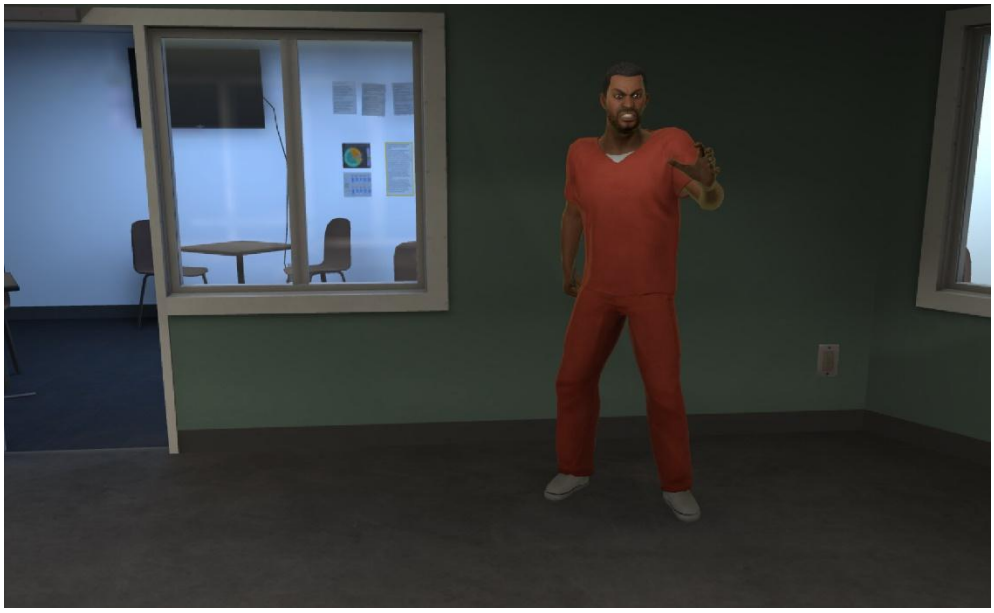
Axon VR

Simulator Training:
vRBT (Virtual Reality-Based Training)

Scenario: Inmate with Contraband



FACILITATOR'S GUIDE

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SIMULATOR TRAINING: vRBT CORRECTIONS SCENARIOS

Simulator Training: Virtual Reality-Based 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 customize and 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.

For additional information about vRBT and facilitating scenarios, refer to the **vRBT Facilitator's Guide** available on the VR training materials page on Axon Help

This Facilitator's Guide is customizable, enabling trainers to adapt it to their specific needs for tracking trainee progress, preparing for and conducting facilitated training sessions, and debriefing and assessing trainees after they complete the Simulator Training: vRBT corrections scenarios.

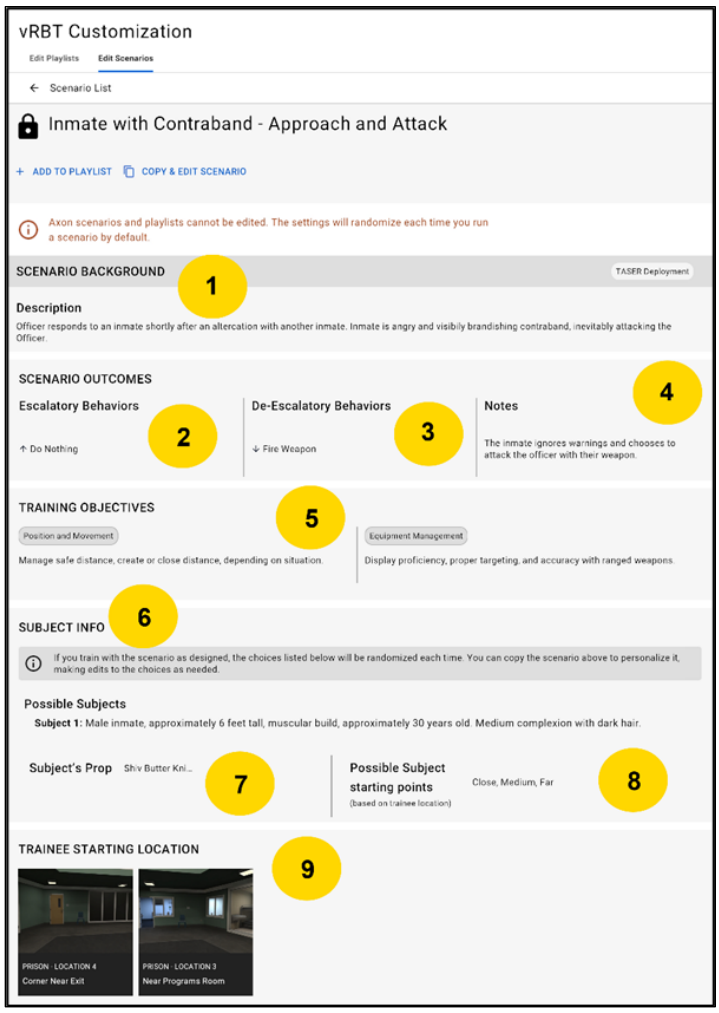
NOTES:

- Trainers are responsible for supplementing the scenarios with operational corrections context according to agency policy when debriefing the scenario with trainees.
- Debriefing questions are available in this Facilitator's Guide to help guide the facilitated evaluation sessions.
- 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.

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VIEWING SCENARIO DETAILS ON TABLET

Trainers can view detailed information about each scenario on the tablet on the **vRBT Playlist** tab.



1. **Scenario Description**: Brief overview of the scenario.
2. **Escalatory Behaviors**: Trainee actions that may cause a subject to escalate behavior.
3. **De-Escalatory Behaviors**: Trainee actions that will help de-escalate the subject's behavior.
4. **Notes**: Any important information regarding the scenario's possible outcomes.
5. **Training Objectives**: Scenario-specific training objectives.
6. **Subject Info**: Descriptions of the possible subjects.
7. **Subject's Prop**: Personal item in the subject's possession (such as a cell phone, knife, etc.).
8. **Possible Subject Starting Points**: The distance between the subject and the trainee, based on the trainee's starting location.
9. **Trainee Starting Location**: Location where trainees will enter (spawn) into the scenario at various locations within each environment.

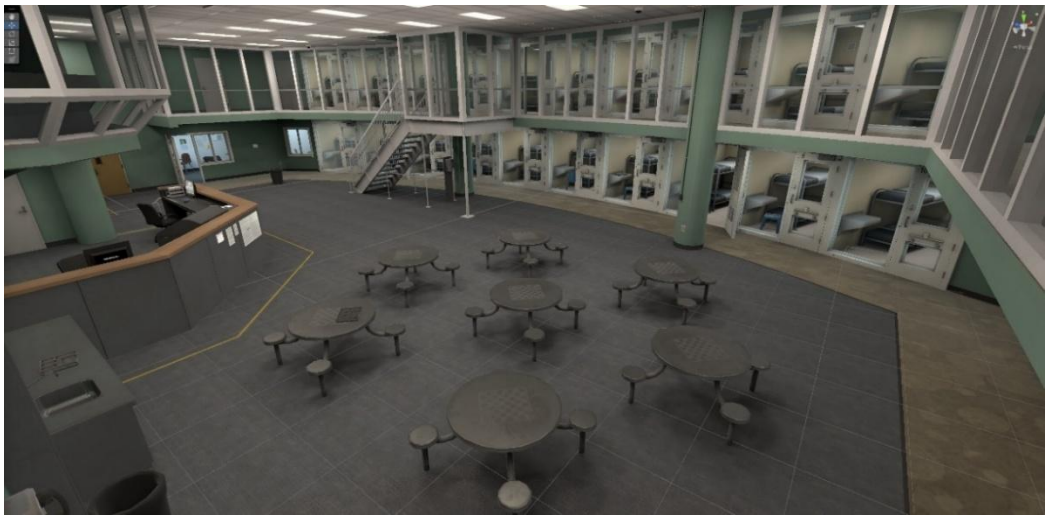
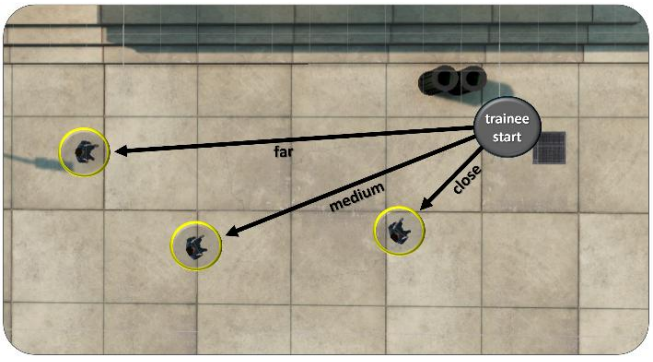
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INMATE WITH CONTRABAND SCENARIO

