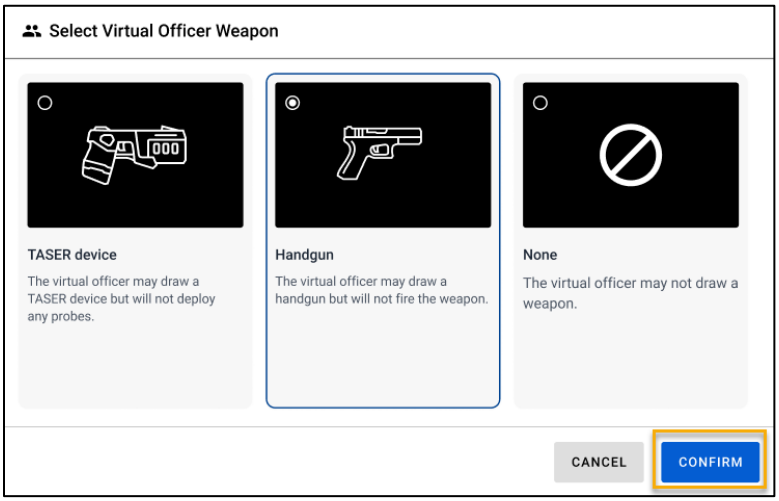
   NOTE: The default weapon type will be determined by the specific scenario.



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3. On the Select Virtual Officer Weapon screen, choose one of the following weapons and then select **Confirm**:

   - **TASER device**: The Virtual Officer may draw a TASER device but will never deploy any probes.
   - **Handgun**: The Virtual Officer may draw a handgun but will never fire the weapon.
   - **None**: The Virtual Officer will not draw any weapon.



How the Virtual Officer setting behaves depends on the playlist composition (Axon playlist or a custom playlist) and whether it's been enabled globally or by scenario. The table below shows how the setting is applied in different configurations:

PLAYLIST COMPOSITION	AXON ONLY	MIXED (AXON & CUSTOM)	MIXED (AXON & CUSTOM)	CUSTOM ONLY	CUSTOM ONLY	CUSTOM ONLY
Scenario settings **(Virtual Officer)**	All OFF	All OFF	Some OFF	Some OFF	All OFF	All ON
If global setting is ON **(Use Virtual Officer for training)**	Virtual Officer is ON in all scenarios	Virtual Officer is ON in all scenarios	Virtual Officer is ON in all scenarios	Virtual Officer is ON in all scenarios	Virtual Officer is ON in all scenarios	Virtual Officer is ON in all scenarios
If global setting is OFF **(Use Virtual Officer for training)**	Virtual Officer is OFF in all scenarios	Virtual Officer is OFF in all scenarios	Each custom scenario follows its own setting, while each Axon scenario is OFF	Each custom scenario follows its own setting, while each Axon scenario is OFF	Virtual Officer is OFF in all scenarios	Virtual Officer is ON in all scenarios

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SCENARIO SETTINGS

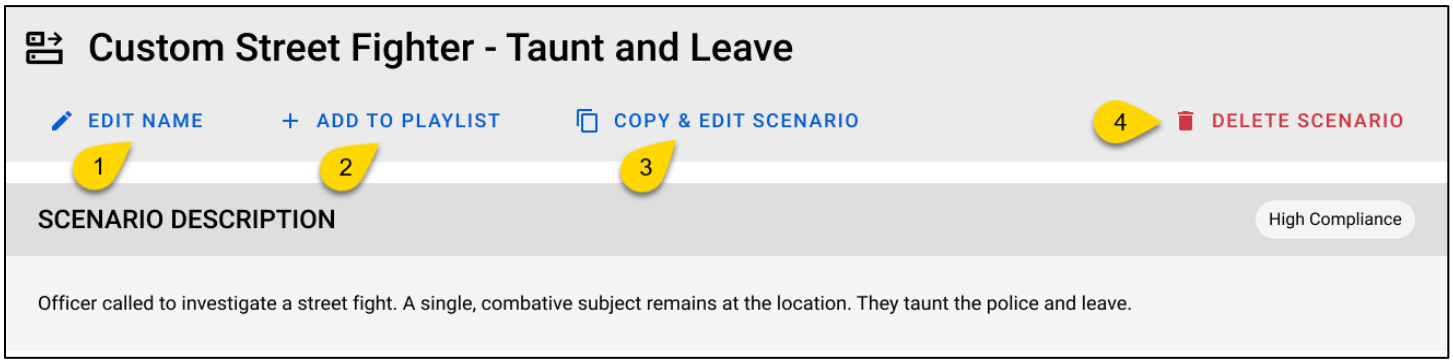
You can customize various scenario settings to align with your specific agency goals and learning objectives to reflect your community demographics.

SETTING	DESCRIPTION	MAX AMOUNT
Subject	Select from a variety of characters	5
Starting Distance from Trainee	Select the starting distance in the scenario between the trainee and the subject	3
Trainee Starting Location	Select the specific environment and designated starting location within that environment where the trainee will start the scenario	10

NOTE: By default, the settings will randomize each time the scenario is run, helping to ensure both replayability and unpredictability. If only one setting is selected, there will be no randomization of that setting.

VIEWING SCENARIO CONFIGURATION OPTIONS

You can configure scenarios by performing a variety of actions, including the following:



1. **Edit Name**: Edit the name of the custom scenario
2. **Add to Playlist**: Add the scenario to a custom playlist
3. **Copy & Edit Scenario**: Duplicate the opened scenario to customize it
4. **Delete Scenario**: Delete the custom scenario

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EDITING SCENARIOS

You can only edit custom scenarios; you cannot edit Axon scenarios.

NOTE: To customize an Axon scenario, copy the scenario, edit the settings, and save as a new custom scenario.

To edit a custom scenario, do the following:

1. On the tablet, open Simulator Training: vRBT to the list of scenarios.
2. Select a custom scenario to edit.
3. Make the updates.

   NOTE: Changes will automatically be saved.
4. Select the **< Playlists** button to navigate back to the list of playlists.

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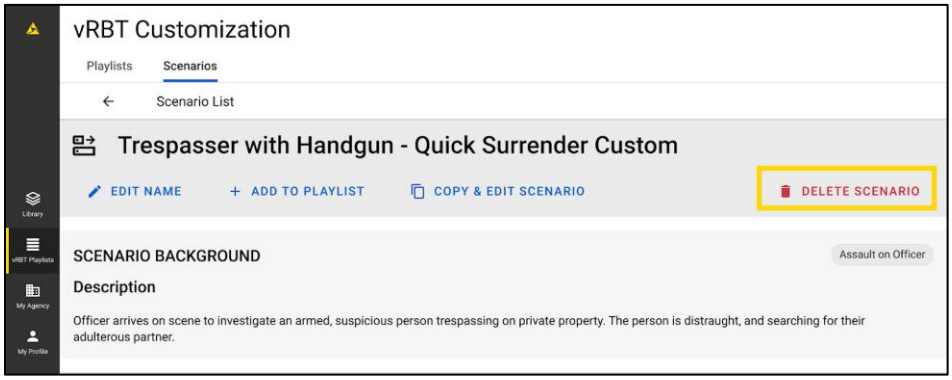
DELETING SCENARIOS

You can only delete custom scenarios; you cannot delete Axon scenarios. When you delete a custom scenario, it will automatically be removed from any playlists it is in.

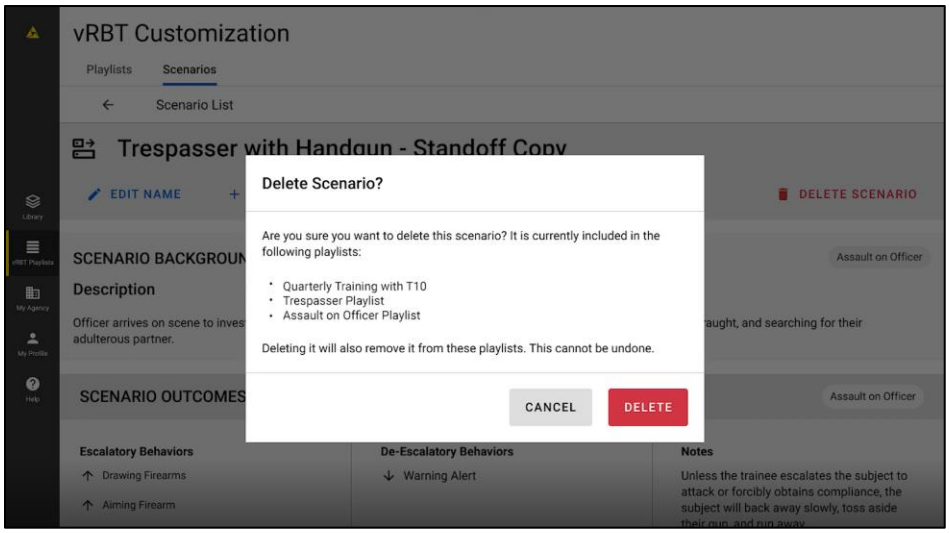
NOTE: Deleting a scenario is permanent and cannot be undone.

To delete a custom scenario, do the following:

1. On the tablet, open Simulator Training: vRBT to the list of scenarios.
2. Select a custom scenario to delete.
3. Select **Delete Scenario**.



4. Select **Delete** in the dialog box to confirm the deletion.



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COPYING SCENARIOS

You can duplicate a scenario and then customize the settings.

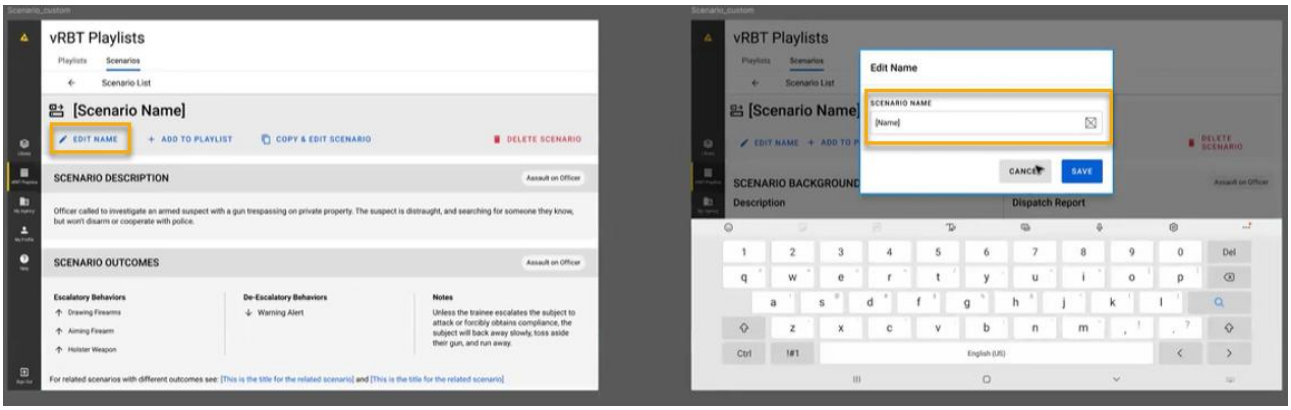
NOTE: Saved custom scenarios are only accessible from the account that was signed into when they were created.

To copy a scenario, do the following:

1. Open Simulator Training: vRBT to the list of scenarios.
2. Open the scenario you want to duplicate.
3. Select **Copy & Edit Scenario**.

   By default, the name is the original scenario name followed by "Copy".
4. Select **Copy**.
5. Configure the scenario settings as needed.

   NOTE: Changes will automatically be saved.
6. Edit the name by selecting **Edit Name** and rename the scenario.



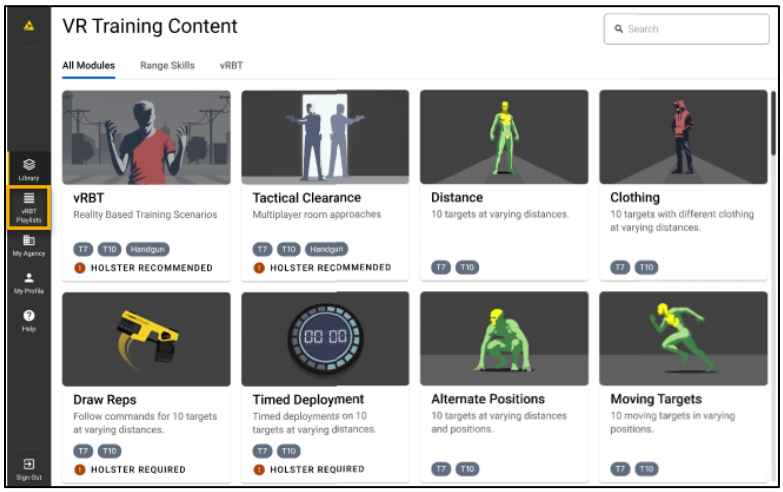
7. Select the **< Playlists** button to navigate back to the list of playlists.

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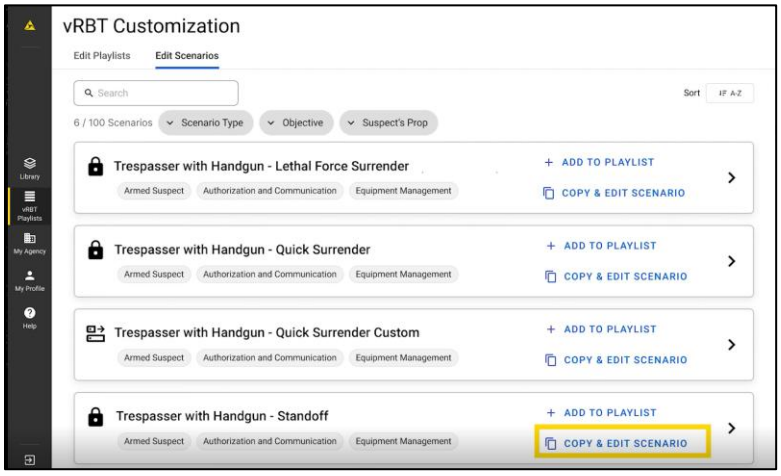
CREATING CUSTOMIZED SCENARIOS

To create a customized scenario, do the following:

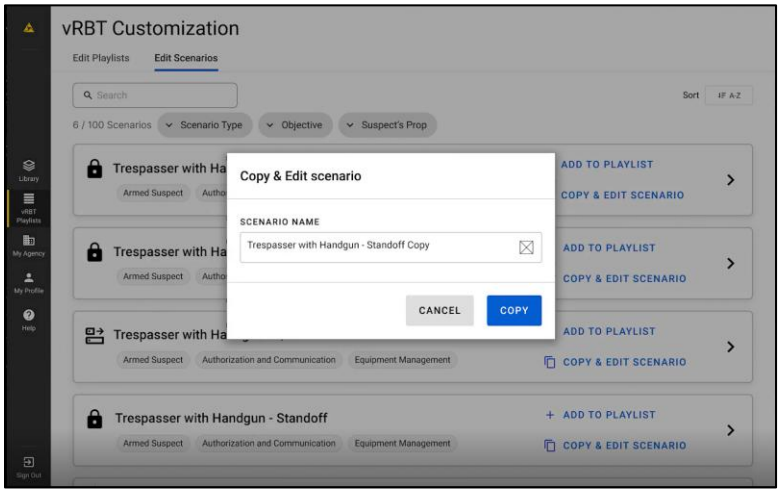
1. From the tablet, select **vRBT Playlists**.



2. Select a scenario, and then select **Copy & Edit** scenario.



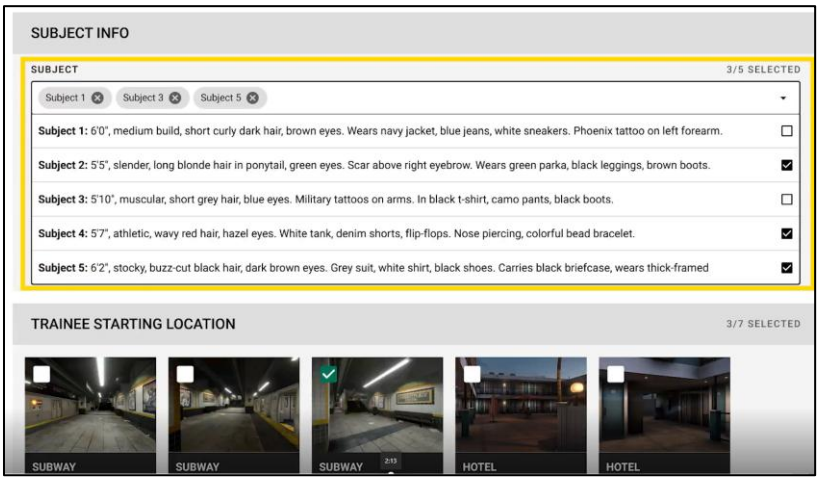
3. Rename the scenario.



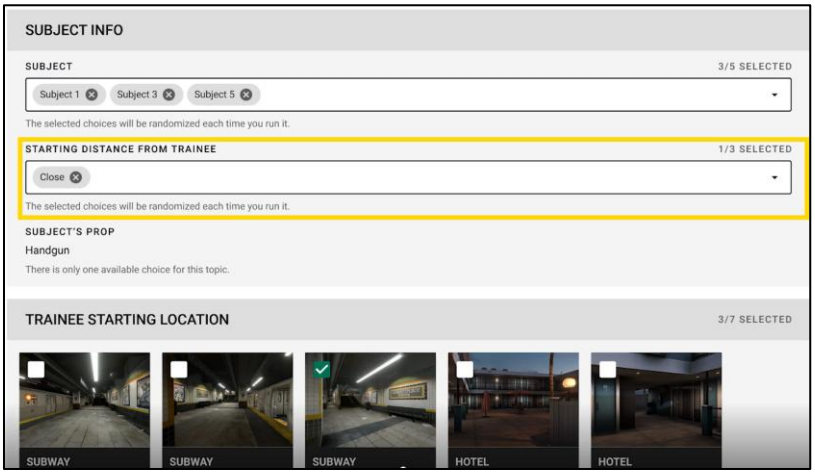
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4. You can configure the following settings:

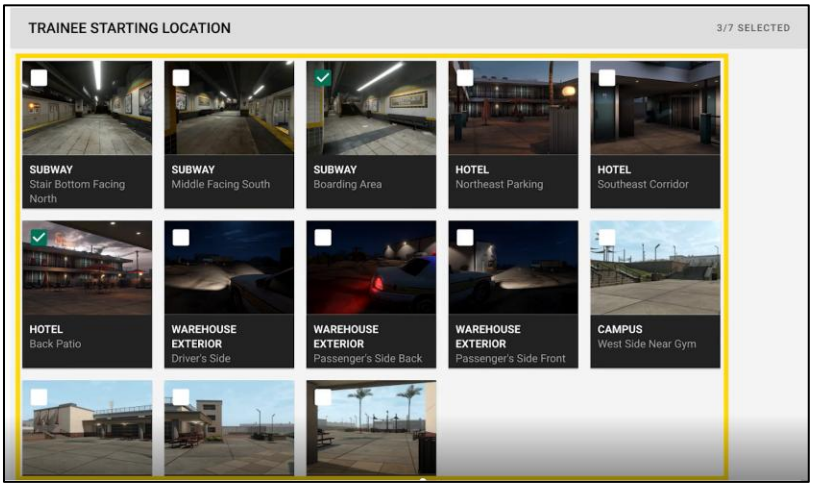
    a. Select up to five different subjects.



    b. Set the distance between the subject and trainee based on the trainee's starting location.



    c. Select an environment and trainee starting location at the beginning of the scenario.



