PURPOSE

This guide provides a condensed overview and step-by-step reference for setting up and facilitating Tactical Team Training sessions.

For complete guidance and supplemental trainer resources, refer to the Tactical Team Training Facilitator's Guide on Axon Help.

WHAT IS TACTICAL TEAM TRAINING?

Tactical Team Training immerses trainees in dynamic team-based VR scenarios built around coordinated response and decision-making under pressure. Trainers can create customizable multi-room layouts, manage subject behavior in real time, and adapt scenarios as situations evolve.

BEFORE TRAINING

SEE PAGES 2–8

Plan and prepare for a successful session.



Plan Create Set Up

- Verify requirements and equipment
- Create or configure your scenario
- Prepare the Training Space and pair headsets

LIVE TRAINING

SEE PAGES 9–11

Run the scenario and manage in real time.



Train

- Observe trainees and the scenario
- Adapt in real time and control the environment
- Respond to evolving situations

AFTER TRAINING

SEE PAGES 12–13

Review performance and lead the debrief.



Review

- Conduct the AAR and review performance
- Lead the debrief and discuss key takeaways
- Document and apply lessons learned

TRAINING ROOM REQUIREMENTS



Maximum supported Training Space size:
50 ft × 50 ft
(15.24 m × 15.24 m)

- Remove all live weapons & bystanders
- Maintain 5 ft clearance between virtual boundaries and physical obstacles
- Bright, even lighting (no harsh shadows)
- Block direct sunlight
- Clear all obstacles and unnecessary objects
- Cover/remove mirrors & reflective surfaces, including whiteboards and powered-off TVs
- Avoid rooms with blank/featureless surfaces and walls or repeating patterns that may reduce tracking accuracy

VR EQUIPMENT

- Samsung VR tablet
- Room Marker mat (place flat in center of the Training Space)
- VR headset (1 per trainee)
- VR Controller (at least 1 per trainee):
  trainees may pair up to 3 VR Controllers:
  - (1) TASER 7 or TASER 10 VR Controller
  - (1) Handgun VR Controller
  - (1) Rifle VR Controller

NOTE: When a trainee pairs more than one VR Controller, the following equipment is required:

- VR holster (for additional VR Controller(s))
- Handgun holster when pairing a Handgun VR Controller
- Rifle sling when pairing a Rifle VR Controller

Optional: Tracking elements (wall art, painter's tape)

TRAINER RESPONSIBILITIES



ADDITIONAL RESOURCES (AXON HELP)
For additional information about Tactical Team Training, including FAQs, troubleshooting, and videos, see Tactical Team Training. For assistance setting up VR equipment, see Virtual Reality Training.

PLANNING SCENARIOS

DISCLAIMER: This training experience is intended to simulate real-life scenarios as accurately as possible; however, it cannot replicate all circumstances or scenarios that may occur in the field. Axon does not establish, mandate, or recommend any specific policies, procedures, or standards for how this training should be facilitated or applied. The guidance provided is a resource only and does not represent an Axon-mandated approach to training facilitation. Axon does not establish or recommend any use-of-force standards or procedures through this training, nor does it provide legal advice. Trainees should always adhere to their agency's policies, procedures, and applicable laws. This training is not intended to replace or supplement your agency's mandatory firearms training. Always read and follow manufacturer warnings and recommendations while participating in this training.

Verify agency VR setup
Confirm network requirements, test network, and configure headsets

Identify scenario & learning objectives
Align scenario to agency policies, ensure objectives are purposeful and measurable

Identify agency resources
Gather agency notes, best practices, and guidelines to reinforce policy

Plan trainee debrief session
Plan trainee evaluation using the AAR, debriefing questions, and assessment rubric

Plan configurable scenario elements
Consider which elements to configure before training and which to trigger live

BEFORE TRAINING

Build the environment, place props, add subjects, define starting locations, & configure triggers

DURING LIVE SESSION

Adjust subject behaviors, trigger environmental events, control doors, & modify other scenario elements in response to trainee actions

IMPORTANT AGENCY VR HEADSET SETUP INFO

Enable Visual Odometry (VO) Mode
Enable Visual Odometry (VO) mode for improved tracking accuracy and stability.

In the **Settings > Boundary** menu, set the **Play area dimensions** to match the size of your physical Training Space.

TRAINER REMINDERS

- Test your scenario before facilitating with trainees
- Verify the scenario status is **Ready** before training
- Live edits are temporary and are not saved
- Subject controls require 2D or 3D View
- Complete the debrief before exiting the AAR

TACTICAL TEAM TRAINING WORKFLOW

Facilitating a Tactical Team Training session requires a coordinated workflow between the trainer on the tablet and the trainees in the headset:

1 CREATE → **2 SET UP** → **3 TRAIN** → **4 REVIEW**

1 CREATE	2 SET UP	3 TRAIN	4 REVIEW
TRAINER creates a scenario by selecting an environment, building the floor plan, and configuring subjects and triggers	**TRAINER** prepares the Training Space and pairs with **TRAINEE** headsets after they align their physical and virtual spaces	**TRAINEES** complete the scenario in headset while the **TRAINER** observes, controls subjects, and triggers events in real time	**TRAINER** conducts debrief with the **TRAINEES** using AAR, assessment rubric, and debriefing questions
TABLET	HEADSET & TABLET	HEADSET & TABLET	TABLET

Before facilitating a training session, you must either create a new scenario in the Scenario Editor or select an existing scenario from your scenario library. Scenarios can be saved, copied, edited, and deleted, allowing you to continuously expand and refine your library of training exercises.

TIP: Scenario templates are available in the application that you can copy and modify as needed.

1 CREATE

SCENARIO MANAGEMENT

CREATE OR MODIFY A SCENARIO

CHOOSE YOUR PATH

CREATE NEW SCENARIO

CREATE
Build a new scenario from scratch or copy and edit a template.

To create a new scenario:
1. Select an environment template (Residential, Office, Correctional Facility, Retail, or School).
2. Select **New Scenario.**
3. Enter a scenario name and Training Space dimensions.