SCENARIO PREMISE: Officer responds to an inmate who was recently in a minor altercation with another inmate.

Three variations of this scenario are available, tailored to the inmate's level of compliance or escalation:

- Quick Surrender
- Show of Force Surrender
- Approach and Attack

ENVIRONMENT	 The scenario takes place within a 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 officers.
TRAINEE & SUBJECT DISTANCE	The trainee will enter the scenario (spawn) at various distances from the subject: • **Close**: 10 feet • **Medium**: 12 – 17 feet • **Far**: 17 – 21 feet 

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<table>
<tr><td>TRAINEE STARTING LOCATIONS</td><td colspan="3">Trainees will enter (spawn) into a scenario at various locations within the prision environment.

Corner Near Prison Exit


Near Prison Programs Room
</td></tr>
<tr><td rowspan="4">SUBJECT CHARACTERS</td><td>SUBJECT</td><td>DESCRIPTION</td><td>SCENARIO VARIATION</td></tr>
<tr><td></td><td>Physical description: Black male, late 20s, athletic build, uses controlled, deliberate movements
Clothing: Orange inmate uniform</td><td>Quick Surrender
Show of Force Surrender
Approach and Attack</td></tr>
<tr><td></td><td>Physical description: Hispanic male, mid-30s, solid, average build, slightly restless physical presence
Clothing: Orange inmate uniform</td><td>Quick Surrender
Show of Force Surrender
Approach and Attack</td></tr>
<tr><td></td><td>Physical description: White male, early 40s, slightly heavy build, slouched posture from long-term institutional fatigue
Clothing: Orange inmate uniform</td><td>Quick Surrender
Show of Force Surrender
Approach and Attack</td></tr>
</table>

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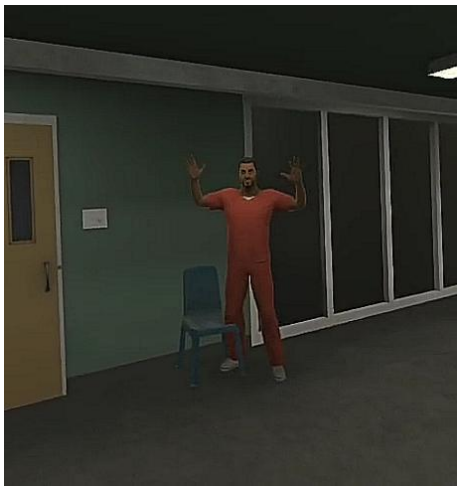
SCENARIO VARIATIONS

QUICK SURRENDER

<table>
<tr><td>DESCRIPTION</td><td colspan="2">Officer responds to an inmate shortly after an altercation with another inmate. The inmate is standoffish but becomes compliant after a brief argument.</td></tr>
<tr><td>LEARNING OBJECTIVES</td><td colspan="2">• 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:
○ Legal authorization and communication: Verbal de-escalation or applicable show of force to de-escalate the situation
○ Scene management: Assess and manage position and movement within the time and space limitations; maximum use of cover to minimize exposure to potential threats
• Describe best practices according to agency policy for determining and applying the appropriate use of force necessary to respond to a threat.</td></tr>
<tr><td>SUBJECT TYPE</td><td colspan="2">Unarmed inmate</td></tr>
<tr><td>SUBJECT COMPLIANCE</td><td>High compliance