NOTE: Changes are automatically saved.

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PLAYLISTS

Simulator Training: vRBT includes pre-configured Axon playlists accessible to both the trainee in headset and the trainer on the tablet. A playlist is a collection of up to five scenarios that run sequentially. Trainers can also create their own customized playlists.

NOTE: When the trainer selects a playlist, the trainee will complete the scenarios with only the information from the Dispatch Report.

AXON PLAYLISTS

Simulator Training: vRBT provides pre-configured Axon playlists for the following categories:

- **Active Resistance**: Prepares trainees for scenarios involving non-compliant subjects, emphasizing decisive actions and the likelihood of use of force.
- **High Compliance**: Focuses on scenarios where subjects are compliant, highlighting low-threat interactions and techniques for effective de-escalation with the low likelihood of use of force.
- **Armed Subjects**: Provides a variety of scenarios with armed subjects, with varying levels of de-escalation, compliance, and possibility of use of force.
- **Force Option Mixes**:
    1. Offers a diverse range of use-of-force options and scenarios, encouraging adaptability in response strategies.
    2. Includes contrasting subject reactions and threat assessments, providing varied responses to dynamic situations.
    3. Emphasizes critical dynamics of compliance and confrontation, exploring tactical positioning and distance management in a variety of scenarios.
    4. Offers a mix of scenarios with variable outcomes, ranging from de-escalation to use of less-lethal or lethal force.
- **Corrections Mixes**: Provides a variety of corrections scenarios that emphasize de-escalation, proportional response, and less-lethal decision-making, while still allowing for multiple trainee-driven outcomes.
- **Casino Security Mixes**: Provides a variety of scenarios for casino security officers operating in gaming environments such as casinos and hotels.

Each pre-configured playlist contains five scenarios that the trainer can arrange in any order. Axon playlists are denoted by a lock logo next to the title. These playlists cannot be edited or deleted. Simulator Training: vRBT will automatically randomize the settings each time the scenarios in a playlist are run.



NOTE: While you cannot customize the scenarios, characters, or environments in the pre-configured Axon playlists, you can create additional customized playlists.

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AXON PLAYLIST NAME	SCENARIOS & LEVEL OF COMPLIANCE OR ESCALATION
CORE SCENARIOS	
ACTIVE RESISTANCE 1	• Irate Phone Caller – Approach and Walk Away • Trespasser with Handgun – Lethal Force Surrender • Street Fighter – Approach and Attack • Burglar with Concealed Handgun – Show of Force Attack • Suspicious Person with Knife – Approach and Attack
ACTIVE RESISTANCE 2	• Suspicious Person with Knife – Disarm and Fight • Street Fighter – Approach and Attack • Burglar with Concealed Handgun – Standoff and Attack • Irate Phone Caller – Approach and Attack • Trespasser with Handgun – Standoff
ARMED SUBJECTS MIX 1	• Suspicious Person with Knife – Disarm and Standoff • Trespasser with Handgun – Quick Surrender • Burglar with Concealed Handgun – Show of Force Attack • Suspicious Person with Knife – Disarm and Fight • Trespasser with Handgun – Standoff
HIGH COMPLIANCE 1	• Irate Phone Caller – Walks Away • Burglar with Concealed Handgun – Flee or Surrender • Trespasser with Handgun – Lethal Force Surrender • Street Fighter – Show of Force Surrender • Suspicious Person with Knife – Disarm and Fight
HIGH COMPLIANCE 2	• Burglar with Concealed Handgun – Flee or Surrender • Street Fighter – Taunt and Leave • Trespasser with Handgun – Lethal Force Surrender • Suspicious Person with Knife – Disarm and Standoff • Irate Phone Caller – Approach and Walk Away

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AXON PLAYLIST NAME	SCENARIOS & LEVEL OF COMPLIANCE OR ESCALATION
FORCE OPTION MIX 1	• Suspicious Person with Knife – Disarm and Standoff • Street Fighter – Approach and Attack • Irate Phone Caller – Walks Away • Trespasser with Handgun – Lethal Force Surrender • Burglar with Concealed Handgun – Show of Force Attack
FORCE OPTION MIX 2	• Street Fighter – Show of Force Surrender • Trespasser with Handgun – Quick Surrender • Burglar with Concealed Handgun – Standoff and Attack • Irate Phone Caller – Approach and Attack • Suspicious Person with Knife – Disarm and Fight
FORCE OPTION MIX 3	• Street Fighter – Taunt and Leave • Trespasser with Handgun – Standoff • Suspicious Person with Knife – Approach and Attack • Burglar with Concealed Handgun – Flee or Surrender • Irate Phone Caller – Approach and Walk Away
FORCE OPTION MIX 4	• Irate Phone Caller – Approach and Attack • Street Fighter – Show of Force Surrender • Trespasser with Handgun – Lethal Force Surrender • Suspicious Person with Knife – Approach and Attack • Burglar with Concealed Handgun – Standoff and Attack

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AXON PLAYLIST NAME	SCENARIOS & LEVEL OF COMPLIANCE OR ESCALATION
CORRECTIONS SCENARIOS	
CORRECTIONS MIX 1	• Inmate Refuses Lockdown – Standoff • Inmate with Contraband – Show of Force Surrender • Inmate Self-Harm – Show of Force Surrender • Inmate with Contraband – Quick Surrender • Inmate Refuses Lockdown – Approach and Attack
CORRECTIONS MIX 2	• Inmate Self-Harm – Standoff • Inmate Refuses Lockdown – Show of Force Surrender • Inmate with Contraband – Approach and Attack • Inmate Refuses Lockdown – Approach and Attack • Inmate Self-Harm – Self-Harm Infliction
CASINO SECURITY SCENARIOS	
CASINO SECURITY MIX 1	• Casino Intoxicated Patron – Walks Away • Casino Patron Noise Complaint – Flee or Attack • Casino Trespasser with Concealed Knife – Flee or Attack • Casino Patron Noise Complaint – Quick Compliance • Casino Intoxicated Patron – Approach and Attack
CASINO SECURITY MIX 2	• Casino Patron Noise Complaint – Reluctant Compliance • Casino Trespasser with Concealed Knife – Walks Away • Casino Patron Noise Complaint – Flee or Attack • Casino Intoxicated Patron – Surrender or Flee • Casino Trespasser with Concealed Knife – Approach and Attack

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VIEWING PLAYLISTS

To view the scenarios in a playlist on the tablet, do the following:

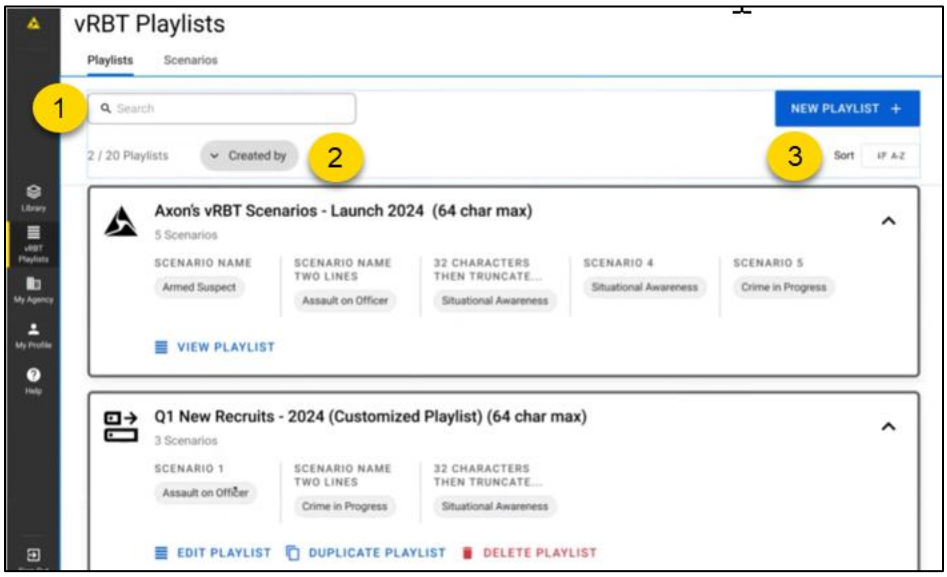
1. Select **vRBT Playlists** in the left pane.
2. Select the **Edit Playlists** tab.

   NOTE: By default, the playlists display in alphabetical order from A to Z.

3. Select a playlist to view a quick overview of the scenarios in that playlist.

SORTING, FILTERING & SEARCHING FOR PLAYLISTS

By default, the playlists display in alphabetical order from A to Z. You can search for, filter, and sort playlists by doing the following:



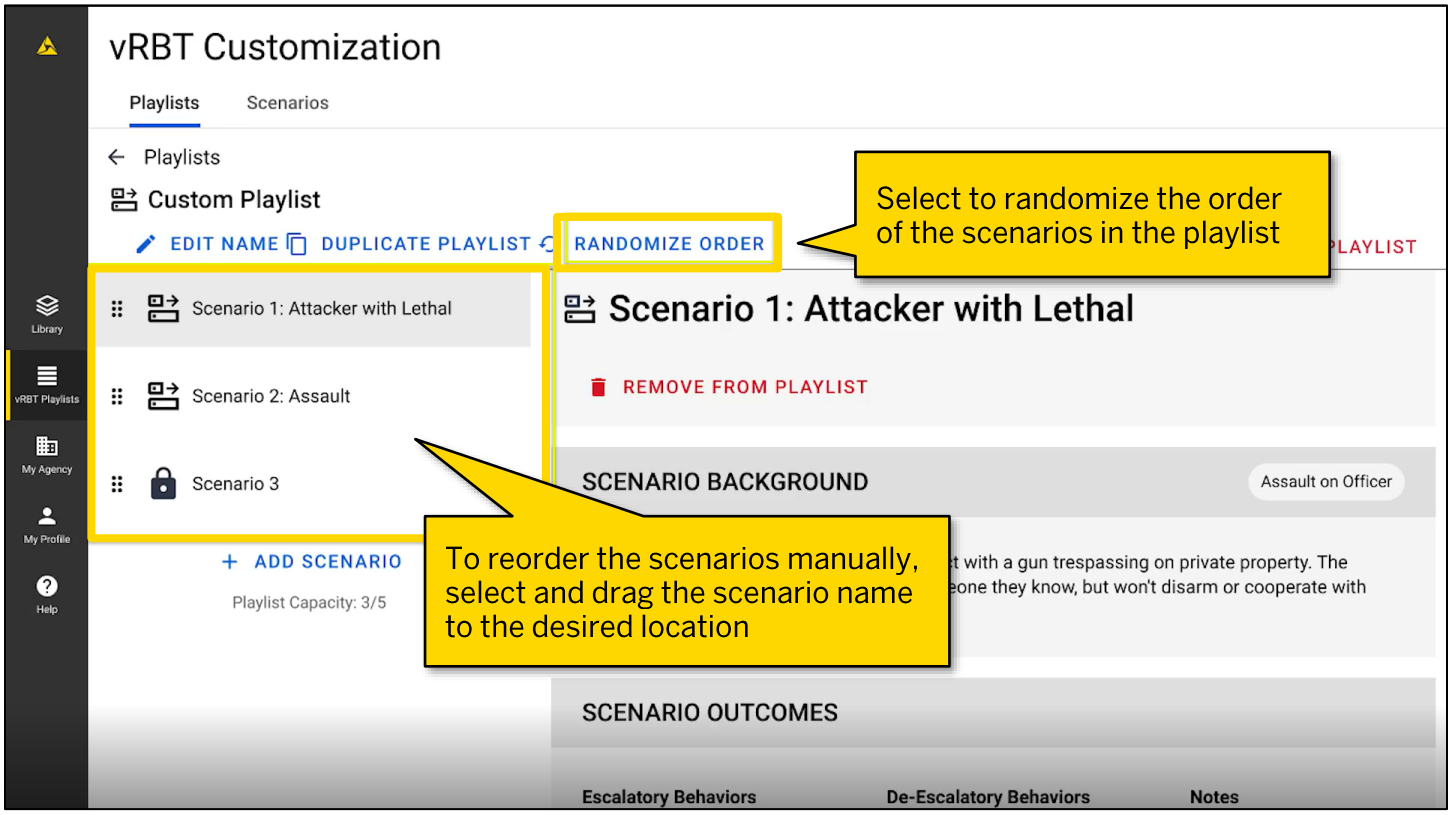
1. **Search**: Enter keywords to search for a playlist title.
2. **Filter**: Display only Axon playlists or your agency's custom playlists. To display both types of playlists, open the **Filter** menu and select **Reset**.
3. **Sort**: Arrange playlists alphabetically in ascending (A to Z) or descending (Z to A) order.

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CHANGING SCENARIO ORDER

Trainees will complete the scenarios in a playlist in the order displayed in the left column of the tablet.

On the vRBT Playlist tab, there are two methods to change the order of scenarios in a playlist.



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CUSTOMIZING PLAYLISTS

Simulator Training: vRBT provides Axon pre-configured playlists designed to replicate real-world situations. You can create custom playlists to align with specific agency goals and learning objectives, configuring character avatars and environments to reflect community demographics and unique challenges.

- You can view and configure playlists without pairing the tablet with a headset. This allows you to set up playlists in advance, maximizing training time with your officers.
- You can create playlists ahead of training sessions and access them later.
- Saved playlists are only accessible from the account used to create them. Other trainer accounts, including alternate accounts, will not have access.
- Simulator Training: vRBT allows for a maximum of 20 playlists at one time.

For additional trainer support, watch the "Managing Simulator Training: vRBT Scenarios" video tutorial which provides a quick four-minute overview of customizing and managing scenarios and playlists.

REMOVING SCENARIOS FROM CUSTOM PLAYLISTS

You can only remove scenarios from custom playlists; you cannot remove scenarios from the Axon playlists.

To remove a scenario from a playlist, do the following:

1. Select **vRBT Playlists** in the left pane.
2. Select the **Playlists** tab.
3. Select the playlist with the scenario to remove.
4. Select **Edit Playlist**.
5. Select the scenario to remove.
6. Select **Remove from Playlist**.

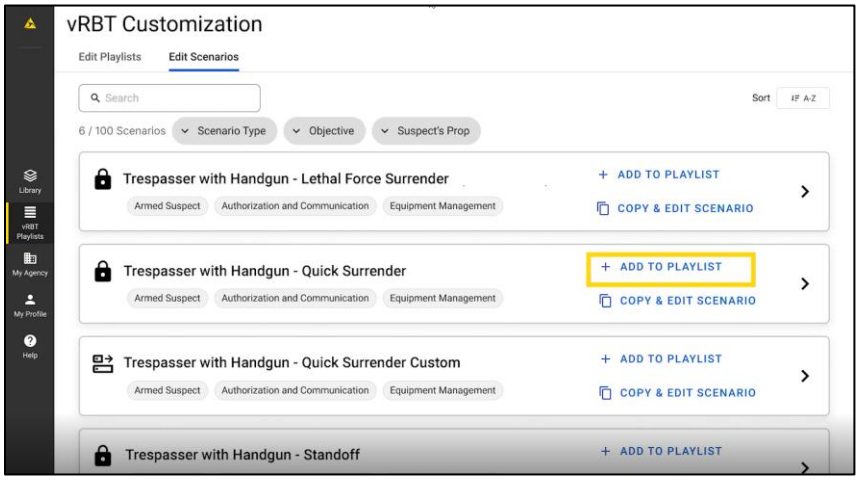
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ADDING SCENARIOS TO CUSTOM PLAYLISTS

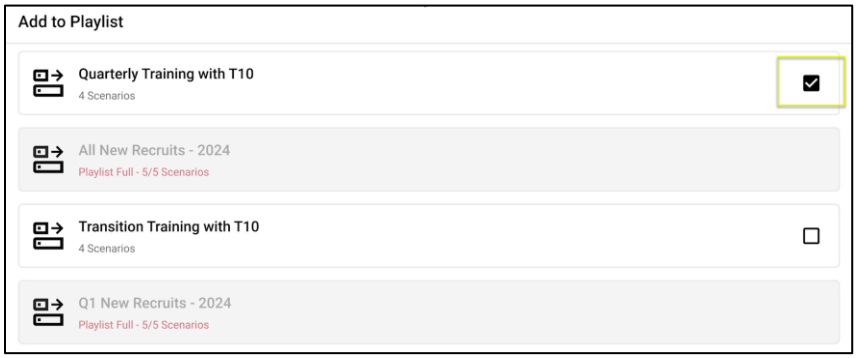
You can only add scenarios to custom playlists; you cannot add scenarios to Axon playlists.

To add a scenario to an existing playlist, do the following:

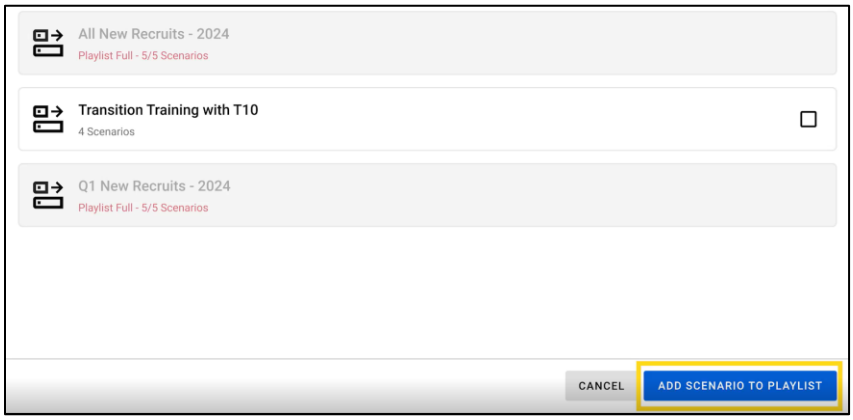
1. On the tablet, open Simulator Training: vRBT to the list of scenarios.
2. Select **Add to Playlist**.



