KACo
Kentucky Association of Counties

WRAP Virtual Reality Training System



2025 TRAINING MANUAL

— Law Enforcement —

KACo /WRAP VR Simulator Training Manual

The Kentucky Association of Counties (KACo) brings the WRAP Virtual Reality (WRAP VR) Training System to detention facilities, county sheriffs and county police agencies across the state.

KACo strongly supports and recommends the use of the WRAP VR Simulator system by detention facilities, county sheriffs and police departments. This training is funded by KACo and is provided as a service to law enforcement insured members. The use of the WRAP VR system can—and will—enable law enforcement and detention personnel to make better decisions while in emergency situations.

Disclaimer

KACo's WRAP VR Firearms Simulator Training Program, training manual, presentations and materials are offered to assist law enforcement in conducting their own firearms training.

KACo has no responsibility for adequacy, implementation or use. Departments are responsible for their individual firearms programs, including correction of any hazards identified while training.

This manual covers several areas of training including safety, operation and instruction relating to the WRAP VR Firearms Simulator. No liability is assumed by reason of this manual, its contents, scenarios or material presented within this training. All are advisory in nature, and the final decision for training and implementation must be made by the individual department and firearms instructor.

Safety is the responsibility of every instructor and trainee regardless of rank, position or level of training.

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NOTE: To request use of the WRAP VR Firearms Simulator, go to https://bit.ly/3oThYXh on the KACo website.

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Site Specifications and Operating Requirements

1. Site Specifications - Agencies are required to provide a secure, safe, clean, light and climate-controlled space for the system (heating or air condition depending on the time of year). The room needs to be at least **15'x15' and no larger than 30'x30' in size**, have three tables, three chairs, electrical outlets, and a locking system for safeguarding the room and system when not in use. The area must be clean to prevent dust accumulation or rodent damage to the equipment.

2. Site Preparation - We request that the training locations are prepared before the arrival of the KACo representative to ensure adequate time for briefing on the new system. Any department unable to secure a training site and have it prepared prior to the arrival of the system may lose the ability of being a host agency.

3. Safety - Host agencies are required to ensure that **ALL** safety standards are met to prevent injuries. We are now requiring tighter weapons control in the training area. **Instructors are required to prohibit all weapons from entering the training site, no exceptions.** KACo has provided storage boxes for the officers to secure their weapons, magazines, Taser, flashlight and OC spray when entering the training site. **Instructors are tasked with ensuring the training site is safe, including the safeguarding of their own weapons (in the storage box provided) during training, no exceptions**. Any instructor or participant that chooses not to store their weapons is not allowed in the training room.

4. Training Staffing – KACo requires two training instructors be present while operating or providing training with the KACo /WRAP Firearms Simulator. One of the assigned staffers (instructor) should be charged with inspecting and controlling the training environment while training is being conducted. ***THIS WILL INCLUDE POLICING THE TRAINING FACILITY FOR DUTY FIREARMS*** that may have been unintentionally brought into training area and making certain that all non-training weapons are properly stored in the locker box provided to secure duty weapons. The second training staffer (Operator) should be charged with operating the WRAP VR Unit and will not be permitted to proceed with training until he or she has received the "All Clear" from the Training Instructor that **ALL** non-training weapons have either been cleared or secured in the training facility.

5. Weapons - Only KACo-approved weapons are to be used in training. Any department altering or tampering with the system outside the normal use will be responsible for the cost of damage/repairs and loss of being a host agency.

6. System Modifications Prohibited - No changes are to be made to the system in any way. In the past, individuals with computer backgrounds attempted to make changes to the old system which resulted in damage and downtime for repairs.

7. Non-Host Member Agency Participation - We are requesting greater participation in the program from our host member agencies. Departments hosting the system will be responsible for scheduling and responsible for officers from both their agency and non-host member agencies.

8. Agency Access – The WRAP VR System is provided to the host agency to provide training for departments and is currently insured by KACo. Host agencies are allowed to expose this training to various groups that have legitimate interest. For example, non-law enforcement such as elected officials, local media, judges, prosecutors, attorneys, advisory boards, etc. These demonstrations should also be documented on the training log and only considered after all non-host agencies have had the opportunity to use the system. Some of the scenarios may contain profanity that could be offensive to a civilian audience. It is the responsibility of the host agency to view the scenarios prior to use of the system to ensure no one is offended by the training material. It shall be the responsibility of the host agency to determine appropriate scenarios for their specific target audience.

9. Equipment Breakdown - Normal wear and tear and occasional accidents are both reasonable costs for providing the system to our agencies. If members have breakdowns with the WRAP VR system, contact us immediately so we can address the problems before they become larger issues.

10. Goal and Objective - The primary goal of WRAP VR is to enhance the skills of participants to survive potentially life-threatening situations. Proper stance, grip, sight picture, trigger control and use of cover are fundamental to the development of successful defensive tactics. The instructor is strongly encouraged to focus on these skill sets during the familiarization and warm up drills. The goal should be perfect practice. Poor skills do nothing to enhance survival in a life-threatening situation. It is incumbent upon the instructor to proceed at a pace based on the individual skill level of the participant and to correct any tactical issues early in the training process.