WORK WITH EXISTING
Use an existing scenario as your starting point.

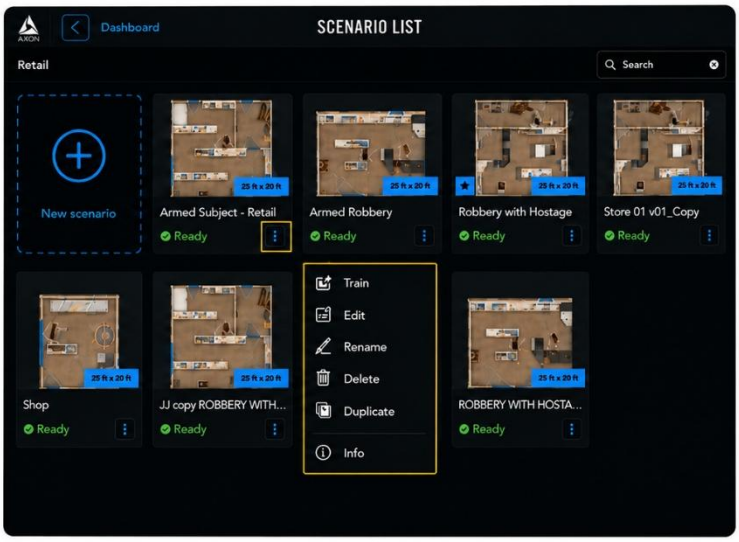
DUPLICATE	EDIT	RENAME	DELETE
Copy a scenario to use as a starting point and make changes.	Modify an existing scenario or change its settings.	Change the name of your scenario.	Remove a scenario from your library.

TRAINER TIP: Scenario templates are available in the application to help you get started quickly.

NOTE: Scenarios are saved only on the tablet where they were created. They cannot be shared between tablets.

SCENARIO LIBRARY ACTIONS

Use the Scenario List to manage all of your scenarios.
Select the vertical ellipses on a scenario tile to access the menu.



SCENARIO TEMPLATES

Tactical Team Training includes several default environment templates to help you get started building scenarios. Default templates cannot be edited or deleted, but you can duplicate any template, customize it to fit your agency's needs, and save it as a new scenario in your library.

RESIDENTIAL
- Domestic Disturbance
- Barricaded Subject
- Domestic Hostage

LEARNING OBJECTIVES
- Communication
- Threat Assessment
- Entry Techniques

OFFICE
- Workplace Violence
- Workplace Hostage
- Suspicious Package

LEARNING OBJECTIVES
- Sector Responsibility
- Movement
- Threat Identification

RETAIL
- Armed Robbery
- Armed Subject
- Robbery with Hostage

LEARNING OBJECTIVES
- Cover
- Communication
- Decision Making

SCHOOL
- Armed Subject
- Classroom Barricade
- Mental Health Crisis

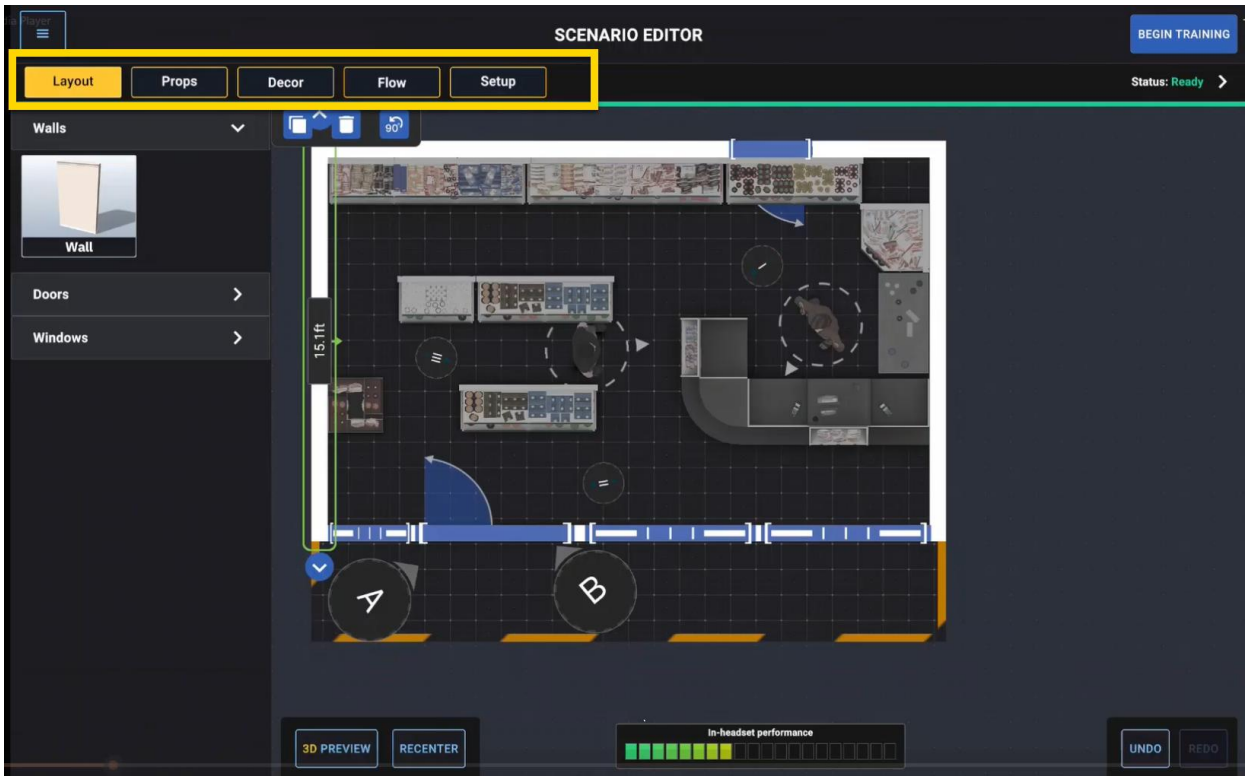
LEARNING OBJECTIVES
- Hall Clearing
- Communication
- Threat Assessment

CORRECTIONAL FACILITY
- Cell Extraction
- Visitation Assault
- Staff Hostage

LEARNING OBJECTIVES
- Close Quarters
- Stress Management
- Movement

CONFIGURE SCENARIO EDITOR TABS

Use the five tabs in the Scenario Editor to build, customize, and define how your scenario runs. Each tab contains tools and settings for configuring a different part of your scenario.