3. Select the checkboxes in the playlists you want to add the scenario to.



4. Select **Add Scenario to Playlist**.

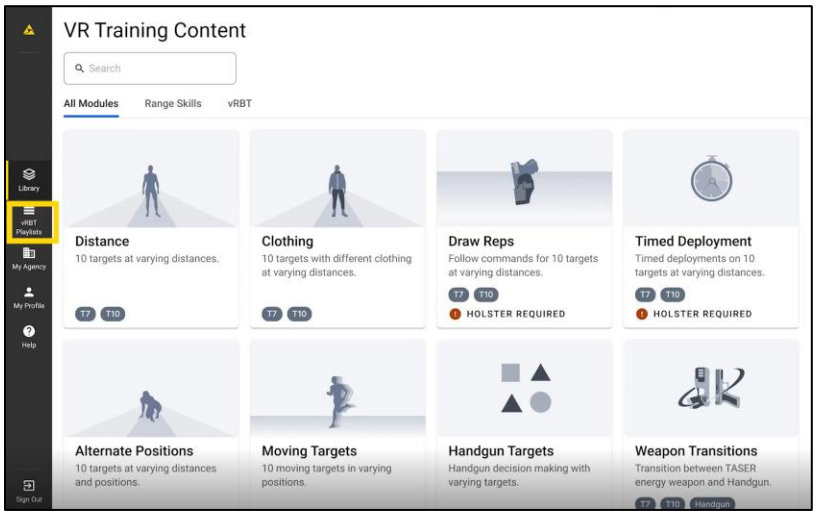


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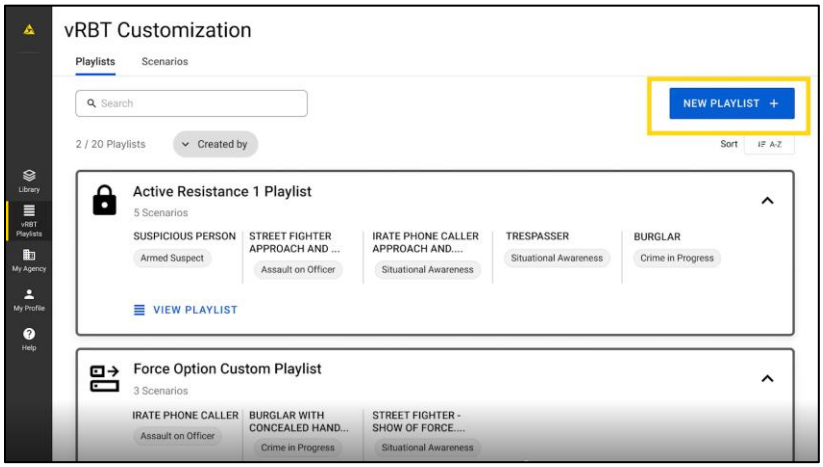
CREATING CUSTOMIZED PLAYLISTS

To create a customized playlist, do the following:

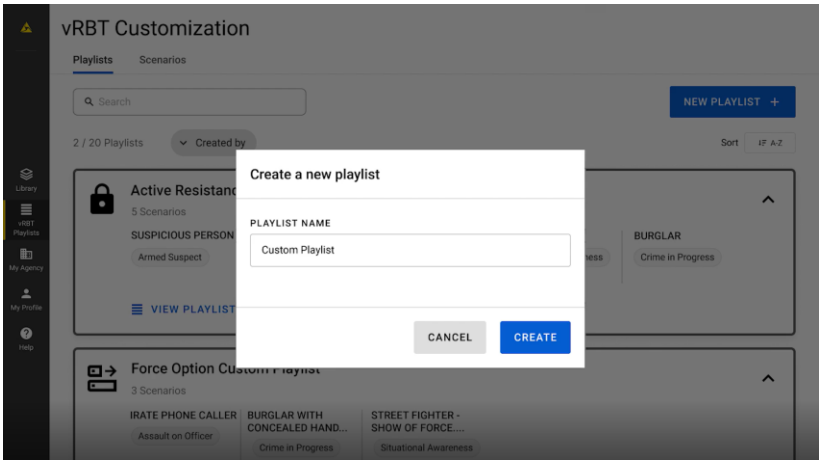
1. From the tablet, select **vRBT Playlists**.



2. The tablet displays pre-configured Axon playlists and any other customized playlists. Select **New Playlist**.

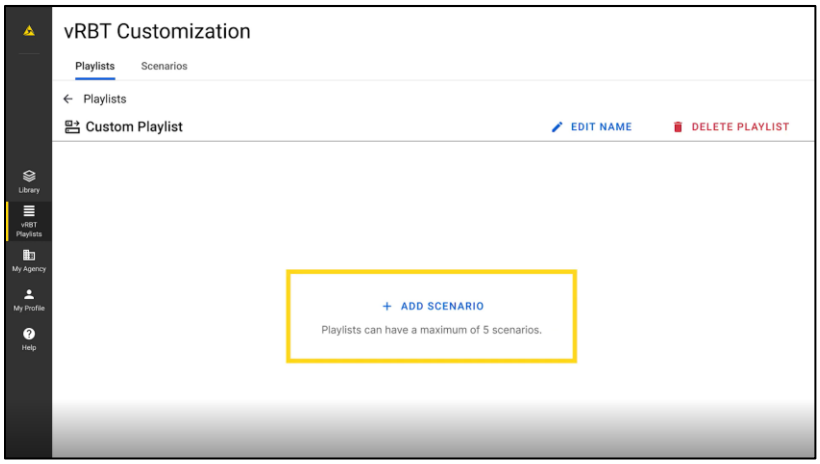


3. Enter a name in the **Playlist Name** field and select **Create**.

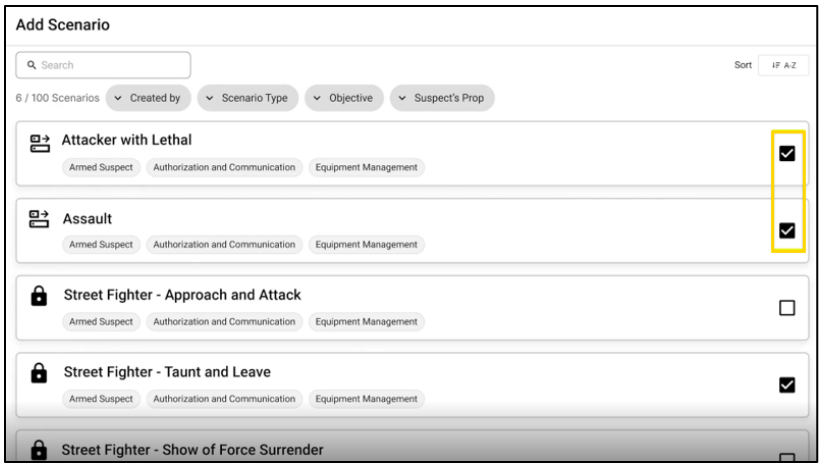


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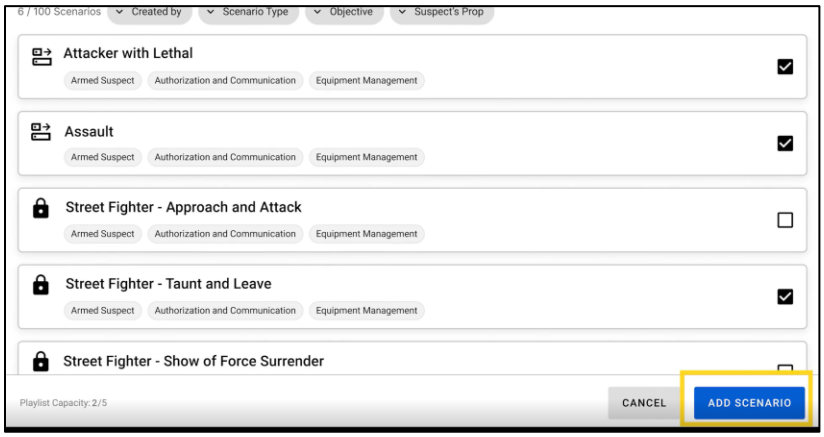
4. Select **Add Scenario**.



5. From the scenario list, select the checkboxes for up to five scenarios to add to the playlist.



6. Select **Add Scenario**.



NOTE: Changes are automatically saved.

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TRAINEE VR HEADSET SIGN-IN

Trainees in the United States can sign in to the Simulator Training app directly from the headset using a unique QR code linked to their Axon Evidence account. Both trainers and trainees can retrieve the code ahead of time, allowing trainees to train offline and have their Simulator Training: vRBT essential data (training date/time, trainer name, trainee name, and training type) automatically saved to VR web app once the headset connects to the internet.

- For more information about VR web app, refer to the articles in the VR web app section on the Virtual reality 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.

Below is a high-level overview of the steps for both trainers and trainees:

STEP	ACTION	ROLE
1	Create or verify trainee accounts	**Trainer**
2	Retrieve personal QR code	**Trainee**
	Distribute or access QR code(s)	**Trainer**
3	Sign in to headset	**Trainee**
4	Complete scenarios	**Trainee**
5	Sign out from headset	**Trainee**
6	Verify upload status	**Trainer**

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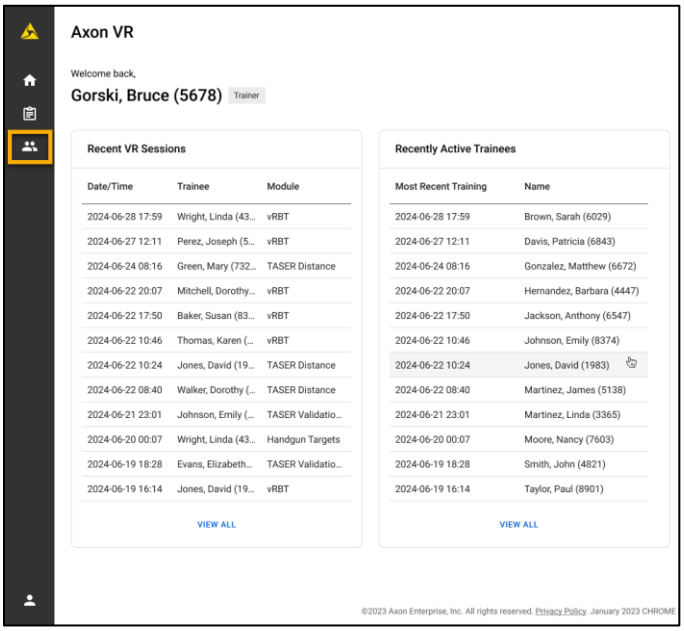
TRAINER SETUP

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.

Before trainees can sign in using the headset and have their essential data saved to VR web app, trainers must complete the following setup tasks in VR web app:

CREATE OR VERIFY TRAINEE ACCOUNTS

1. Sign in to VR web app (vr.evidence.com) using a computer, tablet, or phone.
2. Select the **Users** icon in the left pane.





3. If a trainee isn't listed, create an account for them.

NOTE: For further detailed help, refer to the articles Accessing VR systems through Axon Evidence.

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DISTRIBUTE QR CODES TO TRAINEES

Choose a method based on whether your agency uses Axon Academy:

<table>
<tr><td>AGENCY USES AXON ACADEMY</td><td>No trainer action needed. Trainees will automatically receive an email with a link to VR web app (vr.evidence.com) where they can get their QR code after completing assigned Axon Academy pre-work.</td></tr>
<tr><td rowspan="2">AGENCY DOES NOT USE AXON ACADEMY</td><td>To send VR web app link to one or more trainees where they can access their QR code, do the following:

1. Email VR web app (vr.evidence.com) link to the trainee(s).

2. When they sign in with their Axon Evidence account using a computer, tablet, or phone, their personal QR code will display.</td></tr>
<tr><td>To download and share QR codes with one or more trainees, do the following:

1. Sign in to VR web app (vr.evidence.com) using a computer, tablet, or phone.

2. Select the Users icon in the left pane.

3. Select the trainee name(s).

4. Select Download QR Codes.

NOTE: You can download a maximum of 300 QR codes.

5. A PDF of the QR codes downloads automatically. Email or print and securely distribute the QR codes to trainees.</td></tr>
</table>

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RETRIEVE PERSONAL QR CODE

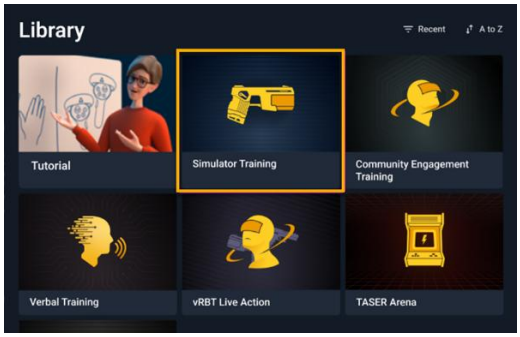
Trainees must retrieve their personal QR code depending on how they received the code:

EMAIL ATTACHMENT	Save or print the attached PDF with the QR code
MANUALLY FROM VR WEB APP (VR.EVIDENCE.COM)	Trainees can download a unique QR code from VR web app by doing the following: 1. Sign in to VR web app (vr.evidence.com) in a browser using a computer, tablet, or phone. 2. Select the **Users** icon in the left pane. 3. Select your name. 4. Select **Show QR Code** and download it to your device. 

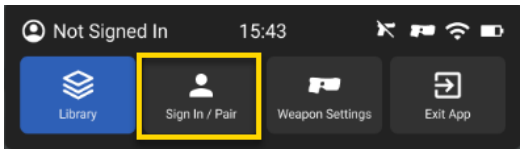
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SIGN IN TO HEADSET

1. In the headset library, select **Simulator Training**.

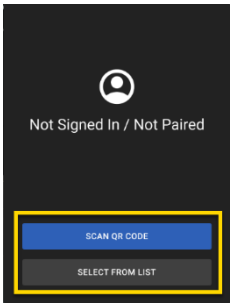


2. Select **Sign In / Pair** in the menu bar.



3. Choose one of the following methods to sign in:

   - **Scan QR Code**: Scan your personal QR code with the headset
   - **Select From List**: Select your name from a training group (if paired with the trainer's tablet)



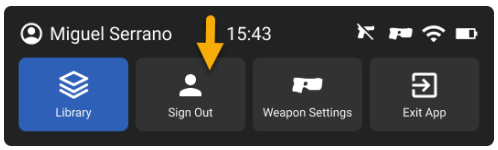
COMPLETE SCENARIOS

1. Complete the scenarios in the playlist.
2. If the headset is offline, records are saved locally on the headset and will upload once back online.

   NOTE: The headset stores multiple records and won't overwrite them before uploading.

SIGN OUT FROM HEADSET

1. Select **Sign Out** in the menu bar.



2. Hand the headset to the trainer.

   NOTE: Essential data is uploaded automatically when the headset connects to the internet. Uploaded records are cleared from the device.

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VERIFY UPLOAD STATUS

Once the trainee completes their training session, signs out, and the headset is connected to the internet, check the upload status by doing the following:

1. Sign in to VR web app (vr.evidence.com) in a browser using a computer, tablet, or phone.
2. Check upload status.



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FACILITATING SIMULATOR TRAINING: vRBT – FACILITATED MODE

Simulator Training: vRBT Facilitated mode requires an active internet connection to facilitate a trainee's training from a tablet. You can choose from a list of Axon pre-configured playlists or customize a playlist.

Trainees will launch the Simulator Training: vRBT application in their headset and initiate pairing with the trainer. After pairing in the tablet app, the trainer can launch a playlist with specific scenarios, view trainee performance in real-time, view the AAR independently, and evaluate trainee performance. To facilitate Simulator Training: vRBT, a trainer must use a Samsung VR tablet paired with the trainee in headset.

NOTE: Trainees can launch a playlist or scenario in Solo mode without trainer assistance. For additional details, refer to the Solo mode section.

For additional trainer support, watch the "How to Start a Simulator Training: vRBT Playlist" video tutorial which provides a quick three-minute overview of the trainee's and trainer's actions within the Simulator Training: vRBT experience.

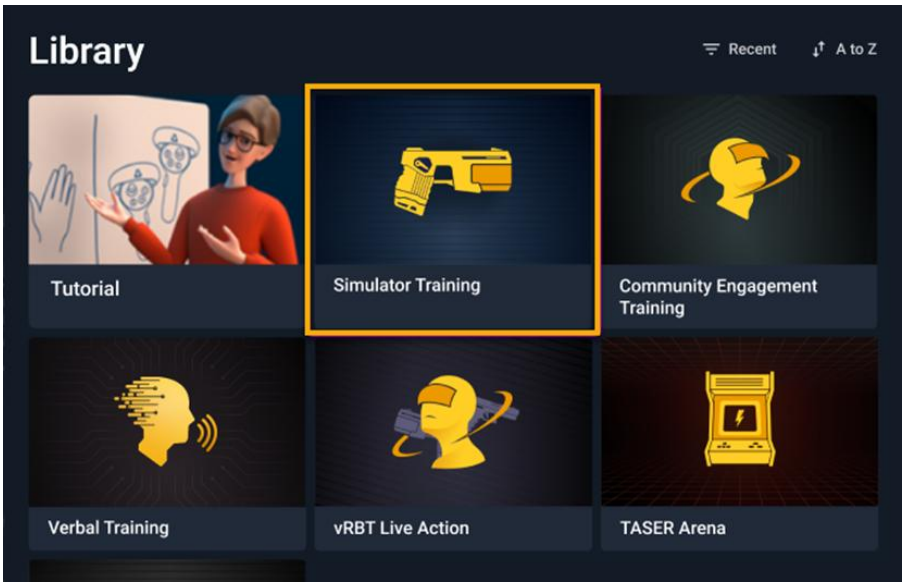
In Facilitated mode, there are separate steps for both the trainee in headset and the trainer with a tablet:

TRAINEE (HEADSET)	TRAINER (TABLET)	TRAINEE (HEADSET)	TRAINER (TABLET)	TRAINER (TABLET)
Launch Simulator Training: vRBT	Launch playlist	Complete scenario in playlist	View trainee scenario view	Adjust scenario intensity

LAUNCH SIMULATOR TRAINING IN HEADSET (TRAINEE)

In the headset, the trainee will do the following:

1. In the library, select **Simulator Training**.



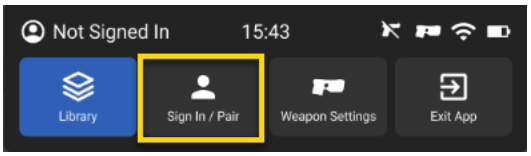
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2. The Simulator Training application checks for a paired VR Controller.

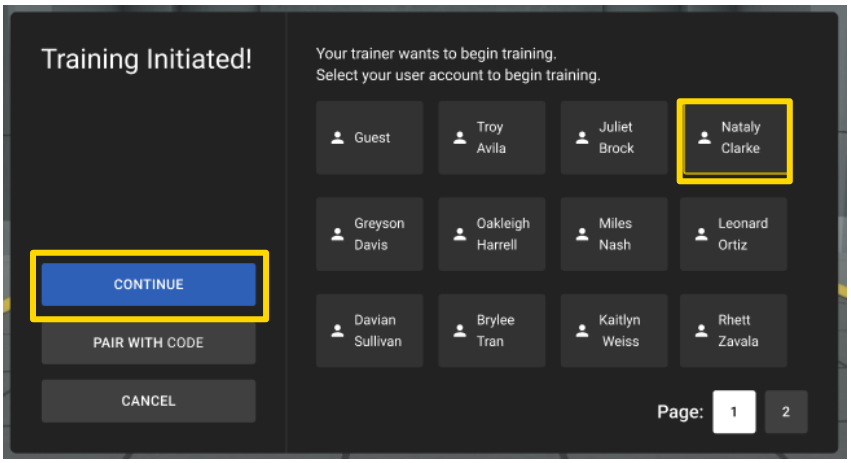
   - If a VR Controller is paired, the application prompts the trainee to select whether they will use their left or right hand.
   - If a VR Controller is not paired, the trainee can pair one. See Pair VR Controllers.