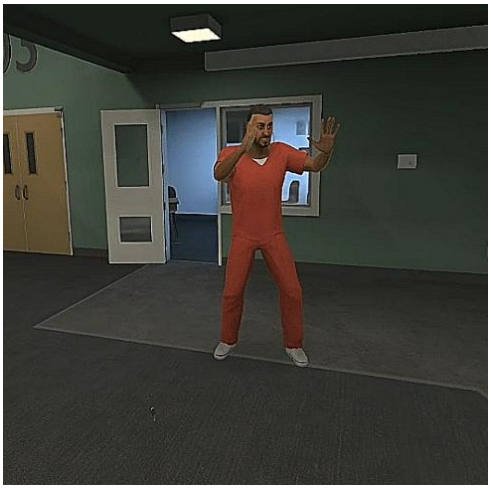
The inmate initially presents as standoffish but does not escalate.

He quickly admits involvement in the altercation and raises both hands above his head, maintaining a compliant, non-threatening posture throughout the interaction.</td><td>Expected: No show or use of force

</td></tr>
<tr><td>PROPS/WEAPONS</td><td colspan="2">N/A</td></tr>
<tr><td>NOTES</td><td colspan="2">Inmate is generally compliant but could become upset if shown more force than necessary.</td></tr>
<tr><td>SCENARIO OUTCOMES</td><td>Escalatory behaviors
• Deploy TASER energy weapon</td><td>De-escalatory behaviors
• Do Nothing</td></tr>
</table>

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SHOW OF FORCE SURRENDER

<table>
<tr><td>DESCRIPTION</td><td colspan="2">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.</td></tr>
<tr><td>LEARNING OBJECTIVES</td><td colspan="2">• 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:
○ Threat management: Assess and prioritize threats and determine the most suitable application of force (if any) and articulate the judgment supporting those decisions
○ Scene management: Assess and manage position and movement within the time and space limitations; maximum use of cover to minimize exposure to potential threats
• Describe best practices according to agency policy for determining and applying the appropriate use of force necessary to respond to a threat.</td></tr>
<tr><td>SUBJECT TYPE</td><td colspan="2">Armed inmate</td></tr>
<tr><td>SUBJECT COMPLIANCE</td><td>Mid compliance
Issuing a Warning Alert/Arc prompts immediate compliance.
The inmate drops the contraband item and verbally acknowledges the violation, shifting from resistance to cooperation.
He raises both hands above shoulder level and remains stationary, maintaining a non-threatening posture.
The situation stabilizes, allowing the officer to maintain control.</td><td>Expected outcome: Show of force by issuing a Warning Alert/Arc
</td></tr>
<tr><td>PROPS/WEAPONS</td><td colspan="2">• Butter knife shiv
• Metal file shiv</td></tr>
<tr><td>NOTES</td><td colspan="2">A show of force will cause the inmate to comply with officer commands and drop the weapon.</td></tr>
<tr><td>SCENARIO OUTCOMES</td><td>Escalatory behaviors
• Deploy TASER energy weapon</td><td>De-escalatory behaviors
• Conduct Warning Alert/Arc</td></tr>
</table>

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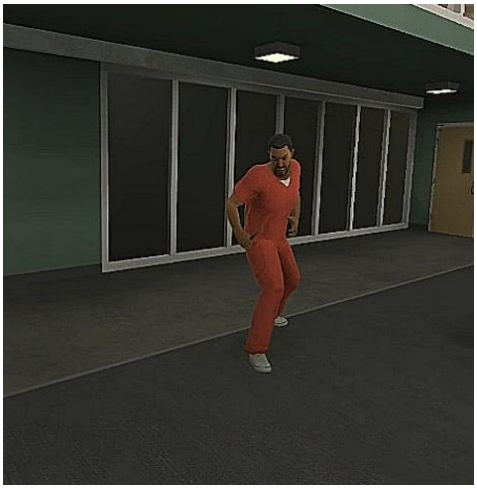
APPROACH AND ATTACK