LAYOUT

Build the training space and multi-room layout.

- Add and remove rooms
- Adjust room size
- Add doors & windows
- Connect rooms

A well-designed layout defines movement, lines of sight, and the overall flow of the scenario.

PROPS

Add interactive and static props.

- Search and place props
- Adjust position
- Rotate and scale
- Set props as interactive

Use props to build realistic environments and provide interactive opportunities for trainees.

DECOR

Customize visual details and realism.

- Add wall art & decals
- Set lighting & mood
- Choose floor & surface types
- Add environmental details

Decor sets the tone and realism that supports the behavior and objectives of the scenario.

FLOW

Define subjects, situations, and narrative elements.

- Add subjects
- Create situations
- Add narrative objects
- Build the scenario flow

Flow connects the elements of your story and drives trainee decisions and consequences.

SETUP

Add triggers, markers, and starting positions.

- Add triggers
- Place location markers
- Set starting positions
- Configure teams

Setup controls when and where the scenario starts and how events are triggered.

TRAINER TIP: Build your scenario in this order: Layout → Props → Decor → Flow → Setup.
You can switch between tabs at any time. All changes are saved automatically.

FLOW & SETUP CONFIGURATION

Use the **Flow tab** to define what happens in the scenario. Use the **Setup tab** to define when and where it starts.

FLOW TAB

In the Flow tab, add and configure subjects, situations, and narrative objects.

1. SUBJECTS

Once you select a subject, a drop-down menu displays where you can configure the following settings:

- **Behavior:** Adjust the subject's behavior
- **Equipment:** Add a handheld object
- **Pose:** Set their starting pose

BEHAVIOR	EQUIPMENT	POSE
• Idle	• Handgun	• Standing
• Defensive	• Long gun	• Crouching
• Aggressive	• Knife	• Lying down
• Fleeing	• Phone	• Hostage
• Pacing	• Rifle	• Self-harm intent
• Hiding	• Fists	• Kneeling
• In Crisis	• Bat	• Surrendering
	• Shiv	

2. SITUATIONS

A **Situation** is a predefined arrangement of multiple subjects with dedicated logic governing how they interact—not a single subject placed in the scene.

For example, a Hostage Situation includes both a hostage taker and a hostage, with built-in logic that defines the relationship and interaction between them.

During the live training session, while the situation is active and unresolved, you control the situation as a whole rather than each subject independently.

You can control the progression of the Hostage Situation—escalating or de-escalating the encounter and directing the hostage taker to surrender or harm the hostage. Once the situation is resolved (for example, the hostage taker is de-escalated), you can control the hostage's actions individually, such as fleeing, taking cover, or moving to a location marker.

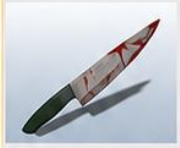
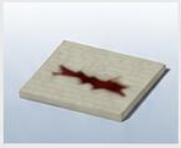
3. NARRATIVE OBJECTS

Wounded subjects are inanimate and cannot be controlled or interacted with during the scenario.

Use them to add context, realism, or visual distractions.

Subjects and trainees cannot pick up narrative objects during a scenario.

EXAMPLES

BLOODY KNIFE	BLOOD POOL
	
WOUNDED INMATE	**HANDGUN**
	

SETUP TAB

In the Setup tab, add triggers, location markers, and starting locations to control the timing, pacing, and escalation of the training experience.

1. TRIGGERS

Triggers are not activated automatically. You can activate them manually from the tablet during the session, giving you control over timing based on trainee actions and scenario progression.

Available triggers include:

- Alarms
- Phone ringing
- Dog barking
- Screaming
- Handgun shot
- Rifle shots
- Shouting
- Toilet flushing

2. LOCATION MARKERS

Use location markers to direct subjects to move from one point to another location through open doorways, pace hallways, or step into view unexpectedly. If a fleeing behavior is triggered, subjects will flee automatically and cannot be directed to a specific destination.

Since subjects cannot interact with or exit through closed doors, verify that intended movement paths are not obstructed by closed doors.

3. STARTING POSITIONS

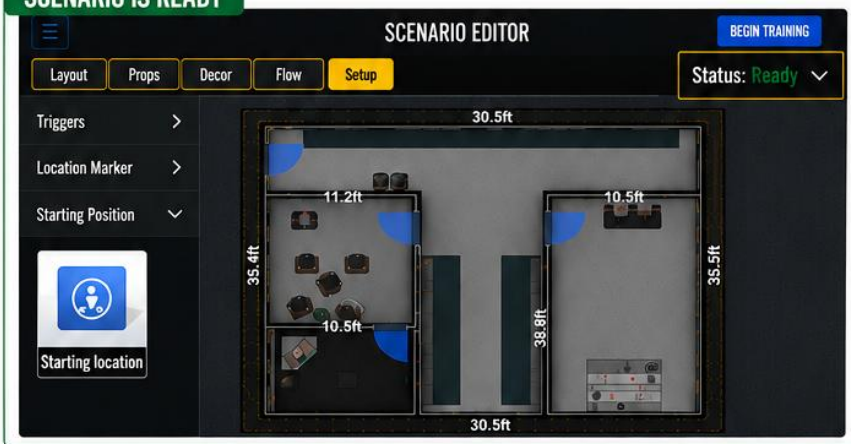
Starting locations define where trainees begin and their orientation.

You must place at least two.