   NOTE: Axon recommends pairing the Handgun and TASER VR Controllers and holstering them at the start of each scenario. This action simulates a scenario where an officer is just arriving on scene.

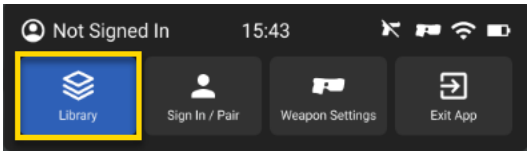
3. After the trainee pairs a VR Controller, the Simulator Training library displays. Select **Sign In / Pair** in the menu.



4. Trainee will select their name and **Continue**, and wait for the trainer to launch a Simulator Training: vRBT playlist.



5. 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.



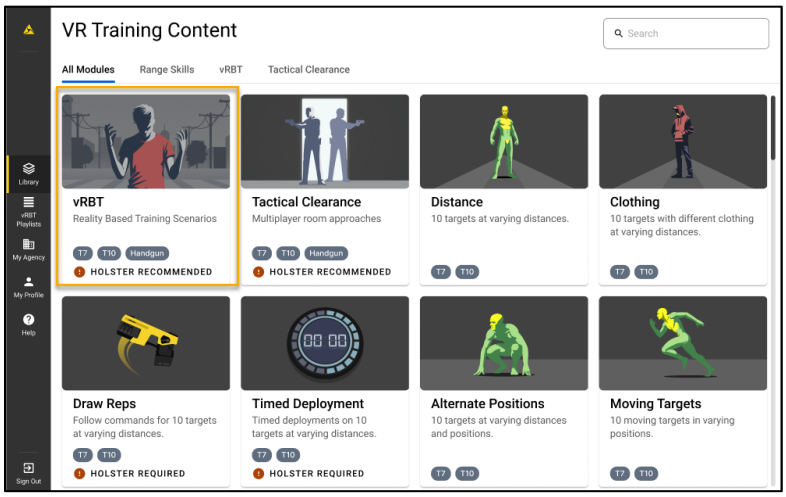
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LAUNCH PLAYLIST ON TABLET (TRAINER)

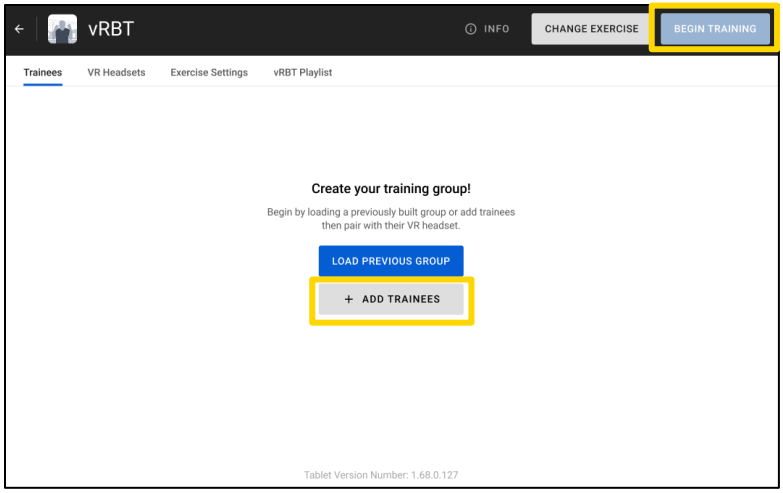
When the trainer starts a playlist, the trainee will complete the scenarios with only the information from the Dispatch Report.

In the tablet, the trainer will do the following:

1. Turn on the tablet by pressing the **Power** button for about five seconds.
2. Sign in to the Simulator Training application.
3. Select the **vRBT** tile from the **Library** tab.



4. Select **Add Trainees** to create a group of trainees.



NOTE: The **Begin Training** button will not be active until the trainer pairs the tablet with a trainee in headset.

NOTE: If there is a previous training group set up, the **Load Previous Group** button will also display. If you select this, you will see the previous training group where you can select the trainee.

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5. Pair the tablet with the headset.

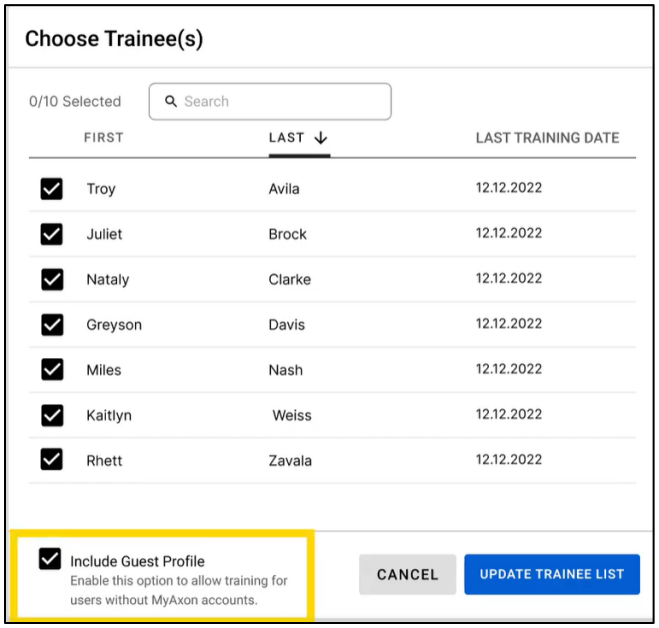
   NOTES:

   a. For more information on pairing the tablet with a headset, see Trainer-led Simulator Training workflow.

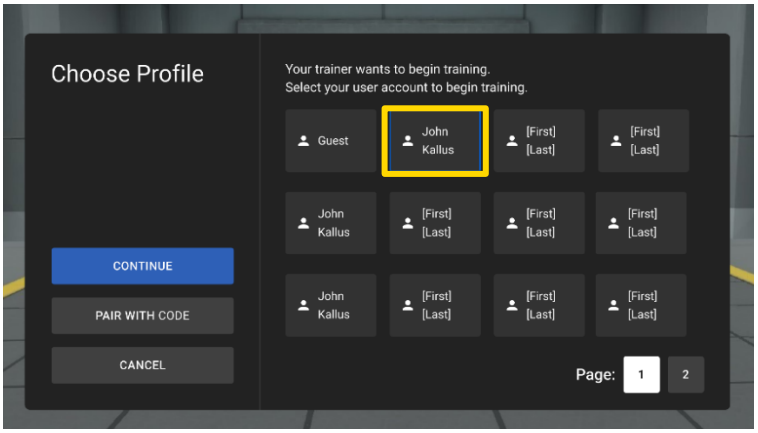
   b. You can select up to ten trainees to add to a group.

6. Once confirmed, the trainer will see the trainee's name and headset information on the tablet. Select the trainee.

7. If the trainee does not have an account, select the **Include Guest Profile** checkbox to let them use a guest profile.



8. Once the group is loaded or created the trainee in headset can see the updated list when they select **Pair with Trainer** in the Simulator Training application.

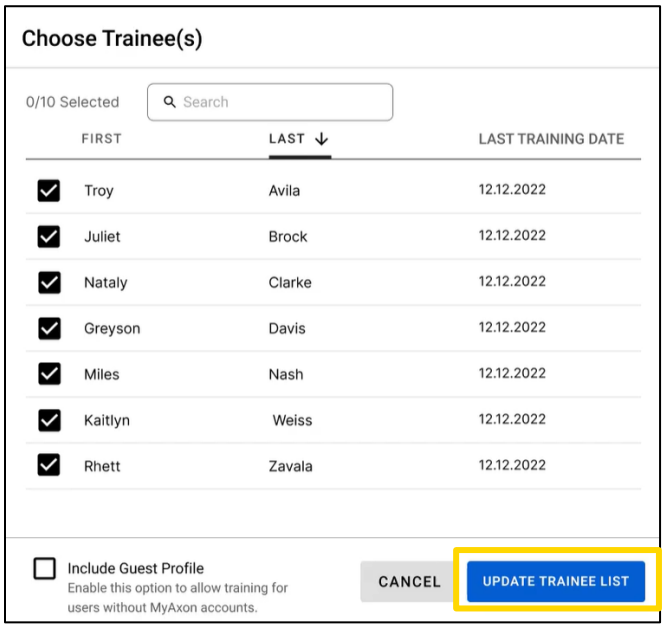


9. Direct the trainee to select their name and **Continue** on the Choose Profile screen.

   NOTE: If the trainer previously enabled the "guest" option and the trainee is a guest, they should select **Guest**.

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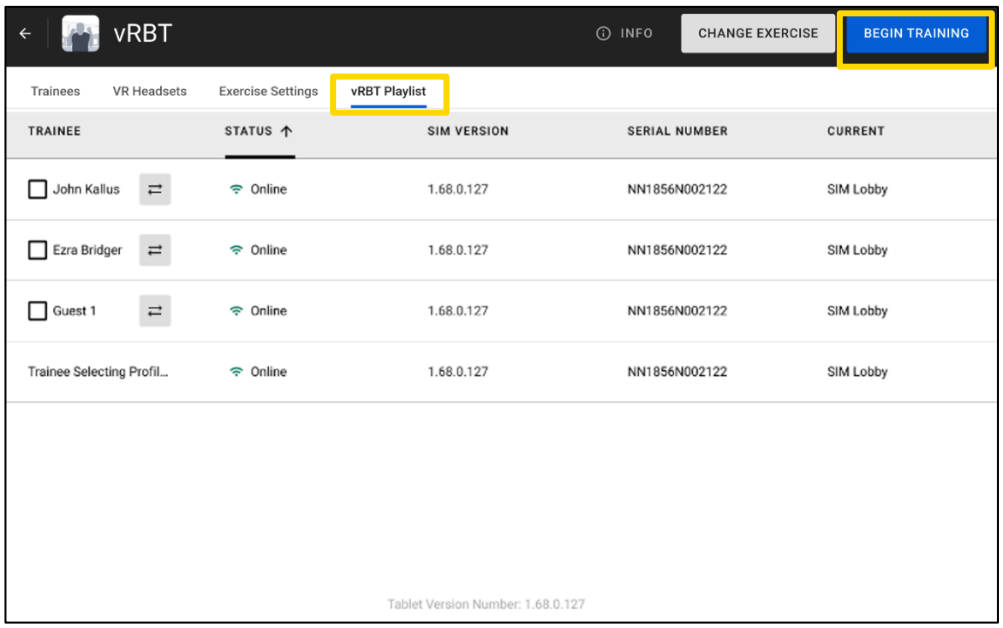
10. Select **Update Trainee List**.



11. Select the trainee and then launch the first scenario in the playlist by doing one of the following:

    a. Select **Begin Training** to load the previous playlist used.

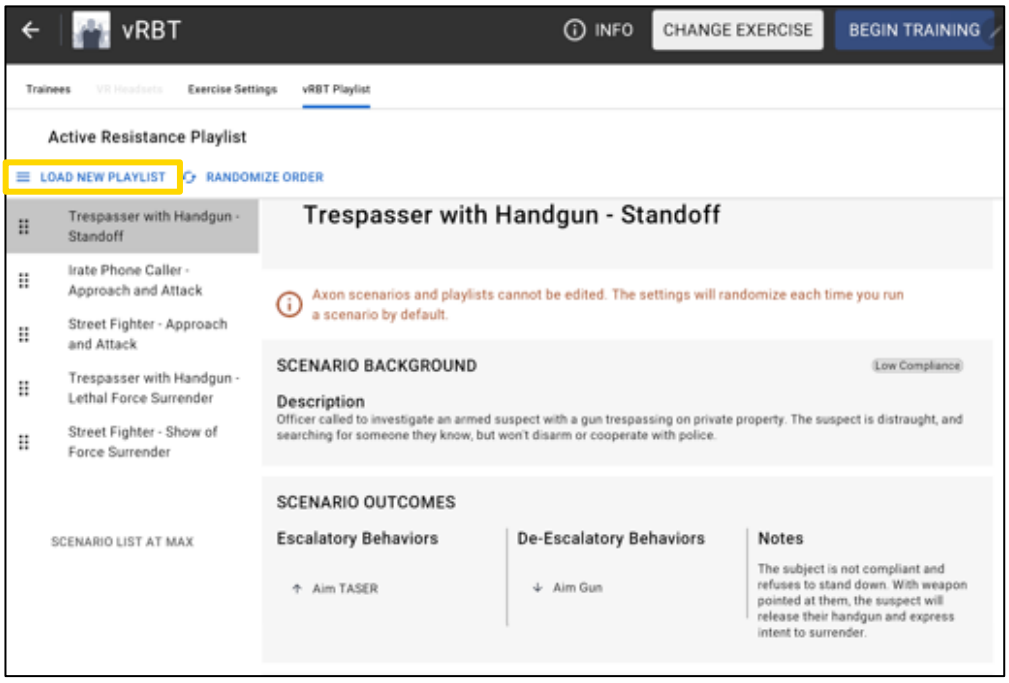
    b. Select the **vRBT Playlist** tab to select a specific playlist.



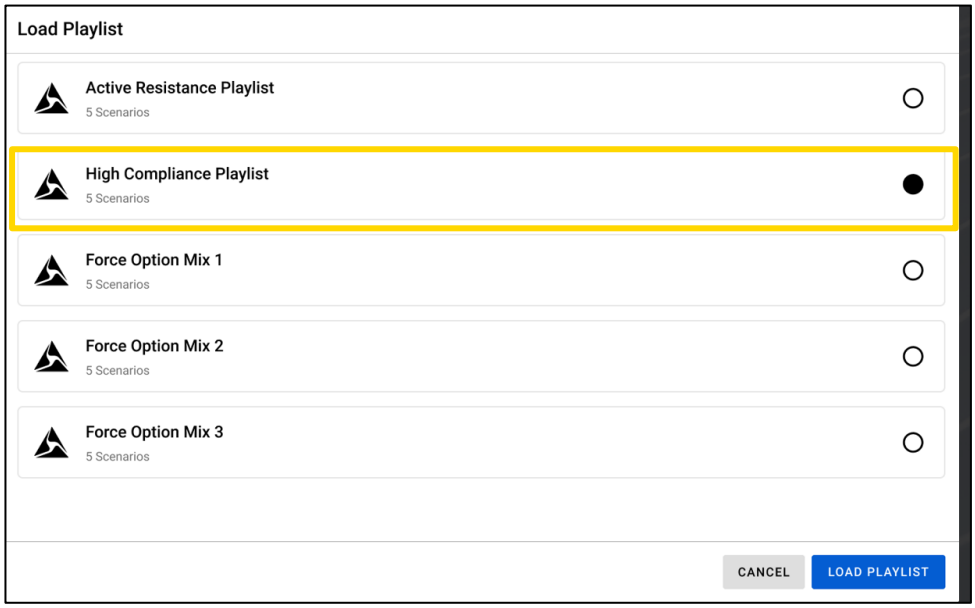
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12. By default, the Active Resistance playlist or the most recently viewed or loaded playlist will auto-load. If you want to launch a different playlist, do the following:

    a. Select **Load New Playlist**.

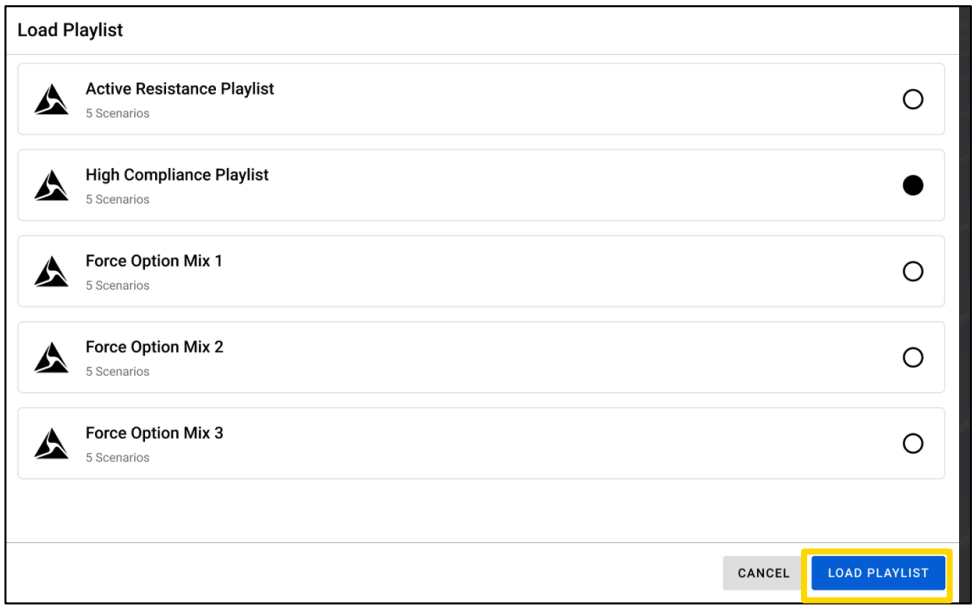


    b. Select a playlist.

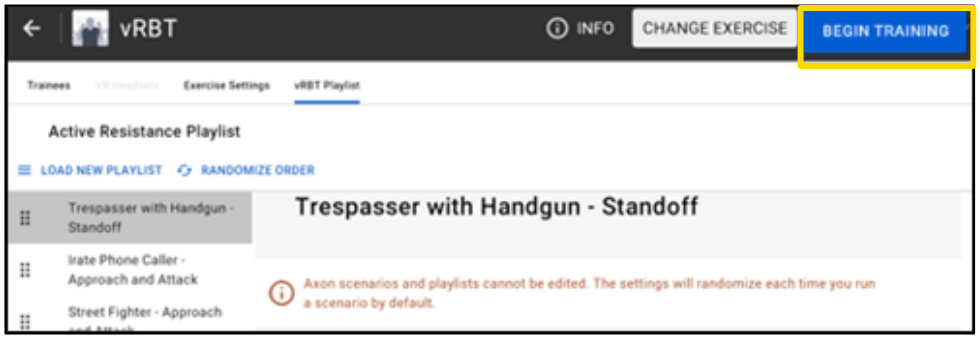


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c. Select **Load Playlist**.



d. Select **Begin Training** to launch the first scenario in the playlist.



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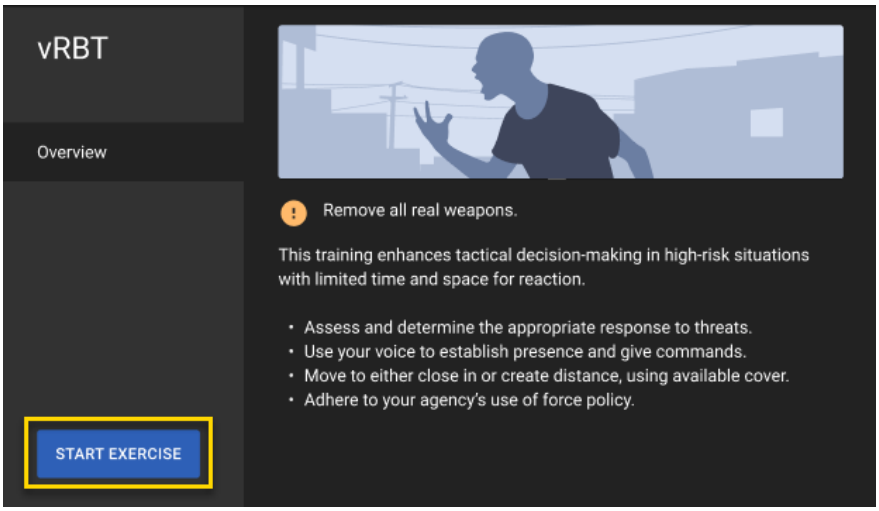
COMPLETE PLAYLIST SCENARIOS IN HEADSET (TRAINEE)

After the trainer launches a playlist, the trainee will start in the Briefing Room in headset.