<table>
<tr><td>DESCRIPTION</td><td colspan="2">Officer responds to an inmate shortly after an altercation with another inmate. The inmate is brandishing contraband, inevitably approaching and attacking the officer.</td></tr>
<tr><td>LEARNING OBJECTIVES</td><td colspan="2">• 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:
○ Equipment management: Demonstrate TASER 7/TASER 10 VR Controller weapon proficiency, including proper targeting and accuracy
○ Scene management: Assess and manage position and movement within the time and space limitations; maximum use of cover to minimize exposure to potential threats
• Describe best practices according to agency policy for determining and applying the appropriate use of force necessary to respond to a threat.</td></tr>
<tr><td>SUBJECT TYPE</td><td colspan="2">Armed inmate</td></tr>
<tr><td>SUBJECT COMPLIANCE</td><td>Low compliance

Issuing a Warning Alert/Arc fails to gain compliance.

The inmate remains aggressive, ignores commands, and advances with contraband in hand, demonstrating clear intent to harm.

The situation escalates to an imminent threat, requiring the trainee to either deploy less-lethal force to stop the assault or create distance to regain safety.</td><td>Expected outcome: Show of force by deploying the TASER energy weapon

</td></tr>
<tr><td>PROPS/WEAPONS</td><td colspan="2">• Butter knife shiv
• Metal file shiv</td></tr>
<tr><td>NOTES</td><td colspan="2">The inmate ignores the officer’s warnings and chooses to attack the officer with their weapon.</td></tr>
<tr><td>SCENARIO OUTCOMES</td><td>Escalatory behaviors
• Do nothing</td><td>De-escalatory behaviors
• None</td></tr>
</table>

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PLAYLISTS

Variations of this scenario are included in the following Axon Corrections playlists:

AXON PLAYLIST NAME	SCENARIOS & LEVEL OF COMPLIANCE OR ESCALATION
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

For additional information about playlists, refer to the **vRBT Facilitator's Guide** available on the VR training materials page on Axon Help.

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EVALUATION PROCEDURE

After the trainee completes the scenarios in a playlist in the headset, debrief with the trainee to review performance and provide feedback.

During the debrief, supplement the scenario with operational context aligned to agency policy and incorporate relevant agency resources, best practices, and guidelines to reinforce real-world application.

Use the Trainee Evaluation form with the debriefing questions and scenario assessment rubric as a training record to record performance notes and track individual trainee evaluations. Simply print copies for each trainee.

TRAINER EVALUATION GUIDANCE

Use the After-Action Report (AAR) and agency policy to structure the debrief. Focus on helping the trainee explain their decision-making and apply it to real-world corrections environments.

TRAINER FOCUS	Guide the trainee to: • Justify their actions and decision-making in the scenario • Connect their decisions to agency policy and expectations • Identify where they used discretion or could have applied discretion
REAL-WORLD CONTEXT	The corrections scenarios provide a structured, experiential learning environment that allows trainees to practice decision-making in controlled scenarios. Reinforce how these scenarios relate to real-world corrections environments by discussing additional factors that may influence decision-making, including: • Unit-wide dynamics and group behavior • Ambient tension within the housing unit • Ongoing relationships between staff and incarcerated individuals • Confined spaces and limited movement options Prompt trainees to consider how these factors would influence their response and decision-making in a real-world setting
DISCRETION & JUDGEMENT	Encourage discussion of: • Where officer discretion could be applied • How small adjustments (time, tone, flexibility) may reduce tension • How officers often have meaningful discretion in how they enforce rules in tense moments (such as allowing an extra five minutes on the phone for an emergency), and how small judgement calls can reduce conflict

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TASER ENERGY WEAPON CONSIDERATIONS	Guide the trainee to evaluate TASER energy weapon use based on the totality of the circumstances in corrections environments and aligned with agency policy: • Decisions should be guided primarily by subject behavior • Reinforce that the goal is not TASER energy weapon deployment, but achieving an observable compliant change in behavior using the most appropriate method at the right time • Discuss how the presence or display of a TASER energy weapon may influence subject behavior differently depending on context • Displaying a TASER energy weapon may de-escalate or escalate tension, especially in group environments or when perceptions of authority and control are heightened • Incarcerated subjects may perceive TASER energy weapon use as immediate and personal, impacting their response Guide trainees to assess whether TASER energy weapon use or display: • Escalated or de-escalated the situation • Differed from outcomes in public-facing law enforcement environments
VR APPLICATION & ALTERNATIVE RESPONSES	Discuss how the VR training environment shapes decision-making and guide the trainee to consider how additional response options would apply in real-world operations: • Identify real-world response options not represented in the scenario (for example, hands-on control or calling for backup) • Describe how and when those options would be applied in a real-world setting • Compare in-scenario decisions with the range of tactics available during real-world operations

TIP: Consider the opportunity for the trainee to practice writing a report based on a scenario.