REVIEWING SCENARIO STATUS

Before beginning training, check the **Status** indicator:

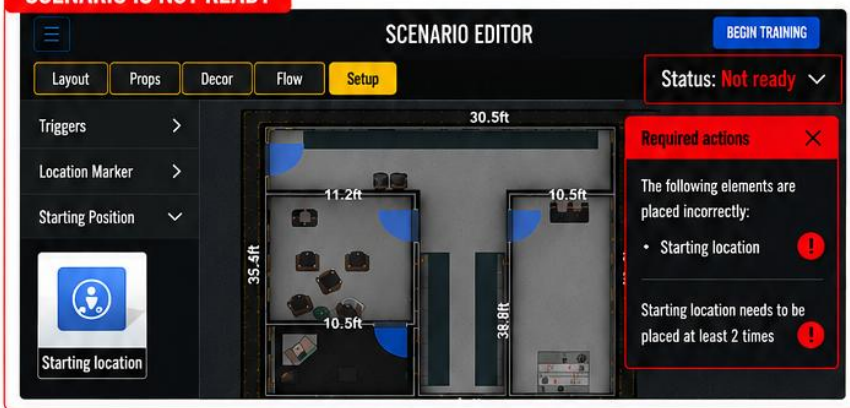
SCENARIO IS READY



Status: Ready

All required scenario elements are correctly configured.

SCENARIO IS NOT READY



Status: Not ready

One or more required scenario elements are missing or incorrect.

Review the **Required actions** panel to address the issues before training.

IN-HEADSET PERFORMANCE METER

While building your scenario, monitor the in-headset performance meter at the bottom of the Scenario Editor.



Scenarios with more rendered objects (such as props, subjects, or furniture) may reduce headset responsiveness.

PERFORMANCE GUIDE:

Good	Smooth, responsive experience
Moderate	Minor impact possible as complexity increases
Low	Noticeable impact on responsiveness
Poor	High impact on responsiveness. Consider simplifying the scenario

SCENARIO CREATOR & LIVE TRAINING ICONS

SCENARIO CREATOR **Copy** Create a duplicate of the selected object	SCENARIO CREATOR **Delete** Remove the selected item from the scenario	SCENARIO CREATOR **Door handle: open physically** Trainees reach toward virtual handle to open door manually	SCENARIO CREATOR **Door handle: open with UI** Trainees reach toward virtual handle to activate a circular interaction indicator
SCENARIO CREATOR **Flip door direction** Change which side of the doorway the door attaches to	SCENARIO CREATOR **Lock/unlock** Lock or unlock a door	BOTH **Rotate** Rotate the selected item	BOTH **Door state** Change the door state (between open, partially opened, and closed)
LIVE TRAINING **Lights** Turn lights on or off	LIVE TRAINING **Play** Play a trigger sound effect	LIVE TRAINING **Loop play** Continuously play a trigger sound effect	LIVE TRAINING **Loop stop** Pause the trigger sound effect

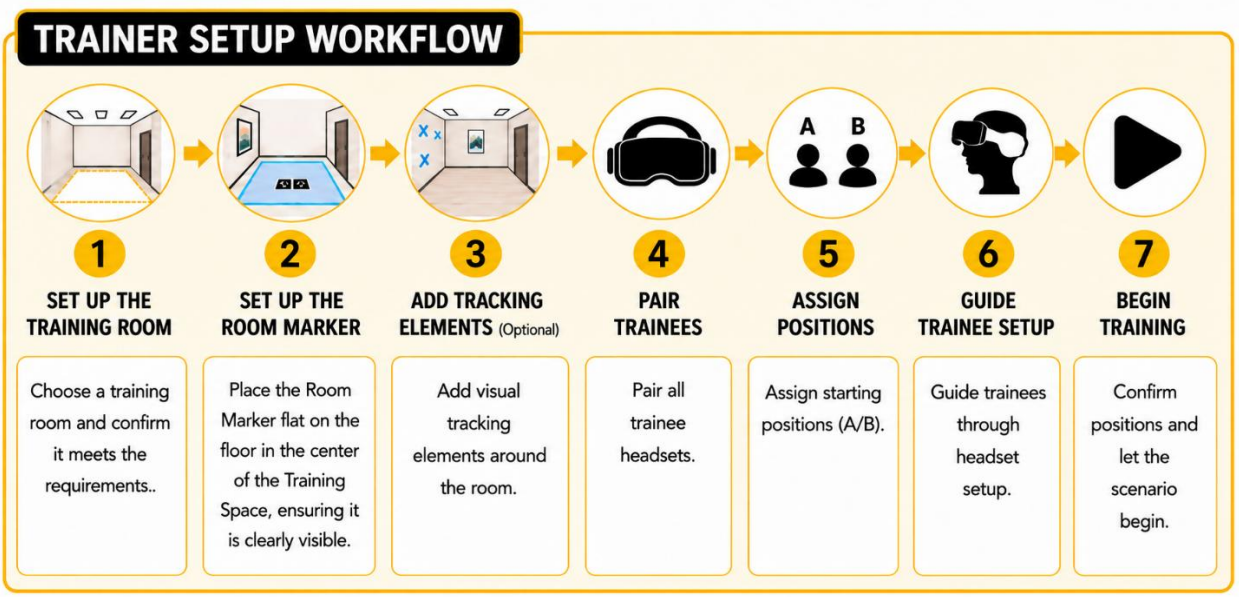
AVAILABILITY LEGEND: Scenario Creator | Both | Live Training