NOTE: Once the trainee enters the Briefing Room, the trainer can view the headset screens on the tablet simultaneously.

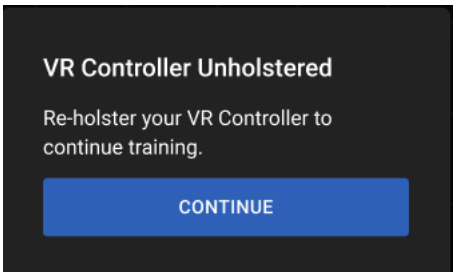
In the headset, the trainee will do the following:

1. Ensure they have removed all real weapons, review the expectations screen, and select **Start Exercise**.



2. If a VR Controller is unholstered, a dialog box will appear prompting the trainee to re-holster it. This action simulates a scenario where an officer is just arriving on scene. Select **Continue**.

   NOTE: It's recommended that trainees re-holster their VR Controllers before select **Continue**.



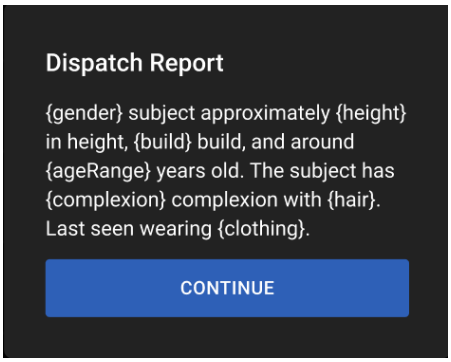
3. A **Stand Here** circle may display if the trainee is not already standing in the designated starting location. The trainee should move to the starting location.

   NOTE: If the trainee does not see the circle, have them check by their sides or behind them.



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4. Trainee reviews the Dispatch Report which includes information about the subject, location, and reason for the call.



5. Once the trainee selects **Continue**, a countdown timer will transition the scene into the first scenario in the playlist.

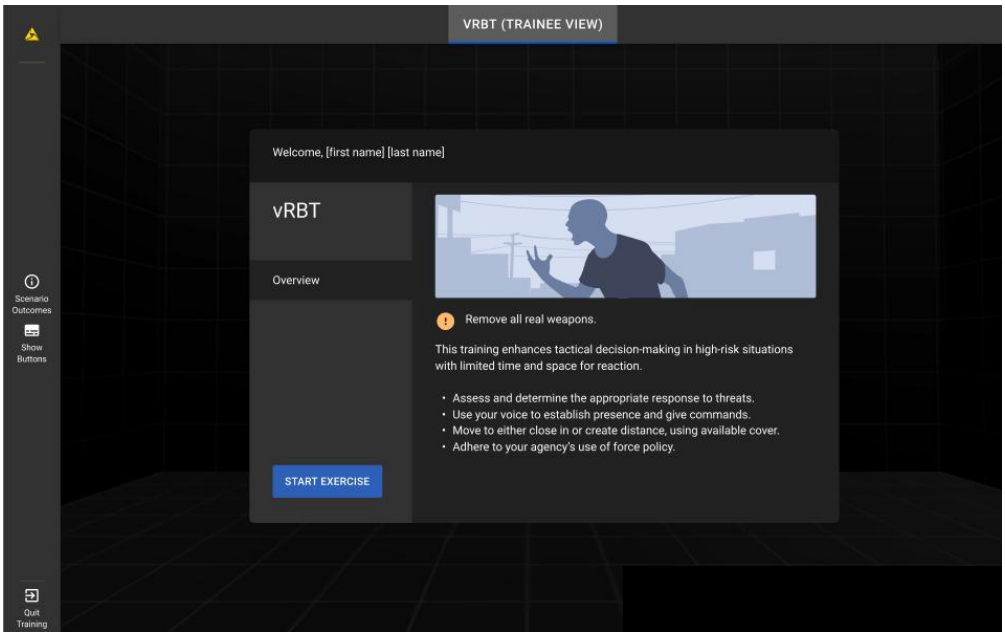


6. Trainee completes the first scenario in the playlist while the trainer observes on the tablet.

7. When the scenario is complete, the screen in headset will fade to black, and the trainee will return to the Briefing Room before starting the next scenario in the playlist.

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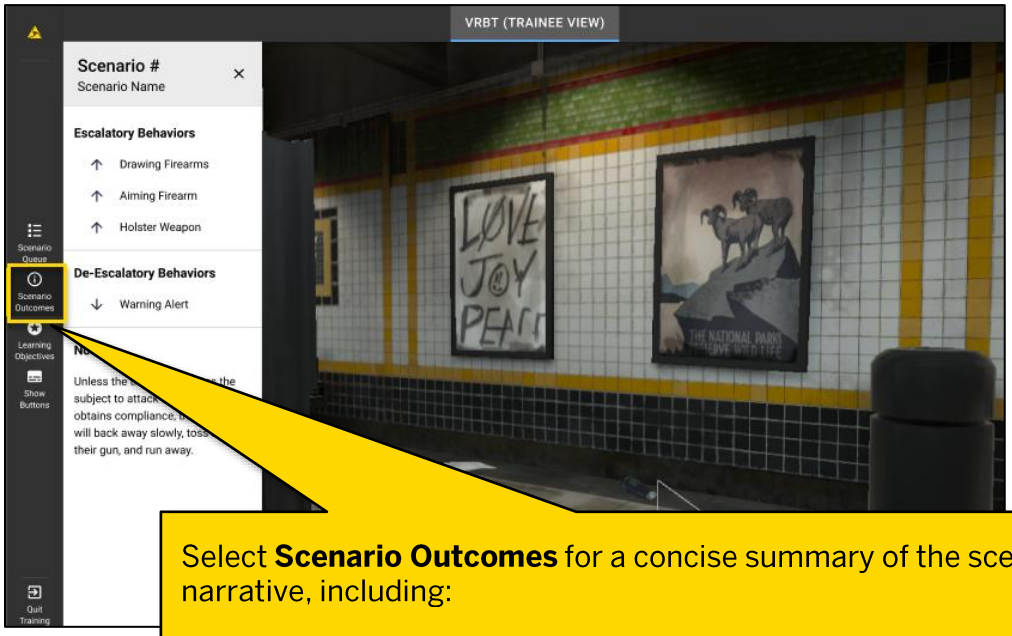
VIEW TRAINEE HEADSET SCENARIO VIEW ON TABLET (TRAINER)



Once the trainee enters the Briefing Room, the trainer can simultaneously view the trainee's headset screen on a tablet to monitor their actions.

The trainer can assist the trainee in navigating prompts as needed.

When the scenario begins, the trainer continues to view the same headset screen, observing the trainee's progress throughout the scenario.



Select **Scenario Outcomes** for a concise summary of the scenario narrative, including:

- Information on expected events based on the trainee's actions
- Escalation and de-escalation behaviors, along with indicators that trigger a compliance state
- Additional scenario notes

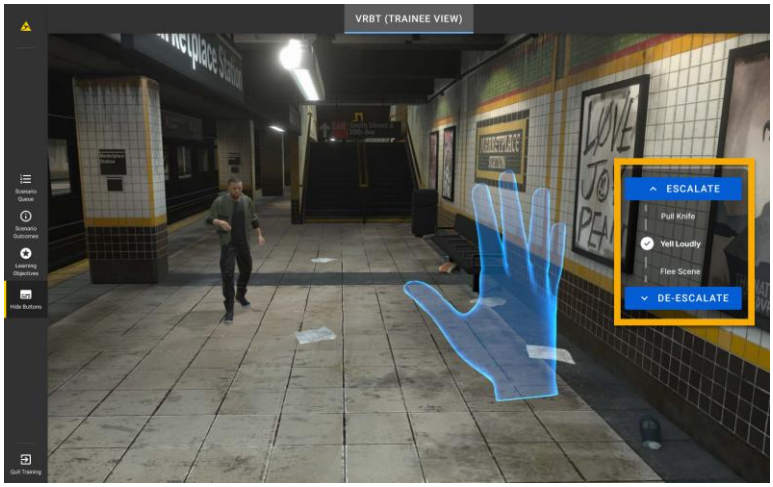
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ADJUST SCENARIO INTENSITY ON TABLET (TRAINER)

Simulator Training: vRBT includes the Escalate and De-Escalate feature, which enables trainers to adjust the course of the scenarios in real time during tablet-facilitated sessions.

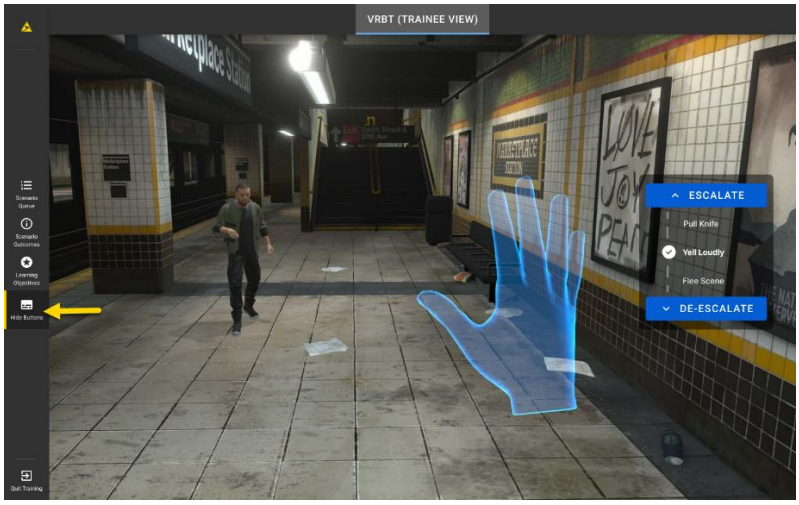
Whether increasing complexity to challenge decision-making or easing tension to support reflection and coaching, this feature enhances learner-focused, adaptive instruction without breaking scenario continuity.

Trainers can use the **Escalate** and **De-Escalate** buttons on the tablet at key points in a scenario to influence subject behavior and shape training outcomes.



REAL-TIME TABLET CONTROL	• By default, the **Escalate** and **De-Escalate** tablet buttons are temporarily disabled during the scenario introduction and conclusion to maintain narrative flow. Once the live portion of the scenario begins, the buttons become active and remain active throughout the scenario. • This functionality is available in both Axon and custom scenarios.
BEHAVIORAL IMPACT	Each use influences subject behavior without disrupting the narrative: • **Escalate**: Increases the emotional intensity or complexity of a subject's response • **De-Escalate**: Lowers stress levels and reintroduces calm to support coaching opportunities
SUBJECT COMPLIANCE LEVELS	Each scenario features three levels of subject compliance, which trainers can navigate between using the **Escalate** and **De-Escalate** buttons: • **High compliance**: Subject fully cooperates without hesitation • **Mid compliance**: Subject demonstrates partial compliance with hesitation, verbal resistance, or delays • **Low compliance**: Subject actively or passively resists commands, potentially escalating to physical aggression The specific actions associated with each compliance level may vary by scenario. Repeatedly alternating between the **Escalate** and **De-Escalate** buttons may shift the subject from high to mid or low compliance, simulating more challenging environments.

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WHEN & HOW TO USE	• Available only in Facilitated mode; not supported in Solo mode • Buttons appear on the tablet once the scenario transitions from the intro to live interaction • When a trainer selects a button, the subject completes their current line of dialogue before behavior changes. This preserves the narrative flow and prevents jarring mid-sentence transitions. • Trainers may choose not to use the buttons at all. In this case, the scenario continues along its pre-scripted path.
ADVANCED CONTROLS	• Trainers may select **Escalate** or **De-Escalate** multiple times during a scenario. Each selection incrementally alters subject behavior along the compliance spectrum. • To reduce screen distractions or avoid accidental input, trainers can hide the buttons by selecting **Hide Buttons** to remove the buttons from the tablet view.  • Select **Show Buttons** to restore the controls when ready to use. **NOTE**: The feature remains active in the background even when hidden by the trainer.
TRAINER TIPS	• **Strategic use**: Time escalation to test trainee emotional resilience and decision-making under pressure • **De-escalation for learning**: Use de-escalation to pause intensity and facilitate reflection or coaching with the trainee • **Balance flow**: Don't overuse the controls; preserve the scenario narrative realism • **Observe reactions**: Watch trainee responses and adapt accordingly

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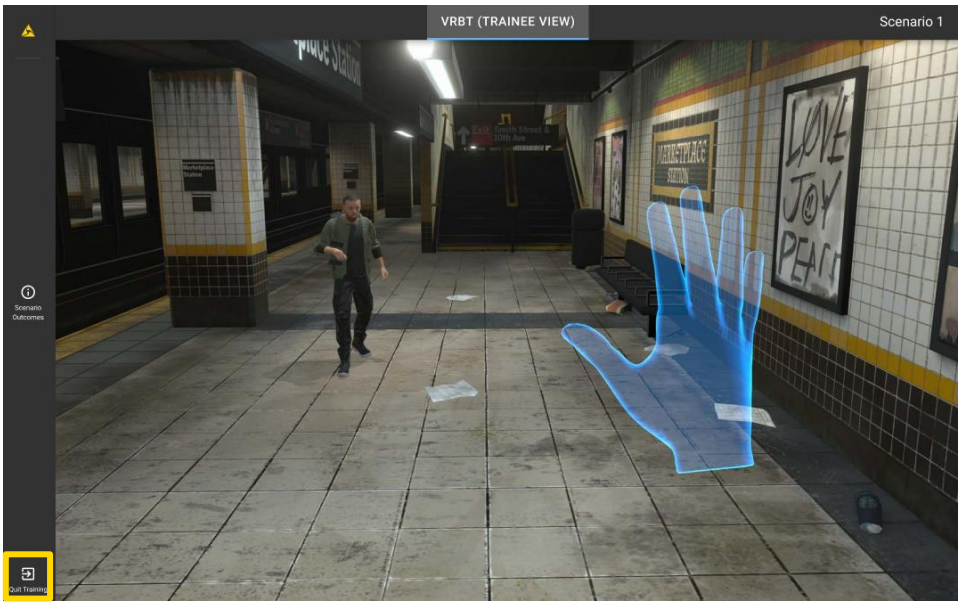
EXIT SIMULATOR TRAINING: vRBT (TRAINER)

Trainers can end a Simulator Training: vRBT session at any time. When a trainer ends a session, the trainee returns to the Simulator Training library in-headset, while the trainer is redirected to the **VR Headsets** tab on the tablet. From this tab, the trainer can update the training group.

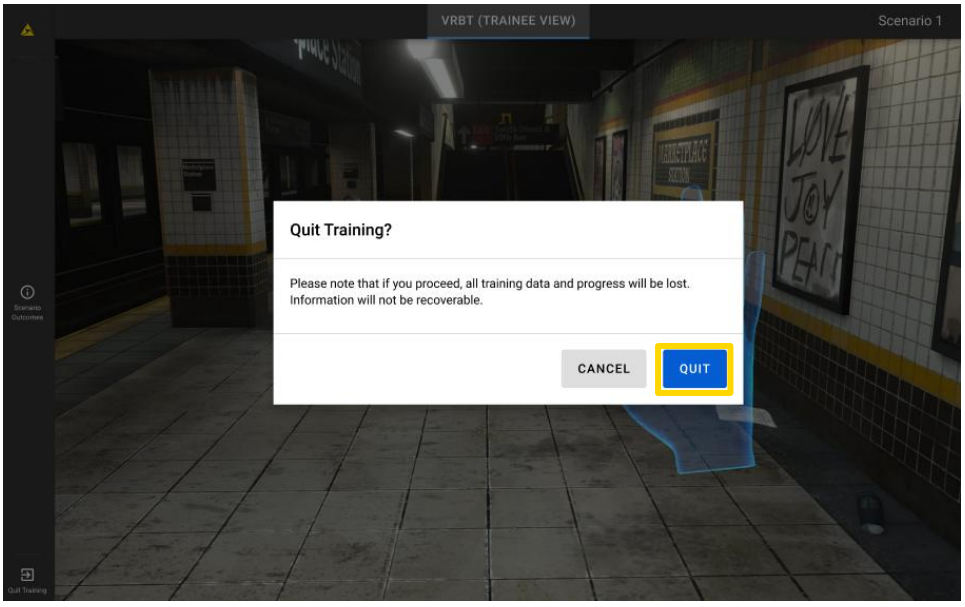
NOTE: If a trainer quits a training session, no training data will be recorded in the AAR for any scenarios, and the data cannot be recovered.

To end a training session, do the following:

1. Select **Quit Training**.



2. Select **Quit** in the dialog box to confirm the action.



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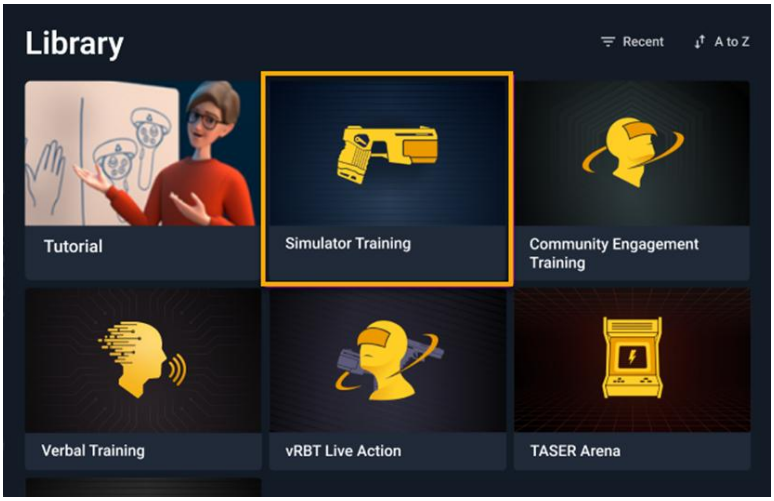
TRAINEE SELF-PACED TRAINING – SOLO MODE

In Solo mode, trainees can independently run scenarios on their headset without the need of a trainer or an active internet connection. Trainees can choose from a list of Axon pre-configured playlists.