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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
Scenario: Inmate with Contraband

TRAINEE NAME	TRAINEE ID	TYPE
		☐ Recruit ☐ Officer

DEBRIEFING QUESTIONS

Ask the following debriefing questions to help evaluate trainee performance.

SITUATION AWARENESS & ENVIRONMENT

- ☐ What else might be happening in the unit that you don't see in this scenario?
- ☐ How might other inmates or staff influence this situation?
- ☐ How might the environment (noise, crowding, tension) change your approach?
- ☐ What real-world cues were missing from this scenario that would impact your decision-making?
- ☐ Which real-world factors, such as unit-wide body language, ambient tension, or confined space pressure, would change your response?

PERCEPTION & THREAT ASSESSMENT

- ☐ What did you notice first: behavior, environment, or potential threat? How did that shape your response?
- ☐ What inmate behaviors were indicators of a threat?
- ☐ What indicators suggested the inmate was likely not a threat? (e.g., audible cues, environment, body language)

DECISION-MAKING & JUDGMENT

- ☐ What factors influenced your on-scene decisions?
- ☐ What choices were most effective in de-escalating the situation? Which were least effective?
- ☐ Did any outcomes surprise you? If so, which ones and why?
- ☐ Where could officer discretion have been used in this scenario?
- ☐ How might small adjustments (time, tone, or flexibility) have changed the outcome?

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COMMUNICATION & TACTICAL SKILLS

- [ ] How would you evaluate your verbal engagement with the inmate? What could you improve?
- [ ] How would you assess your equipment handling during the scenario? Are there specific areas you would like to improve (for example, draw, positioning, timing)?

USE OF FORCE, TASER ENERGY WEAPON, & AGENCY POLICY

- [ ] What is our agency's use of force policy in situations like this?
- [ ] How did your actions align with agency policy?
- [ ] How do you think the inmate perceived the presence of the TASER energy weapon?
- [ ] Did introducing or displaying the TASER energy weapon escalate or de-escalate the situation?
- [ ] How might use of a TASER energy weapon in a corrections setting differ from use in a public setting?

VR CONSTRAINTS & ALTERNATIVE ACTIONS

- [ ] What options did you want that the scenario in VR did not provide (hands-on control, calling for backup, etc.)?
- [ ] How would you have executed those options in a real-world setting?
- [ ] Did the scenario being in VR influence your decision toward or away from certain tactics?

REFLECTION

- [ ] Would you change any of your decisions after seeing the outcome? What would you do differently?

AGENCY-SPECIFIC QUESTIONS

- [ ]
- [ ]

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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 • Verbal 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 • 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)
☐ **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):
	  ○ Conducted a Warning Arc (TASER 7)
	  ○ Conducted 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 weapon proficiency, including proper targeting, and accuracy when appropriate:
	• 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 when appropriate
	• Maintained a balanced, reactionary stance with hands in a ready position
	• Drew and presented the energy weapon safely with proper trigger finger discipline
	• Pressed the Safety up to ARMED (TASER 7) / pressed the Selector Switch up to ARMED/ON (TASER 10)
	• Gave proper commands to the subject
	• Presented the energy weapon
	• Conducted a Warning Arc (TASER 7) / 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 a compliant change of behavior or 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)
	  ○ Pressed the Selector Switch up and released 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 ensure no additional threats
	• Pressed the Safety down to SAFE (TASER 7) / pressed the Selector Switch down one click to OFF (TASER 10)
	• Re-holstered the energy weapon

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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 TASER energy weapon
	• How their use of force decision aligns with agency policy

TRAINER NOTES

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