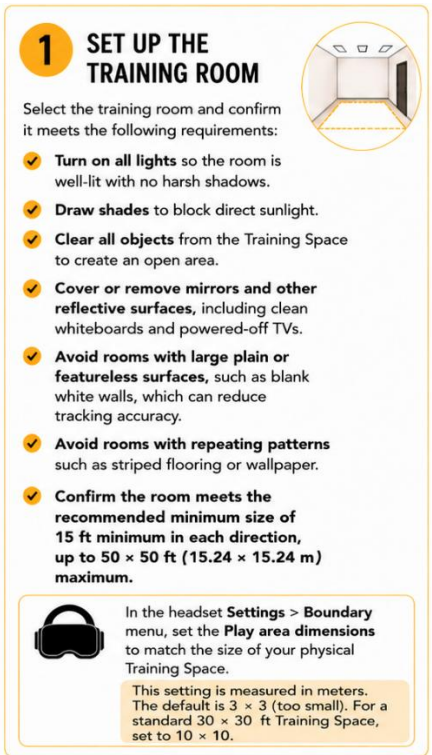
TIPS

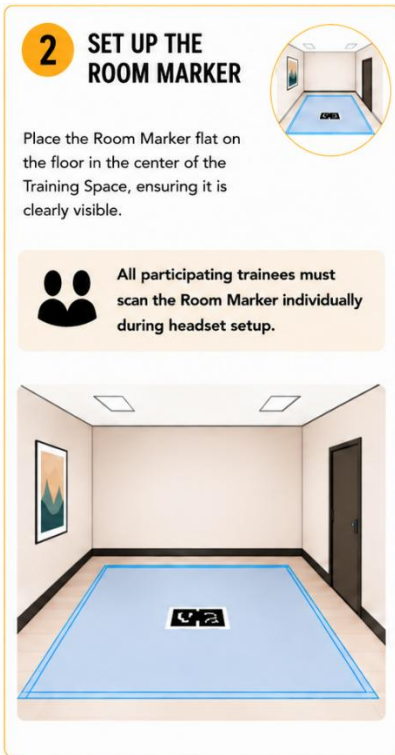
- Check the **Status** indicator before each training session to help ensure a smooth experience.
- Test the **scenario** once with another trainer before facilitating.
- Address any **Required actions** to avoid issues during live training.
- Monitor the **in-headset performance meter** as you build to maintain optimal responsiveness.

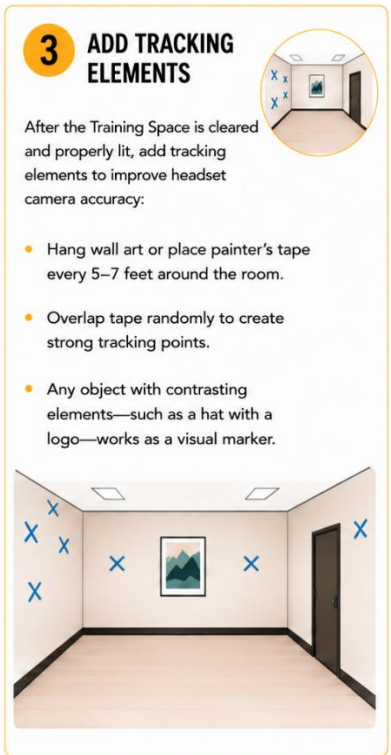
2 SET UP

Once you have configured and selected a scenario, your next steps are to prepare the Training Space, pair trainee headsets, and confirm starting positions before beginning the training session. The setup process includes steps for both the trainer using the tablet and trainees in headset.





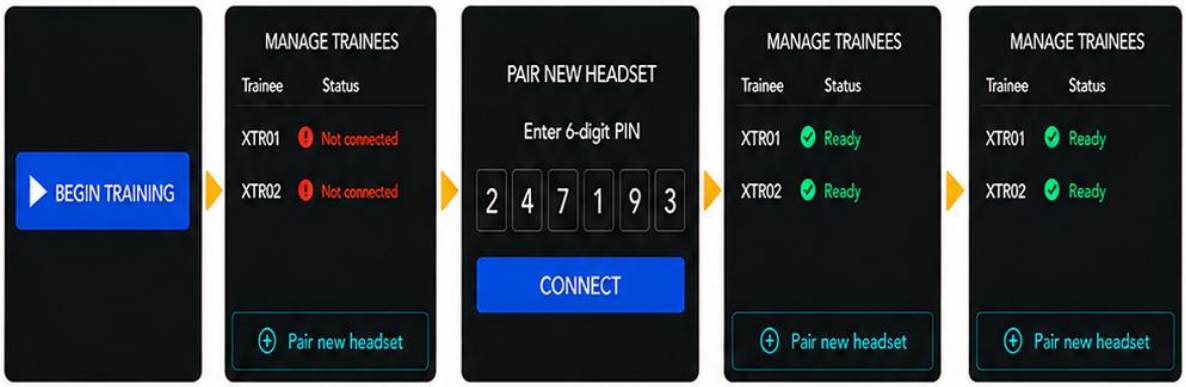




4 PAIR TRAINEES

Pair all trainee headsets before assigning starting positions. Trainees must be paired and show Ready status.

1. Select Begin Training from the Scenario Editor.
2. Select + Pair new headset.
3. Enter the 6-digit PIN provided by the trainee in their headset.
4. When connected, status changes to Ready.
5. Repeat for all headsets. All trainees should show Ready.



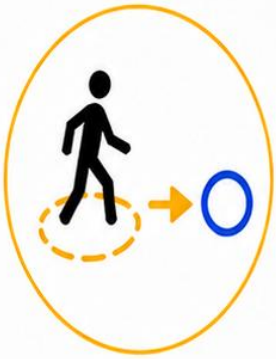
NOTE: All trainees must complete headset setup and reach the **Waiting for Trainer** screen before continuing to Assign Positions.

5 ASSIGN POSITIONS

1. Review the preview of trainee starting locations.
2. Next to each headset ID, select a default, then select A or B to assign the starting location. Select **Swap** to exchange the A/B assignments between trainees.
3. Select **Begin Training.** Allow several seconds for the session to load. This initiates the trainee setup in headset.
4. Wait for trainees to complete their headset setup before the scenario begins.

6 GUIDE TRAINEE SETUP

Instruct trainees to walk to their designated starting position, following the yellow arrow to the blue animated circle.



7 BEGIN TRAINING

When both trainees are standing in the correct starting positions and facing the correct direction, a countdown displays and the scenario begins.



For complete guidance and supplemental trainer resources, refer to the Tactical Team Training Facilitator's Guide on Axon Help.

3 TRAIN

TRAINER ROLE DURING TRAINING SESSION

OBSERVE

- Communication
- Movement
- Threat assessment
- Weapon orientation

ADAPT

During the session, use the tablet to make real-time adjustments in response to trainee actions and decisions. You may also choose to run the scenario as configured without making live changes.