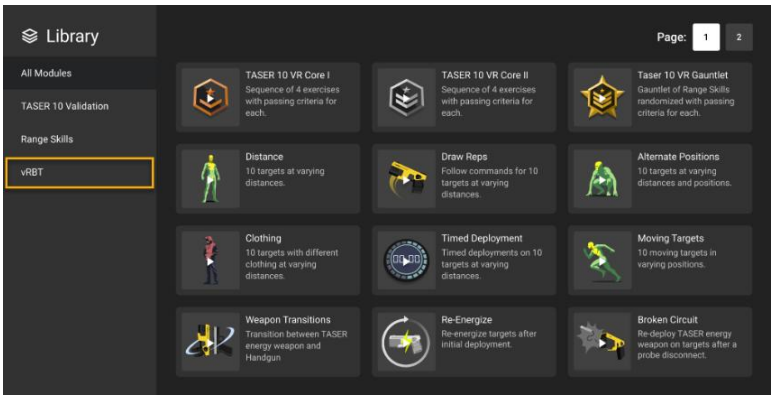
COMPLETE SCENARIOS IN HEADSET

Trainees can sign in to Simulator Training: vRBT directly from the headset to save their essential data to VR web app. For details, refer to the Trainee VR Headset Sign-In section of this guide.

1. In the library, select **Simulator Training**.

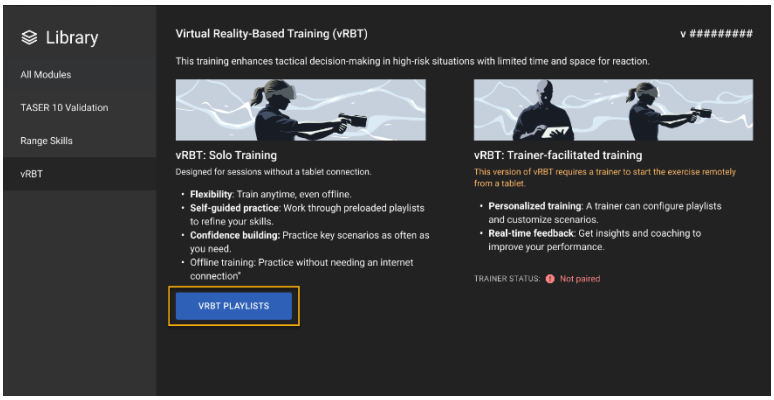


2. From the Simulator Training library, select **vRBT**.



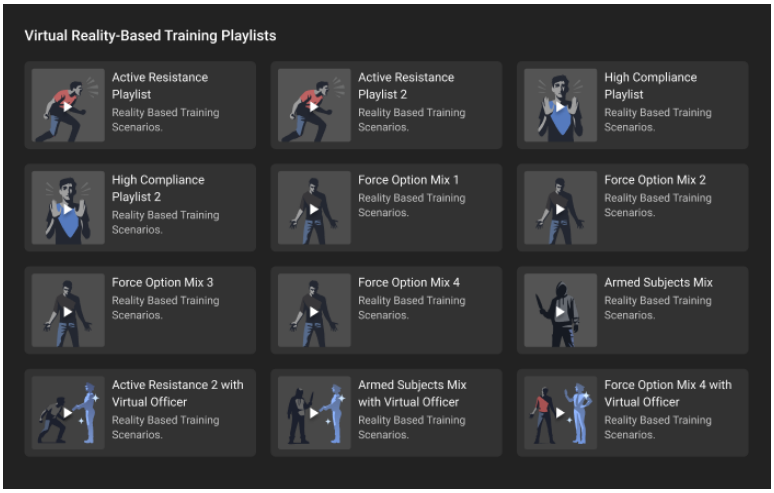
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3. In the headset, the vRBT screen displays the two training modes, Solo and Facilitated, along with brief descriptions of each mode. Select **vRBT Playlists**.



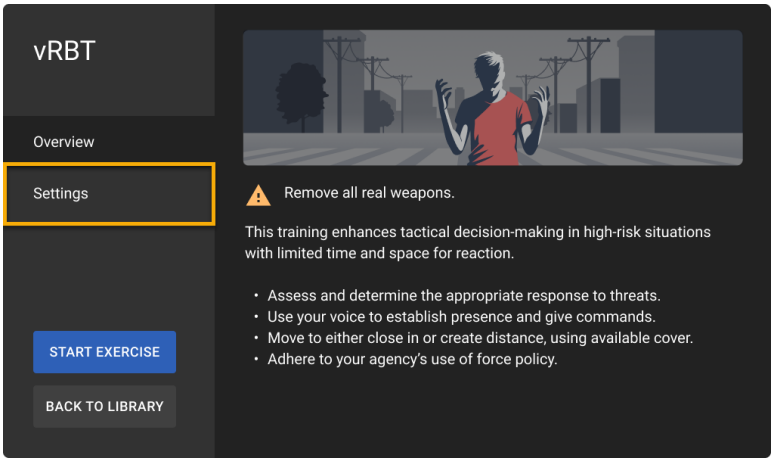
4. Select a playlist.

NOTE: Trainees will only be able to select an Axon pre-configured playlist in Solo mode; they cannot choose a customized playlist.



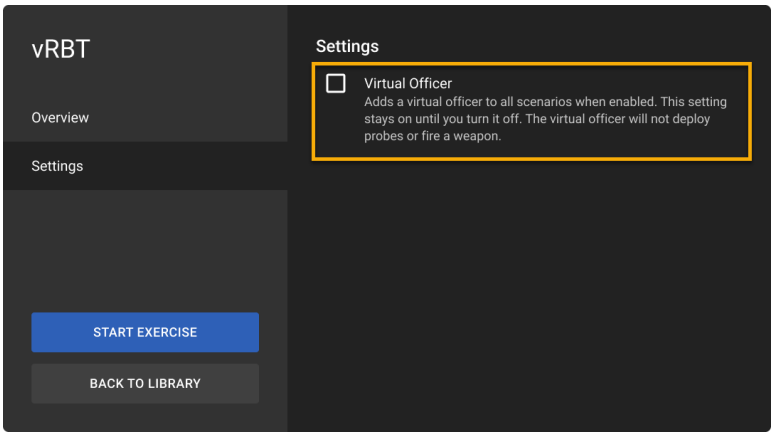
5. To add a Virtual Officer to the scenarios, select **Settings**.

NOTE: The Virtual Officer is a backup officer who may draw a TASER energy weapon or handgun, depending on the scenario, but they do not move, fire a weapon, or respond to commands. Their behavior is controlled by preset logic built into each scenario and is not affected by trainee input.



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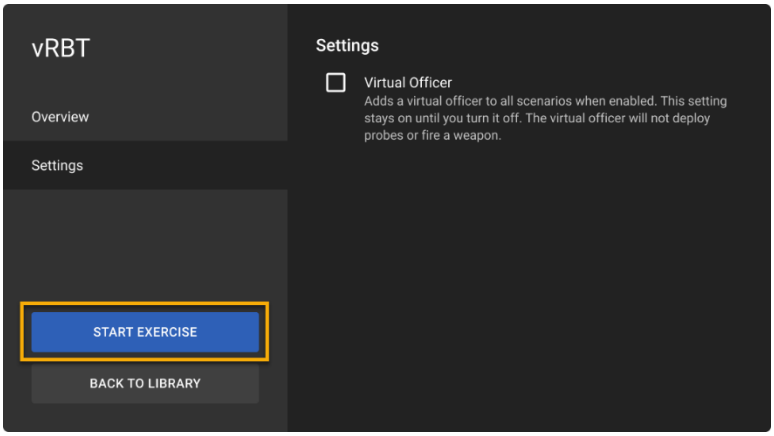
6. Select the **Virtual Officer** checkbox.



NOTES:

- Once the **Virtual Officer** setting is enabled, it remains on until manually turned off.
- In Facilitated mode, trainers can control the **Virtual Officer** setting on the tablet and trainees will not be able to change it while in-headset.

7. Select **Start Exercise**.



8. The Simulator Training application checks for a paired VR Controller.
   - If a VR Controller is paired, the application prompts the trainee to select whether they will use their left or right hand.
   - If a VR Controller is not paired, the trainee can pair one. See Pair VR Controllers.

NOTE: Axon recommends pairing the Handgun and TASER VR Controllers and holstering them at the start of each scenario. This action simulates a scenario where an officer is just arriving on scene.

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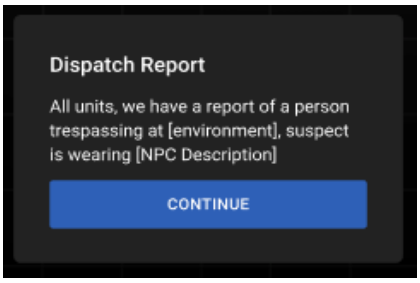
9. If a VR Controller is unholstered, a dialog box will appear prompting you to re-holster it. This action simulates a scenario where an officer is just arriving on scene. However, you can proceed without holstering the VR Controller. Select **Continue** in the dialog box.



10. A **Stand Here** circle may display if you are not already standing in the designated starting location. If you don't see it, check by your sides or behind you.



11. Review the **Dispatch Report**.



12. Once you select **Continue**, a countdown timer will transition the scene into the first scenario in the playlist.

13. After you complete a scenario, the screen in headset will fade to black, and you will return to the Briefing Room before starting the next scenario in the playlist.

14. After you've completed the playlist, an After-Action Report (AAR) will display.

    a. Review this report to analyze your performance.

    b. You can choose to replay the same playlist, choose a different playlist, or return to the Lobby to end the Simulator Training: vRBT session.

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AFTER-ACTION REPORT (AAR)

After a trainee completes all the scenarios in a playlist in-headset, the After-Action Report (AAR) will display on both the headset and tablet. This report is tailored for both the trainer and trainee, so each will view their own separate report. Actions by the trainer or trainee do not affect the AAR of the other.

On the tablet, the AAR includes a tab for each scenario in the completed playlist. Select a tab to analyze the details of that scenario.

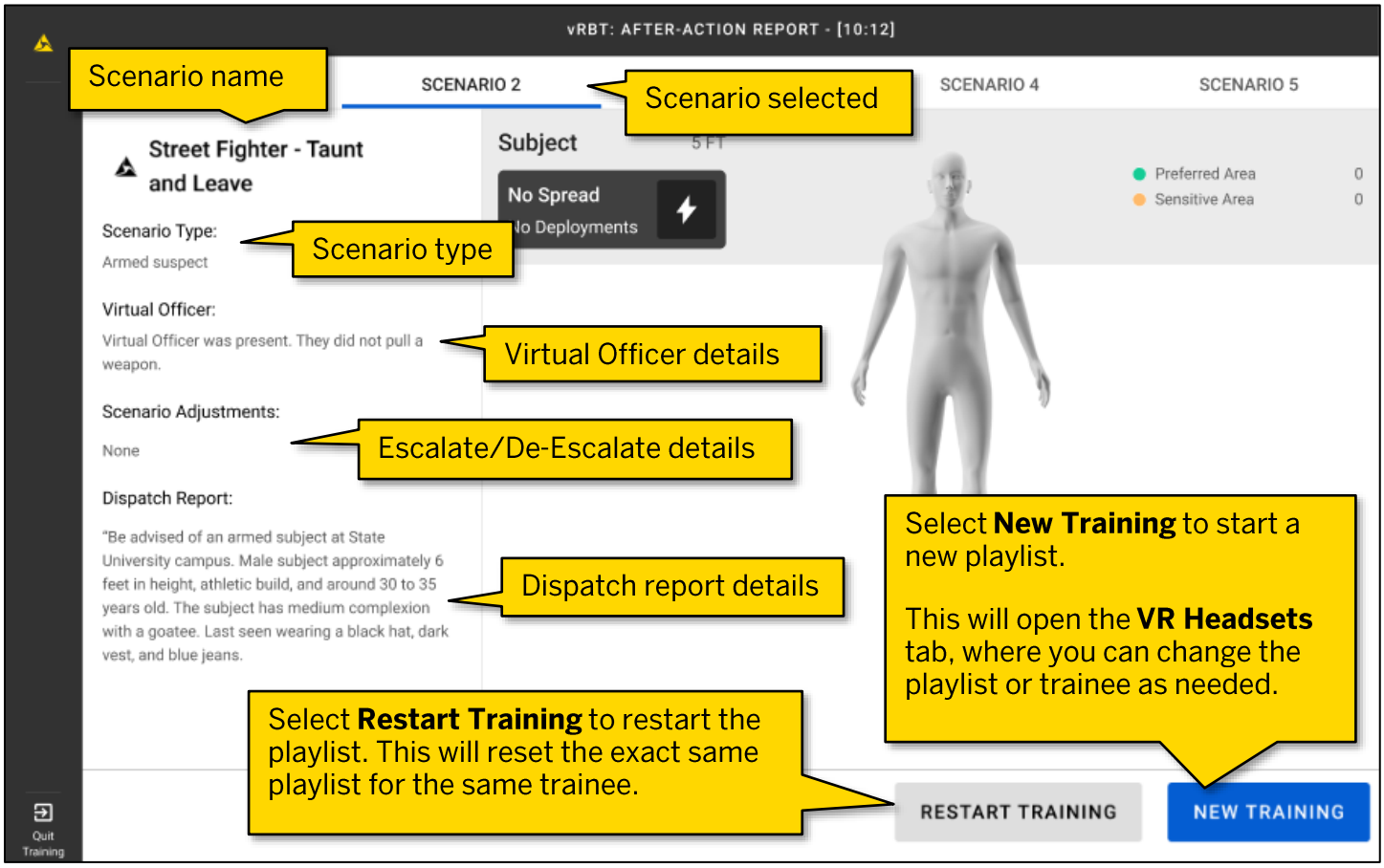
NOTE: To quickly determine whether an AAR is for a Handgun VR Controller or a TASER VR Controller, look for the spread visual, which only appears in the TASER VR Controller AARs.

For information about uploading AARs to VR web app, refer to the Managing AARs in VR Web App section of this guide.

AAR EXAMPLES (TABLET/TRAINER)

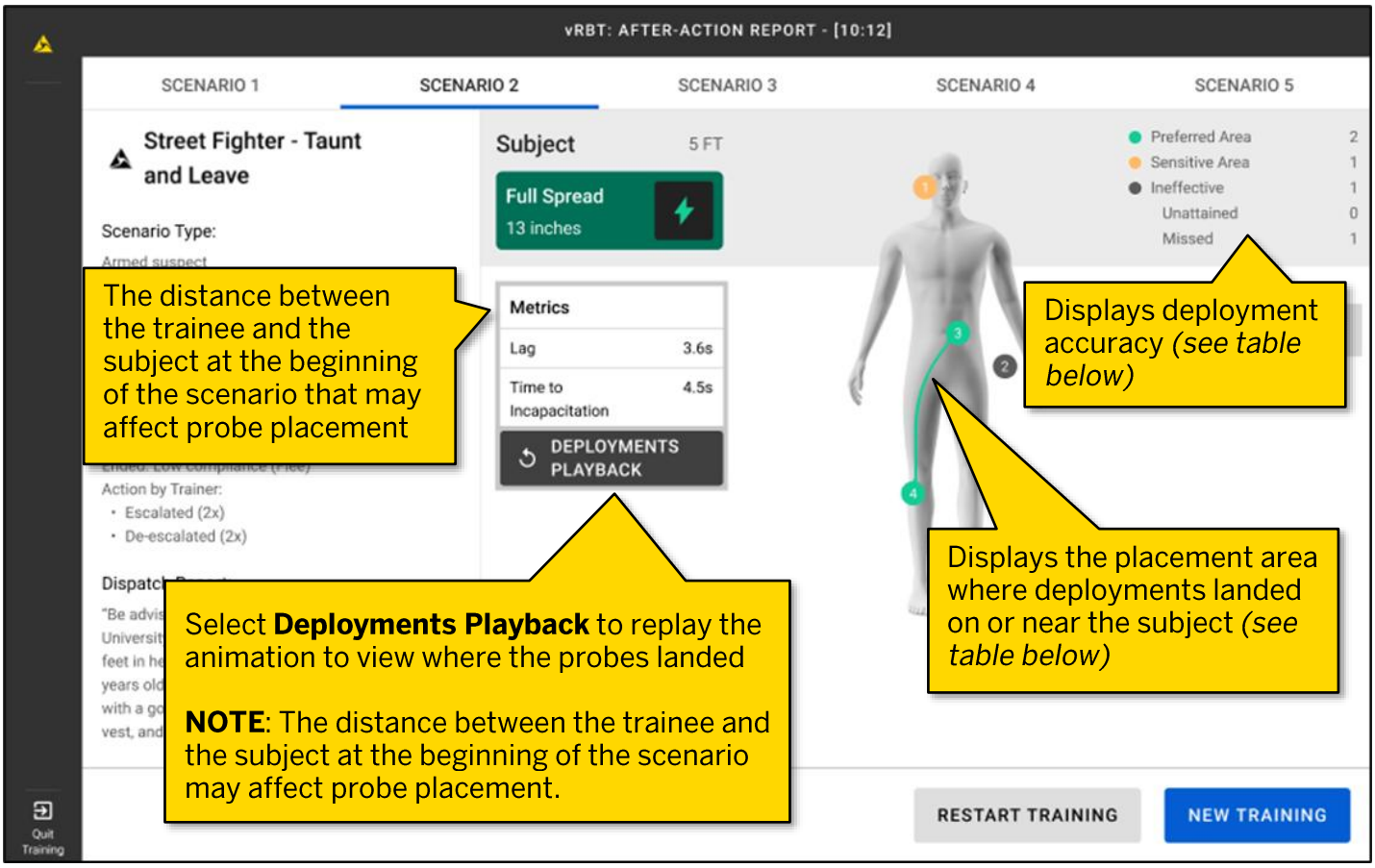
NO DEPLOYMENTS

This example AAR reflects a scenario where the trainee neither deployed a TASER energy weapon nor fired a handgun. This could indicate a "no-shoot" scenario where the trainee deemed weapon use unnecessary or successfully achieved de-escalation through a Warning Alert.



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TASER ENERGY WEAPON DEPLOYMENT

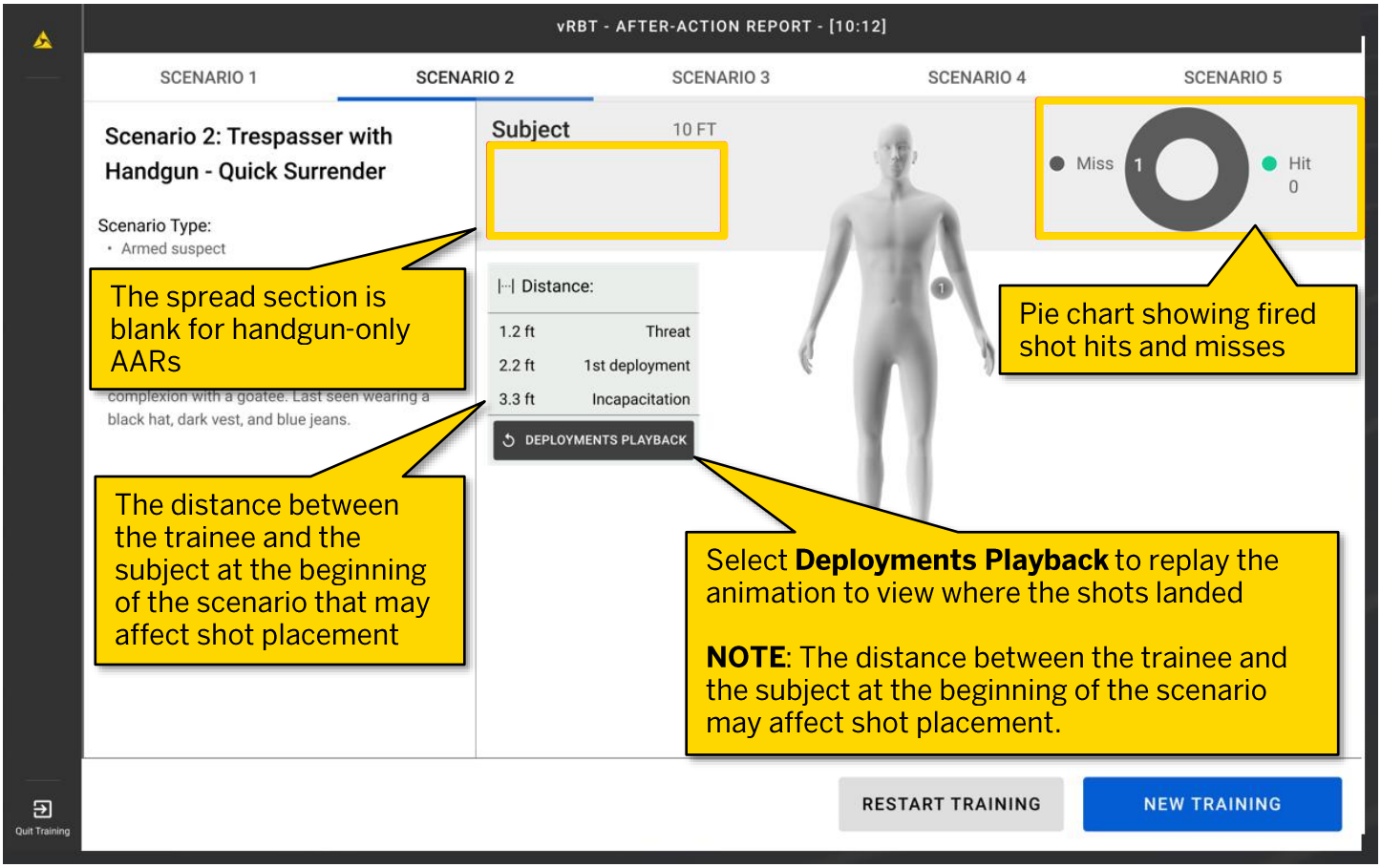


DEPLOYMENT ACCURACY	
This section provides a detailed breakdown of outcomes, including the number of deployments that landed in the following categories. This breakdown helps assess the accuracy and effectiveness of the TASER energy weapon deployments.	
PREFERRED AREA	Deployment that successfully hit preferred placement areas
SENSITIVE AREA	Deployment that landed in sensitive placement areas
INEFFECTIVE	Deployment that landed in ineffective placement areas
UNATTAINED	Deployment that landed on the target but did not achieve the desired effect (such as hitting clothing)
MISSED	Deployment that missed the subject entirely

DEPLOYMENT PLACEMENT AREA	
GREEN	Preferred placement area
YELLOW	Sensitive placement area
GRAY	Ineffective placement area

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HANDGUN DEPLOYMENT

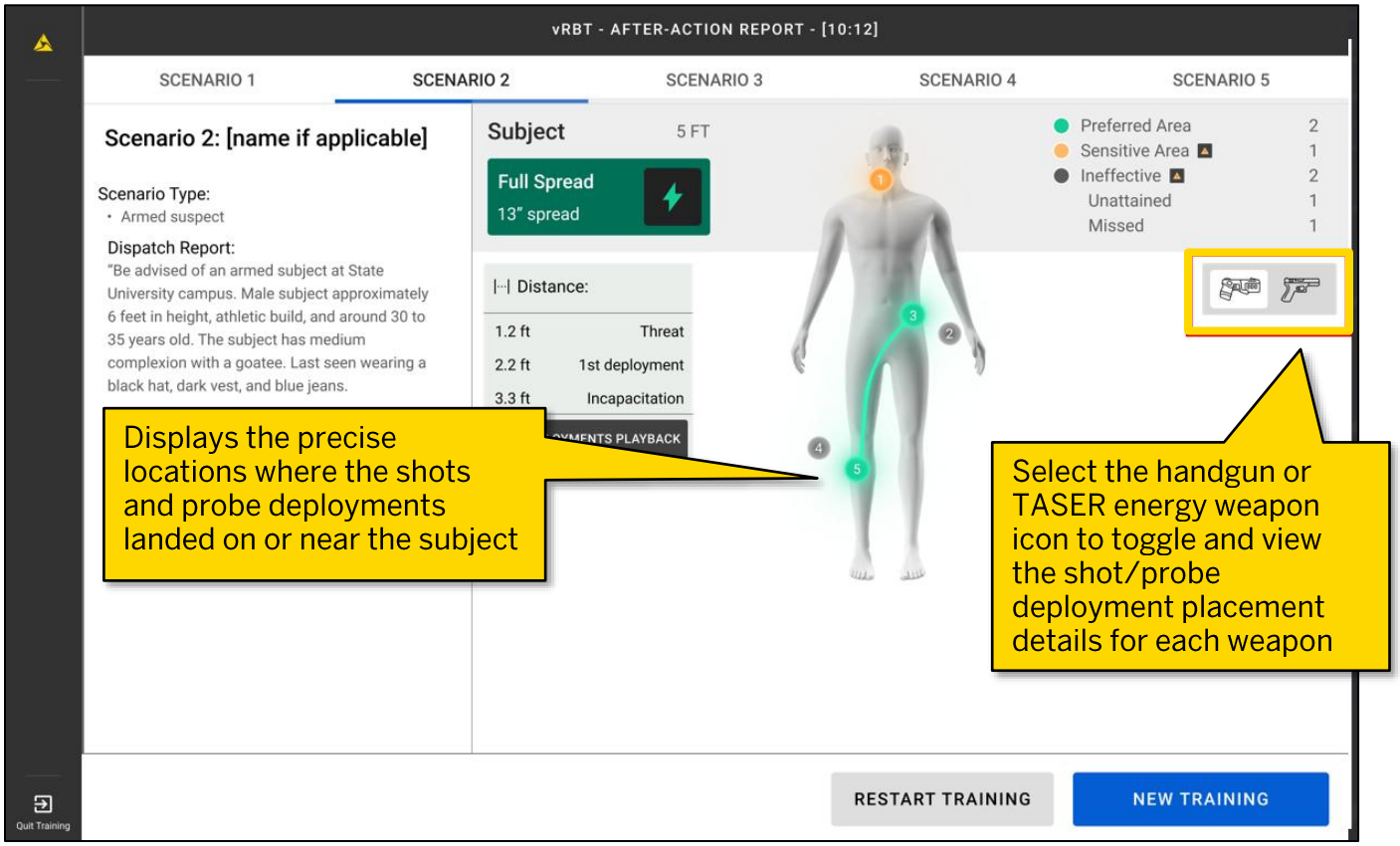


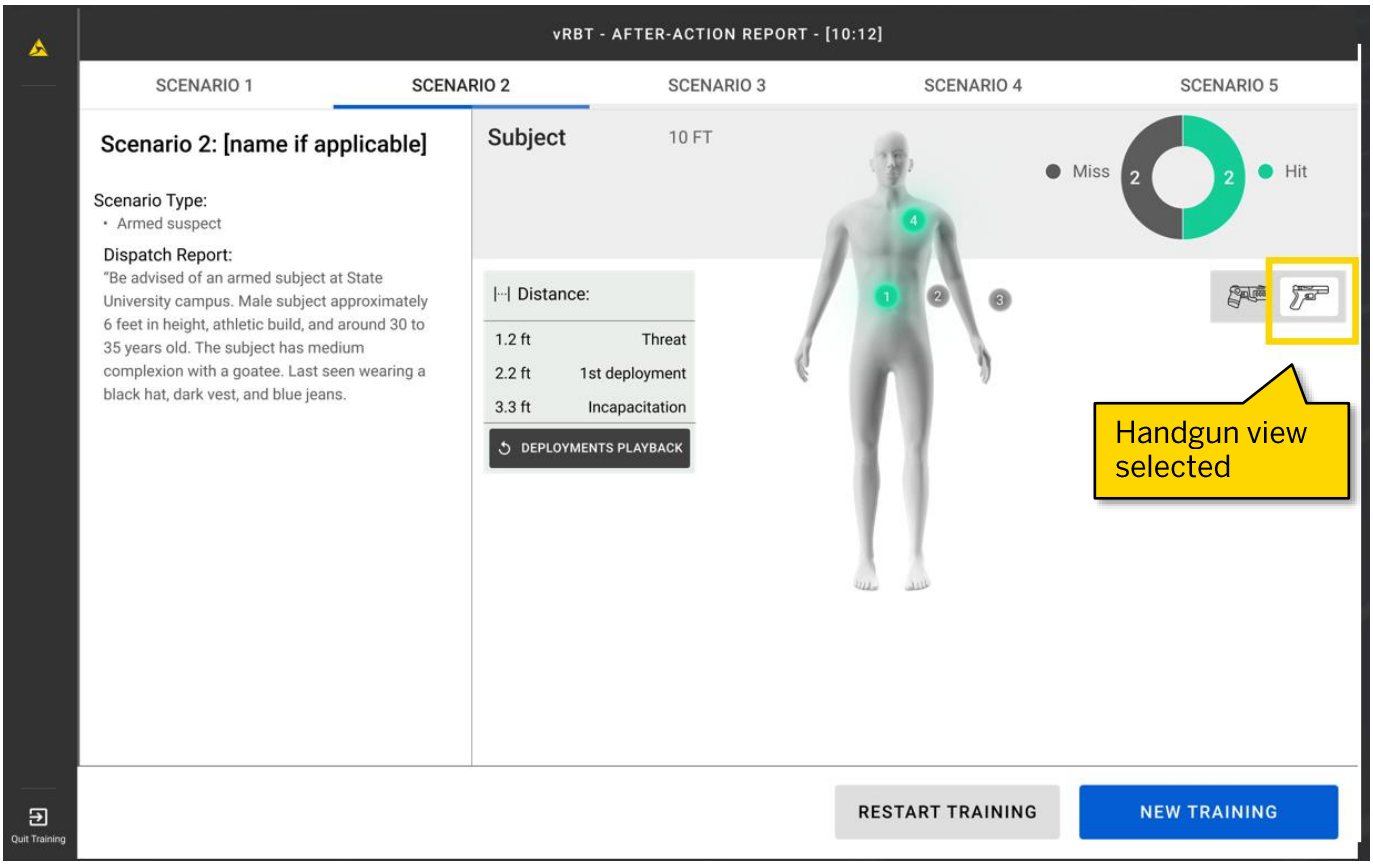
SHOT ACCURACY	
HIT	Shot that hit the subject
MISSED	Shot that missed the subject entirely

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TASER ENERGY WEAPON AND HANDGUN DEPLOYMENTS

This example AAR reflects a scenario where the trainee deployed a TASER energy weapon and fired a handgun.





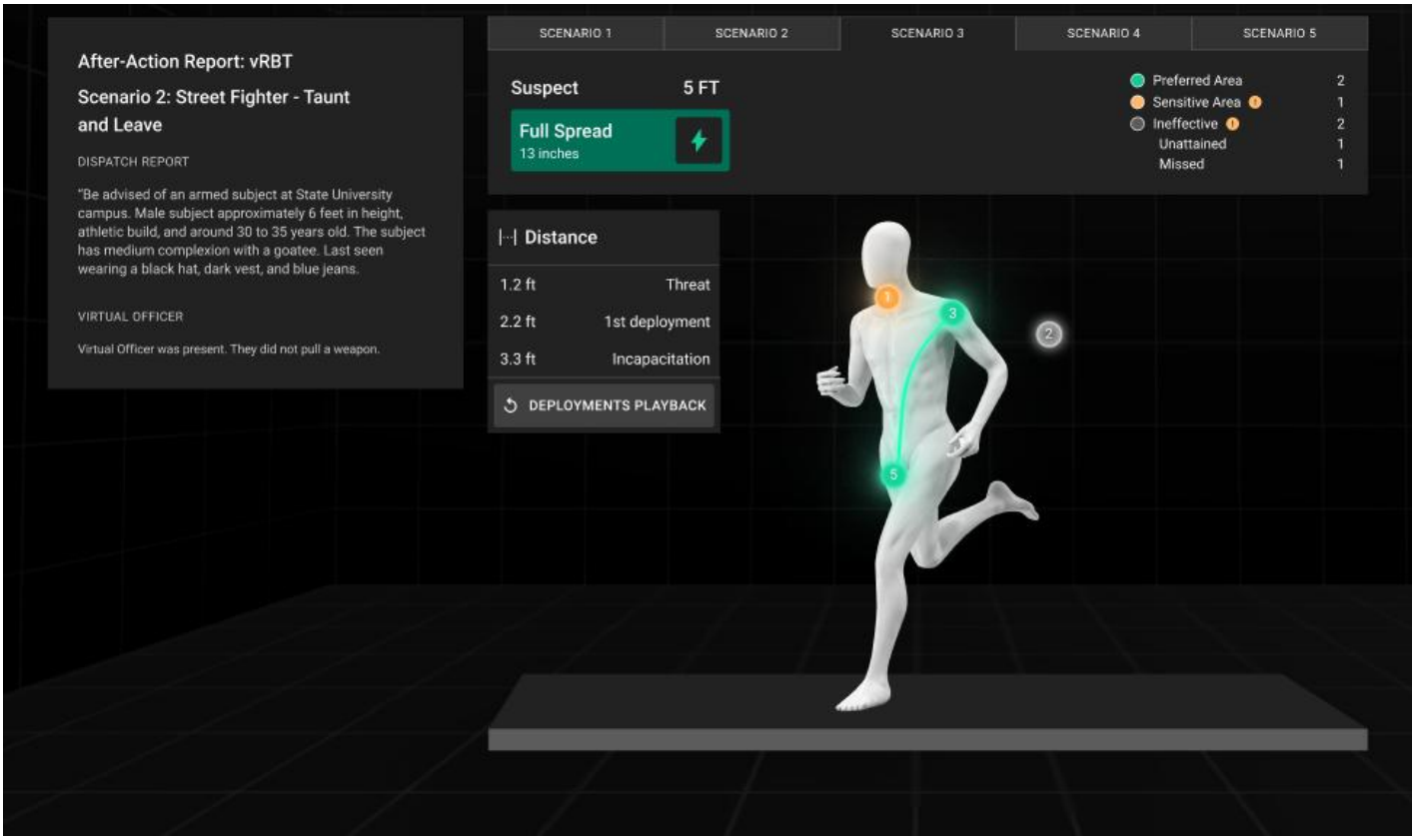
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AAR EXAMPLE (HEADSET/TRAINEE)

AARs for trainees will display the same data as AARs for trainers on the tablet.

The trainee and trainer can independently view the AAR data and deployments playback and then discuss together during the debrief session.

NOTE: Trainees will not be able to move past the AAR until the trainer exits the AAR screen on their tablet.



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MANAGING AARS IN VR WEB APP

Trainers can upload and manage AARs from tablet-facilitated Simulator Training: vRBT scenarios in VR web app.

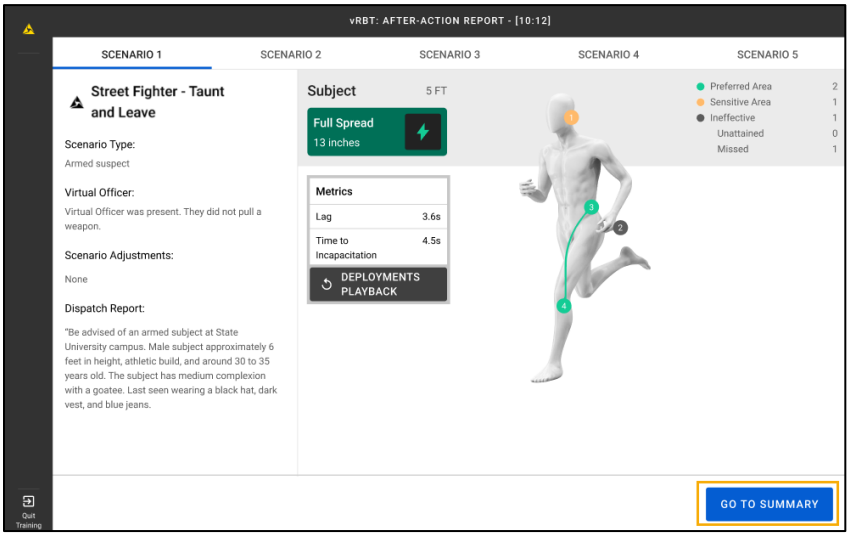
AAR uploads are only available for trainees with registered accounts. Guest accounts do not have this functionality.

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

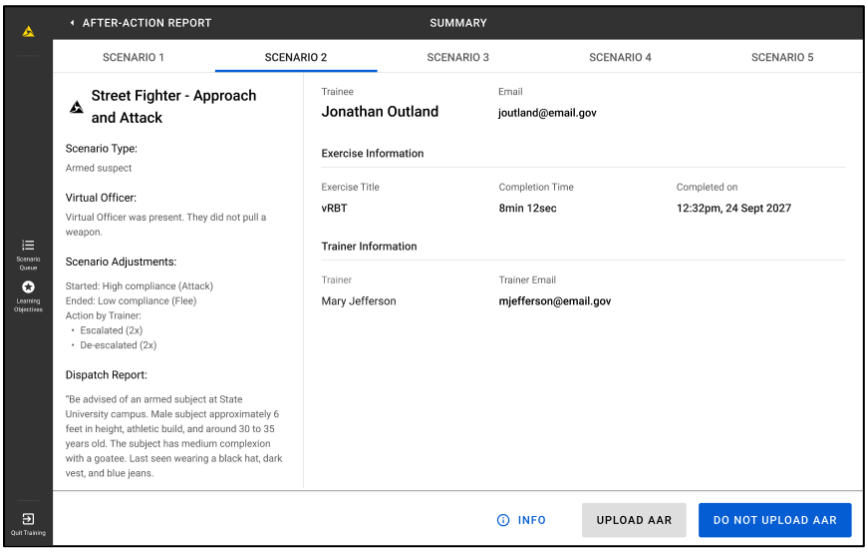
UPLOADING AARS

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.