Real-time adjustments can include:

- Re-posing subjects, directing them to react, or moving them to a location marker
- Triggering movement actions
- Escalating or de-escalating encounters
- Redirecting subject movement
- Triggering additional events or behaviors

ADDITIONAL VIEWS – SCREEN EXAMPLES

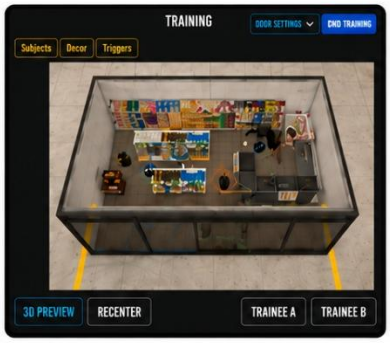
Toggle between additional views at any time to observe trainee performance and gather information for your debrief.

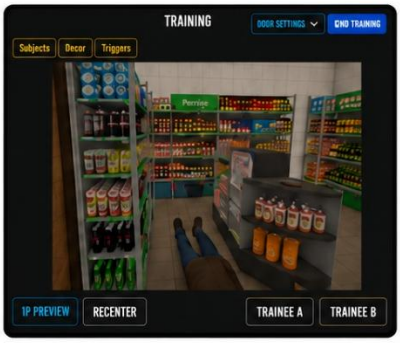
2D View Top-down view of the scenario. Ideal for monitoring overall movement, positioning, and interactions.

3D View 3D perspective of the scenario. Ideal for a more realistic view of the environment, sightlines, and spatial relationships.

TRAINEE VIEW First-person perspective from the trainee's viewpoint. Use for immersive observation and evaluating decision-making from their point of view.







MUZZLE ORIENTATION → SAFE DIRECTION | → POINTING AT PARTNER

Subject behaviors can only be modified while viewing the scenario in 2D or 3D View. When you switch to Trainee View, trainer controls for selecting subjects, changing behaviors, and triggering subject reactions are unavailable.

If you need to manage subject actions or dynamically adjust the scenario during training, switch back to 2D or 3D View before making those changes.

QUICK CONTROLS

RECENTER
Center view on the middle of the room while keeping the current zoom level.

TOGGLE VIEWS
Tap the view buttons on the tablet to switch between available views.

SCREEN CAST
Cast the current view to a Smart TV or Chromecast.

REAL-TIME CONTROLS

During the session, select a subject in 20 or 30+ view to access real-time controls.

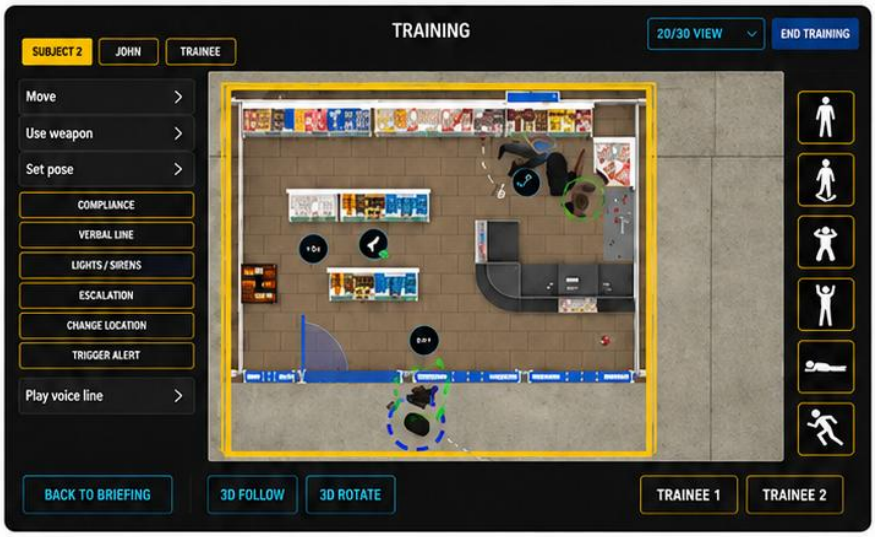
Available controls allow you to adjust pacing, difficulty, and subject behavior throughout the session, including:

- Changing subject poses
- Triggering voice lines
- Directing subject movement
- Moving subjects to configured location markers
- Triggering compliance or escalation behaviors
- Controlling weapon actions

Select a subject and use the left and right sidebar controls to override the subject's behavior.

HOW TO USE

Select a subject in 20 or 30 view. The sidebar controls become active and allow you to override the subject's behavior in real time.



LEFT SIDEBAR CONTROLS

OPTION	DESCRIPTION
MOVE	Control a subject's movement in the scenario: • **Move to location marker:** Subject moves to one of the set location positions. Move orders blocked by a closed door are automatically shown as unavailable. • **Take cover:** Subject hides behind the nearest object • **Flee:** Subject stands still until a trainee enters their line of sight, then runs to another room if available. If no safe room is available, the subject moves as far as possible within the current area (maximum 5.74 ft / 1.75 m). If the subject cannot move, they surrender.
USE WEAPON	Control weapon-related actions for a subject equipped with a weapon, including drawing, dropping, attacking, and aiming.
SET POSE	Change how the subject appears: • **Crouching:** The subject crouches. • **Kneeling:** The subject kneels on their ground with their hands behind their head and drops their weapon if one is equipped • **Laying prone:** The subject lies prone with both arms alongside their body. • **Surrendering:** The subject puts their hands above their head and drops their weapon if one is equipped. • **Standing:** The subject stands upright. • **Turning away:** The subject turns 180 degrees based on their position.
PLAY VOICE LINE	Trigger a subject to speak a voice line: • **Threatening:** The subject uses a threatening voice line. • **Compliant:** The subject responds with compliance. • **Asking for help:** The subject asks for help.