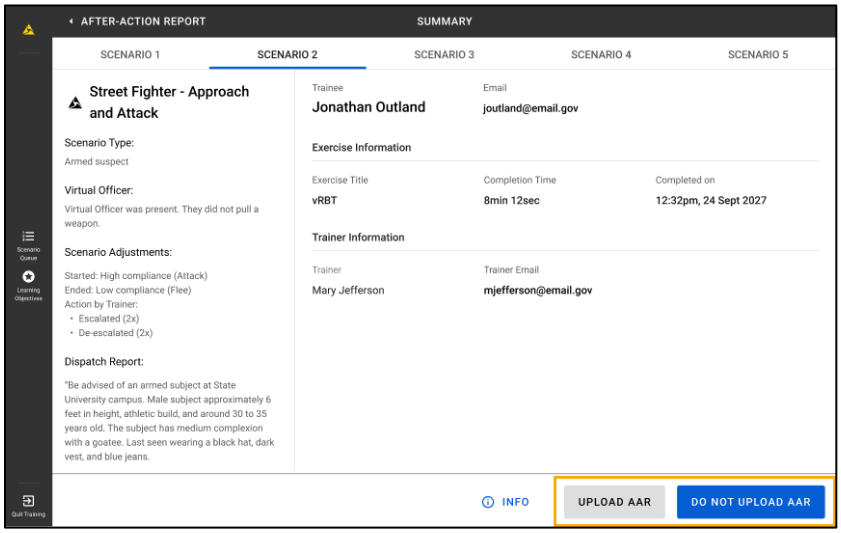


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4. Select one of the following:

    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

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VIEWING UPLOADED AARS

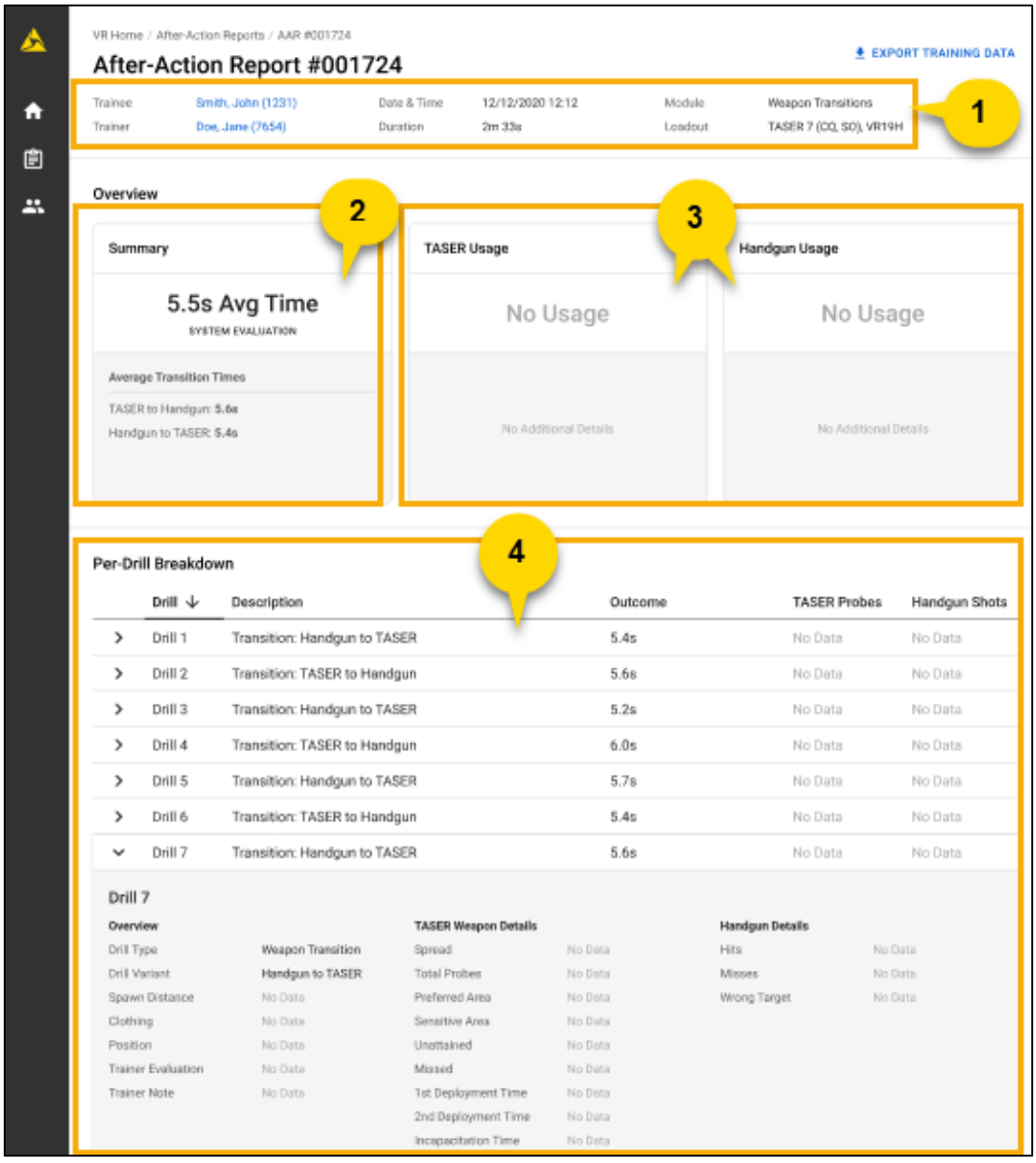
To view the AARs uploaded from the tablet, you must sign in to VR web app using the same account information used on the tablet.

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:



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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.

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EVALUATION PROCEDURE

After the trainee completes the scenarios in a playlist in the headset, debrief with the trainee and do the following:

- Discuss the trainee's results and provide tips for improving performance
- Supplement scenarios with operational context aligned to agency policy to help connect outcomes to real-world expectations
- Incorporate relevant agency resources, policies, best practices, and guidelines

DEBRIEFING CORRECTIONS SCENARIOS

Real-world considerations

- When debriefing the corrections scenarios, reinforce that while vRBT provides valuable experiential learning, it does not fully replicate real-world corrections conditions.
- The corrections scenarios in VR may not fully represent:
  - Unit-wide body language and group dynamics
  - Ambient tension within a housing unit
  - Ongoing relational dynamics between officers and incarcerated individuals
  - The escalatory pressure of confined spaces and limited movement options
- During the debrief, ask how these factors would influence the trainee's real-world response and decision-making.

TASER energy weapon use

- Evaluate use based on the totality of circumstances and agency policy, with decisions guided by subject behavior.
- Reinforce that the goal is not necessarily TASER energy weapon deployment but to achieve an observable compliant change in behavior using the most appropriate method at the right time
- Consider how presence/display may influence behavior depending on context.
  - May de-escalate or escalate, especially in group settings or where authority dynamics are heightened.
  - Incarcerated subjects may perceive use as immediate and personal, impacting response.
- Evaluate the role of officer discretion and communication, including whether alternative approaches could reduce tension without escalating force. For example, allowing limited flexibility (such as extra phone time for an emergency) to reduce conflict.
- Assess whether use or display escalated or de-escalated the situation and how this differs from public-facing environments.

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DEBRIEFING CASINO SECURITY SCENARIOS

Real-world considerations

- When debriefing the casino security scenarios, reinforce that while vRBT provides valuable experiential learning, it does not fully replicate real-world casino security conditions.
- The scenarios in VR may not fully represent:
  - Crowd dynamics and the presence of bystanders in an active gaming environment
  - Ambient noise, sensory distractions, and the heightened stimulation of a casino floor
  - Ongoing relational dynamics between security personnel and patrons, including repeat visitors or high-value guests
  - The challenges of confined or crowded spaces with limited room to maneuver
- During the debrief, ask how these factors would influence the trainee's real-world response and decision-making.

TASER energy weapon use

- Evaluate use based on the totality of circumstances and agency policy, with decisions guided by subject behavior.
- Reinforce that the goal is not deployment, but achieving compliant behavior using the most appropriate method at the right time.
- Consider how presence or display of a TASER energy weapon may influence behavior in a casino environment.
  - Display may de-escalate or escalate depending on the setting — in a high-visibility public space such as a casino floor, the presence of a TASER energy weapon may draw bystander attention and amplify the perception of threat or aggression.
  - Patrons may perceive use or display as disproportionate in a non-criminal context, particularly in noise complaint or intoxication scenarios where the subject poses a lower-level threat.
  - Public perception and reputational considerations for the venue may be relevant factors in the trainee's decision-making.
- Evaluate the role of officer discretion and communication, including whether alternative approaches could resolve the situation without introducing a use-of-force dynamic. For example, redirecting a patron, involving a supervisor, or offering to call transportation.
- Assess whether use or display escalated or de-escalated the situation and how this differs from corrections or public-safety environments where authority dynamics and subject expectations may differ significantly.

Use the Trainee Evaluation form, along with the debriefing questions and scenario assessment rubric, to document performance notes and track individual trainee evaluations. Print copies for each trainee as needed.

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TRAINER EVALUATION GUIDANCE

- Use the AAR and agency policy to guide the debrief discussion, reviewing trainee decisions and performance outcomes.
- Ask the trainee to justify their actions and explain their decision-making based on the scenario.
    - **Example**: The trainee may have chosen not to use a weapon during a physical altercation; however, discuss how they might have responded hands-on in a real-world situation, since this option is not available in the VR scenario.
- If you adjusted the scenario intensity in real-time, do the following:
    - Ask the trainee to describe factors that influenced their decisions as the scenario escalated or de-escalated.
    - Highlight how the trainee responded to changes in subject compliance (for example, from verbal resistance to physical aggression).
    - Use compliance levels (high, mid, or low) as benchmarks for evaluating appropriate use of force and communication with the subject.
- Use the scenario assessment rubric to evaluate trainee performance against the learning objectives.
- Consider having the trainee complete a written report based on the scenario.

AGENCY RESOURCES

This training is best augmented with agency-specific resources. Axon does not make any recommendations on agency policies.

In alignment with agency policy, consider creating a supplemental guide (or use the space below to add agency-specific notes) to share with trainees that includes the local and state resources available that are specific to your agency and community, best practices, and agency-specific guidelines.

AGENCY-SPECIFIC NOTES

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TRAINEE EVALUATION – SIMULATOR TRAINING: vRBT

TRAINEE NAME	TRAINEE ID	TYPE
		☐ Recruit ☐ Officer

DEBRIEFING QUESTIONS

Ask the following debriefing questions to help evaluate trainee performance.

DECISION-MAKING & CRITICAL THINKING

- ☐ What factors influenced your on-scene actions/decisions?
- ☐ What were you thinking when the subject became more aggressive?
- ☐ Would you change any of your choices after viewing the outcome of the scenario? What actions would you take?
- ☐ Did any of the consequences of certain choices come as a surprise? If so, which one(s)? Why?

DE-ESCALATION & COMMUNICATION

- ☐ What choices seemed the least effective in de-escalating the situation? Which were most effective?
- ☐ How would you evaluate your verbal engagement with the subject? Are there ways you could have improved what you said?

USE OF FORCE, LAW, & POLICY

- ☐ What is our agency's use of force policy in responding to situations similar to this scenario?
- ☐ Did your actions conform to the law and policy? Articulate why.

THREAT ASSESSMENT & SITUATIONAL AWARENESS

- ☐ What subject behaviors were indicators of a threat?
- ☐ What indicators suggested the subject was likely not a threat? (Audible cues, environmental factors, immediate surroundings, body language, etc.)
- ☐ When did the subject's behavior shift toward noncompliance or resistance? What indicators led you to that conclusion?
- ☐ What specific actions or cues signaled a change in the subject's compliance, and how did that influence your next step?

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TACTICAL SKILLS & PERFORMANCE

- [ ] How do you think you performed in managing distance and utilizing cover options? What would you have done differently?

- [ ] How would you assess your weapons manipulation skills during these scenarios? Are there specific areas you would like to work on (such as Draw Reps, etc.)?

AGENCY-SPECIFIC QUESTIONS

- [ ]

- [ ]

- [ ]

TRAINER NOTES

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SCENARIO ASSESSMENT RUBRIC

Use the assessment rubric below to help assess trainee performance against the learning objectives:

Observe the following passing trainee behaviors while they demonstrated best practices for tactical considerations according to agency policy when responding to situations involving a high-risk subject with limited time or space for reaction, while mitigating risks and effectively diffusing situations involving all parties on scene:	
☐ **SUBJECT BEHAVIOR IDENTIFICATION**	The trainee recognized the following when identifying the subject's behavior: • Body language • Emotional response • Physical responses • Potentially dangerous behavior
☐ **LEGAL AUTHORIZATION AND COMMUNICATION**	The trainee applied legal authorization and communication techniques according to agency policy: • Identified themselves as an officer • Vocalized legal authority **NOTE**: This does not apply in the Corrections scenarios, • Verbalized intent • Used clear and concise verbal commands • Tried to de-escalate the situation by calmly speaking to the subject and encouraging them to comply with instructions (throughout, if appropriate under the circumstances) • Followed proper radio procedures
☐ **SCENE MANAGEMENT (POSITION AND MOVEMENT)**	The trainee assessed and managed position and movement within the time and space limitations: • Managed safe distance depending on the situation • Maintained 360^0 situational awareness and proper positioning relative to threats • Described the impact of the environment (including terrain, structures, and available cover or concealment) • Executed their position and movements to maximize safety and minimize exposure to danger • Identified cover and potential impeding obstacles while assessing surroundings • Used available cover and/or concealment to minimize exposure to potential threats

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☐ **THREAT MANAGEMENT**	The trainee assessed and prioritized threats and determined the most suitable application of force (if any) and articulated the judgment supporting those decisions:
	• Evaluated the level of threat to the subject and all parties on-scene
	• Prioritized the threat
	• Prioritized officer safety and the safety of all parties on scene
	• Applied proper use of force
	• Articulated when to attempt de-escalation using a TASER VR Controller (in conjunction with verbal de-escalation commands, if applicable):
	  ○ Issued a Warning Arc (TASER 7)
	  ○ Issued a Warning Alert (TASER 10)
	  ○ Re-energized the energy weapon
	• Articulated when their authority changed in a high intensity scene

☐ **EQUIPMENT MANAGEMENT**	The trainee demonstrated TASER 7/TASER 10 VR Controller and Handgun VR Controller weapon proficiency, including proper targeting, accuracy, and transitioning between less-lethal and lethal use of force when appropriate:
	• Demonstrated transitioning use of force when appropriate
	  ○ Transitioned to a less-lethal use of force
	  ○ Transitioned to a lethal use of force
	• Effectively deployed a TASER 7/TASER 10 VR Controller within the available preferred target areas on a moving subject in various positions at varying distances to achieve neuromuscular incapacitation (NMI)
	  ○ Deployed the energy weapon at varying distances from the subject, considering a moving subject's position and angle
	  ○ Adjusted probe placement to achieve ideal attainment based on:
	  ▪ Subject's distance
	  ▪ Subject's body position/pose
	  ▪ Any barrier(s) between the trainee and subject
	  ○ Explained how attainment success is influenced by different variables
	  ▪ Subject's distance
	  ▪ Subject's body position/pose
	  ▪ Any barrier(s) between trainee and subject
	  ○ Achieved a minimum 12-inch probe spread within a moving subject's available preferred target area
	  ○ Achieved a good electrical connection with at least two connected probes with at least a 12-inch spread on the subject

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Observe the following passing trainee behaviors when they deployed a TASER 7/TASER 10 VR Controller within the available preferred target areas on a moving subject in various positions at varying distances to achieve neuromuscular incapacitation (NMI)	

☐ **SAFELY AND EFFECTIVELY DEPLOY A TASER 7 OR TASER 10 ENERGY WEAPON**	The trainee demonstrated the following behaviors to safely and effectively deploy a TASER 7/TASER 10 energy weapon on a moving subject:
	• Attempted verbal communication and de-escalation (throughout, if appropriate under the circumstances)
	• Assumed the "Field Interview" position
	  ○ Hands above the waist
	  ○ Positioned in a reactionary stance
	• Drew the energy weapon
	  ○ Draw the energy weapon from the holster with one hand
	  ○ Indexed their trigger finger along the side of the energy weapon
	  ○ Placed the energy weapon in SUL position (or modified low ready)
	• Rotated the Safety to ARMED/UP (TASER 7) / rotated the Selector Switch up one click to ARMED/ON (TASER 10)
	• Gave proper commands to the subject
	• Presented the energy weapon
	• Issued a Warning Arc (TASER 7) / activated a Warning Alert (TASER 10)
	• Deployed the energy weapon
	  ○ Pressed the trigger to deploy the first probe above the waistline
	  ○ Pressed the trigger to deploy additional probe(s)
	  ▪ Achieved a minimum 12-inch probe spread within the target preferred area
	  ▪ Achieved NMI with at least two connected probes
	  ▪ Tilt selected another cartridge (TASER 7)
	• Observed the subject's change in behavior to assess deployment and confirmed the threat was neutralized or mitigated
	• Re-energized the TASER 7/TASER 10 energy weapon from the SUL or low-ready position using either support hand or trigger finger (if applicable)
	  ○ Pressed either Arc Switch momentarily to deliver another cycle of energy to both deployed cartridge bays for five seconds (TASER 7)
	  ○ Rotated the Selector Switch up and release to re-energize another cycle of energy to the deployed connected probes for five seconds or deploy more probes (TASER 10)
	• Moved off the line and scan 360^0 to help to ensure no additional threats
	• Rotated the Safety to SAFE/DOWN (TASER 7) / rotated the Selector Switch down one click to OFF/DOWN (TASER 10)
	• Re-holstered the energy weapon

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Observe the following passing trainee behaviors when they effectively fired a Handgun VR Controller on a threatening moving subject who was in various positions at varying distances to neutralize the threat	

☐ **SAFELY AND EFFECTIVELY FIRE A HANDGUN VR CONTROLLER**	The trainee demonstrated the following behaviors to safely and effectively fire a Handgun VR Controller on a stationary subject:
	• Attempted verbal communication and de-escalation *(throughout, if appropriate under the circumstances)*
	• Assumed the "Field Interview" position
	  ○ Hands above the waist
	  ○ Handgun side bladed away from the subject
	  ○ Weight evenly distributed (with strong side foot back)
	  ○ Feet shoulder-width apart
	• Drew the handgun
	  ○ Ensured proper hand placement
	  ▪ Established a firm grip on the gun with dominant hand
	  ▪ Ensured trigger finger is outside the trigger guard and resting alongside the frame
	  ○ Drew the Handgun VR Controller from the holster, maintaining control and smooth motion
	• Aimed the Handgun VR Controller at the subject, ensuring proper hand and body movement
	  ○ Merged support hand with dominant hand
	  ○ Punched the gun up to eye level with both hands
	  ○ Assumed a proper shooting stance and position that allows for stability, accuracy, and quick target acquisition
	• Fired the handgun by squeezing the trigger with one finger
	• Fired the handgun at varying distances from the subject, considering the subject's movements, position, and angle

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Assess the trainee's responses to questions about best practices according to agency policy for determining and applying the appropriate use of force necessary to respond to a threat	

☐ **ARTICULATE AGENCY BEST PRACTICES**	• Considerations for applying the appropriate use of force
	  ○ Level of threat and immediacy
	  ○ Potential for escalation
	• Reasons for use of force when deploying a weapon:
	  ○ TASER 7 VR Controller
	  ○ TASER 10 VR Controller
	  ○ Handgun VR Controller
	• When to transition use of force when appropriate
	  ○ Transition to a less-lethal use of force
	  ○ Transition to a lethal use of force
	• How their use of force decision aligns with agency policy

TRAINER NOTES

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