RIGHT SIDEBAR CONTROLS

OPTION	DESCRIPTION	OPTION	DESCRIPTION
	**STANDING** Subject stands still until a trainee enters their line of sight, then attacks the closest trainee.		**SURRENDER** Subject raises hands and drops any equipped weapon.
	**TURN AROUND** Subject turns 180 degrees based on their position.		**LAY PRONE** Subject lies prone with arms alongside their body.
	**KNEEL** Subject kneels with hands behind head and drops any equipped weapon.		**FLEE** Subject stands still until a trainee enters their line of sight, then runs to another room if available. If no safe room is available, the subject moves as far as possible within the current room (maximum 5.74 ft / 1.75 m). If the subject cannot move, they surrender.

TRAINER TIP: Adjust behaviors to reinforce the learning objective—not simply to increase difficulty.

CONTROL IN REAL TIME
Adapt scenarios on the fly to match training needs.

SHAPE BEHAVIOR
Use controls to guide subject actions and reactions.

IMPROVE OUTCOMES
Reinforce objectives and build decision-making skills.

CONTROLLING DOORS

During the session, select the Doors tab to control door states and influence subject and trainee movement, restrict access to areas, or change scenario flow.

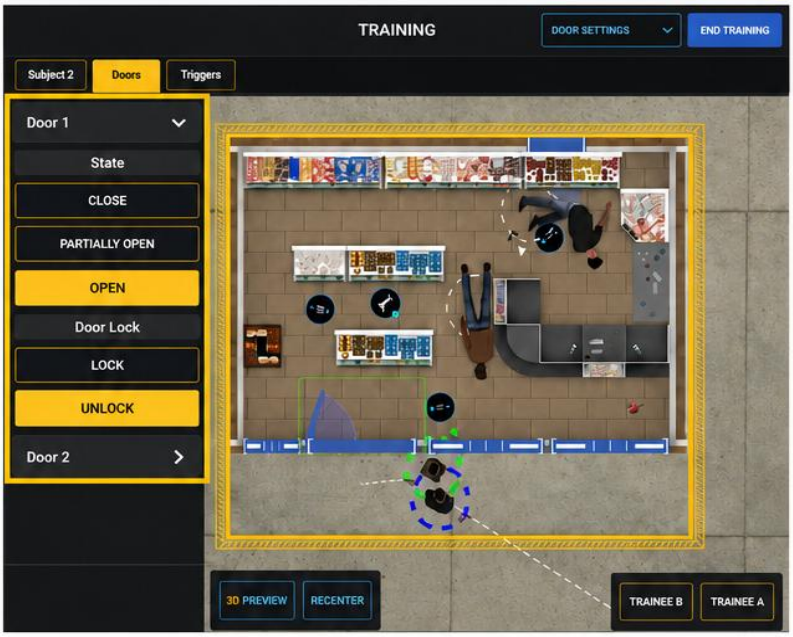
Select a door from the navigation menu and adjust the available controls:

State:

- Close
- Partially Open
- Open

Door Lock:

- Lock
- Unlock



TIP: Because subjects cannot open doors themselves, you can open a closed door from the tablet during a live session to enable a subject action that a closed door is blocking (for example, allowing a subject to flee into an adjacent room).

CONTROLLING TRIGGERS

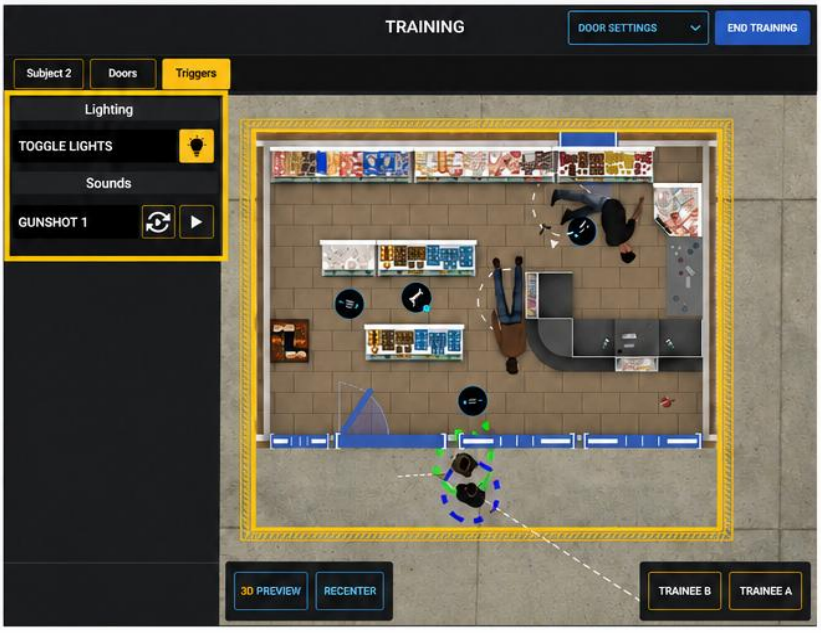
Select the **Triggers** tab to activate configured triggers during the session. Trigger sounds originate from the locations where they were placed in the scenario.

Select the icons to adjust controls:

Lighting:
Toggle lights to turn on or off (applies to the entire layout).

Sounds:

- **Play:** Play a sound effect once.
- **Loop:** Continuously play a sound effect. Tap the Loop icon again to stop the sound effect.

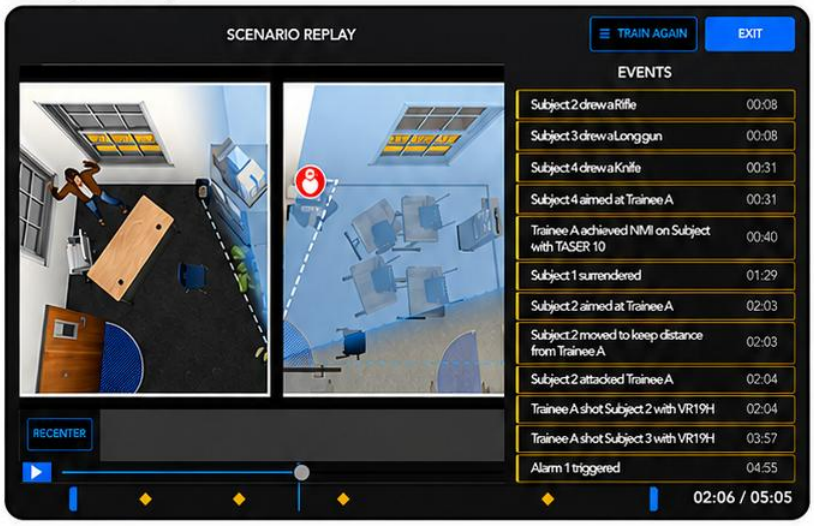


TIP: Trigger sounds originate from the location where they were placed in the scenario. Use the Play or Loop controls to manage how the sound is played during the session.

4 REVIEW

AFTER-ACTION REPORT (AAR)

Immediately after a scenario ends, the AAR automatically loads on the tablet. Use the AAR as the foundation for your trainee debrief, reviewing key decisions and actions with trainees. Pause at moments where trainees performed particularly well or where corrective feedback is needed, and guide a discussion about what happened, why it happened, and how similar situations could be handled in the future.



- Use **yellow diamonds** on the timeline to jump to key events (weapon discharge, subject surrender, etc.).
- Use the **Events list** to navigate directly to specific moments.
- TASER energy weapon events are shown in a distinct color from firearm discharge events.

THE AAR PROVIDES VISIBILITY INTO:



Trainee movement paths | **Trainee field of view** | **Muzzle orientation**

DURING THE DEBRIEF, YOU CAN USE THE AAR TO:

- Review trainee actions and decisions
- Highlight key learning points
- Discuss alternative responses
- Navigate to specific points in the timeline

USING THE AAR

- Focus on 2–3 key moments, not the entire scenario.
- Reinforce positive behaviors and address performance gaps aligned with scenario learning objectives.
- Pause at key moments to discuss what happened, why it happened, and how similar situations could be handled differently.

REVIEWING SCENARIO EVENTS

Use the Events list to efficiently identify and discuss key decision points, trainee responses, and other teachable moments from the training session.

REPEATING THE SCENARIO

You cannot save real-time configuration changes made during a training session. However, from the AAR, select Train Again to have the trainee retry the same scenario.

REVIEW: AFTER-ACTION REPORT (AAR)

The AAR lets you replay the training session, review events, analyze decisions, and conduct a debrief with your trainees.

WHAT IT SHOWS	HOW TO USE IT	WHY IT MATTERS
• Session timeline	• Navigate the timeline	• Reinforce learning
• Trainee actions	• Jump to key events	• Identify strengths
• Trigger events	• Review from any view	• Improve decision-making
• Performance data	• Pause and discuss	• Support accountability
• Key decisions	• Conduct AAR	• Build team readiness

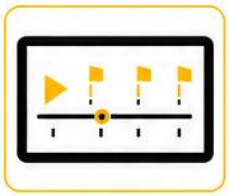
NOTE: AAR DATA IS NOT SAVED

- The After-Action Report (AAR) is a live replay — not a recording.
- Once you exit the AAR screen, the replay and session data cannot be recovered.
- Complete your debrief before navigating away.

If you need a permanent record, use the tablet's screen recording feature before closing the AAR.

CONDUCTING THE DEBRIEF

It is recommended to follow this sequence when debriefing with trainees:

1. 

REVIEW THE AAR:

Use the playback timeline to identify two or three key teachable moments during the scenario.

2. 

ASK DEBRIEFING QUESTIONS:

Use the sample debriefing questions as a starting point. Add agency-specific questions as needed.

3. 

COMPLETE THE ASSESSMENT RUBRIC FORM:

Evaluate trainee performance against the learning objectives you defined for the scenario.

4. 

DISCUSS AGENCY POLICY:

Supplement the debrief with agency-specific resources, policies, and best practices.

5. 

DOCUMENT PERFORMANCE:

Use the Trainee Evaluation Form in the Facilitator's Guide to record notes and track trainee completion as a training record.

DEBRIEFING QUESTIONS

Use the sample debriefing questions if needed and add your own agency-specific debriefing questions specific to your scenario.

COMMUNICATION & COORDINATION

- How did you communicate with your partner during the scenario?
- At what points did communication break down or become unclear, and how did you respond?
- How did you ensure synchronized movement throughout the scenario?
- If you were to repeat the scenario, what adjustments would you make to improve coordination?

THREAT IDENTIFICATION & ENGAGEMENT

- What indicators did you use to identify potential threats as you entered each space?
- How did you prioritize and engage threats?
- Did your decisions align with agency policy?
- How did you balance speed with accuracy during engagement?
- How did you distinguish between threatening subjects and civilian non-threats or bystanders?

ANGLE CONTROL & SITUATIONAL AWARENESS

- How did you manage angles of exposure during entry and clearing?
- Were there points where you overexposed yourself or your partner to potential threats?
- What could you have done differently to improve angle control in this environment?

TACTICAL MOVEMENT & USE OF COVER

- Did your positioning support both safety and visibility?
- How did your movements complement your partner's actions?
- How did you use doors and furniture as tactical cover?

DECISION-MAKING UNDER PRESSURE

- What was your thought process when encountering an unknown or changing threat?
- How did stress influence your communication or tactical decisions?
- Looking back, what decision would you change, and why?

DYNAMIC SUBJECT RESPONSE

- How did you adapt when a subject changed behavior unexpectedly?
- How did you respond when the trainer triggered an environmental cue during the scenario?
- What would you have done differently if the subject had reacted differently?

ENVIRONMENT NAVIGATION

- How did you approach doors—did you use threshold evaluation before entry?
- Were there elements of the environment that created unexpected tactical challenges?
- Did environmental sounds or trainer-triggered events affect your situational awareness?

WEAPON HANDLING WITH A PARTNER

- Were you aware of your muzzle angle at all times?
- Were there any moments your muzzle was not properly oriented or you swept your partner?

REFLECTION & IMPROVEMENT

- What aspects of your performance were most effective?
- Which skills need improvement before your next scenario?
- How will you apply lessons from this scenario to real-world operations?
- What teamwork strategies would you carry forward into the field?