KACo/WRAP VR Training Manual

KACo has developed this training manual to assist our sheriffs and county police departments with their KACo Firearms Simulator Training Program. The manual can't address all the issues surrounding training; however, it does provide a clear group of scenarios with defined learning objectives.

1. Safety

Host agencies are required to ensure that safety standards are met to prevent injuries. We require strict weapons control in the training area. Instructors are required to prohibit any weapons from entering the training site. KACO has provided storage cases for the officers to secure their weapons, magazines, flashlight and OC spray when entering the training site. Instructors are tasked with ensuring the training site is safe including the safeguarding (in the provided storage box) of their own weapons during training.

Before setting up the training room, the instructor will prominently display the following sign at the entrance to the training room adjacent to the storage box. This includes the instructor.



2. Documentation

With this manual we have provided an Activity Sheet that we require be completed for each individual officer. This form lists the various scenarios and courses that are to be reviewed after training has been completed. This form will simply show which scenarios the officers have performed. If officers make mistakes they should be debriefed and, if needed, given the scenario again until the instructor is satisfied that they have successfully completed the training objectives.

3. Written Test

This manual also contains a written test on page **34** that officers need to complete.

A copy of this should be included in the officer's training file along with the Activity Sheet to indicate which scenarios were completed. For guest agencies, forward the test and Activity Sheet to the guest agency head.

In the case where instructors do not feel that officers are successfully completing the learning objectives and are unsafe for duty, they should follow their normal departmental procedures for remedial training or contact the department head of guest agencies.

4. Training Components

The training material has been divided into four sections: Warm Up/Familiarization, Knowledge Base Review, Scenario Training and the Written Test.

5. Individual Instruction

We recommend that instructors train officers individually (one at a time). This will eliminate stronger personalities from taking over the training and allow for each officer to practice their voice commands, decision making and marksmanship abilities. If departments have the time to train officers individually - and then as partners - this would also be acceptable; however, each officer should experience the training individually first, followed by partner training if time allows.

6. Warm Up/Familiarization

Poor marksmanship skills reduce the confidence level of the trainee and may increase the likelihood of injury in a use of force situation. It is therefore paramount to correct minor deficiencies early in the training process. Ultimately, the stance types to be included in the training will be left up the individual instructor’s preference.

-Stance

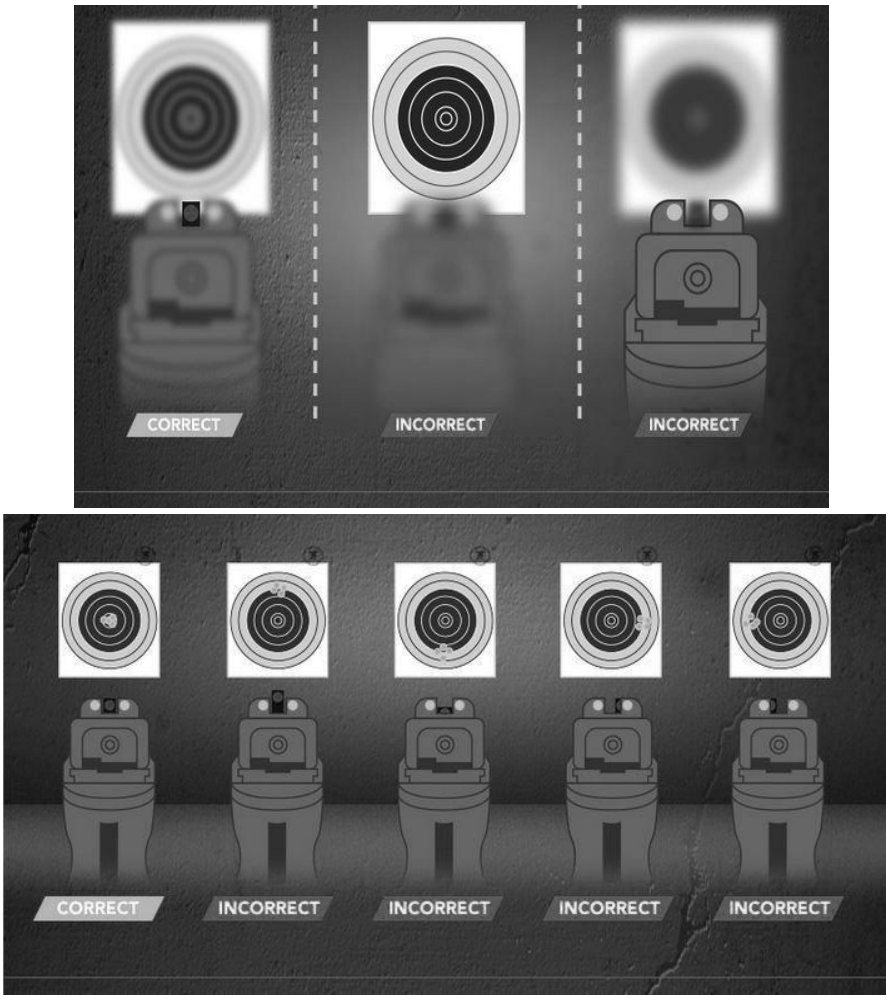
The trainee should be parallel or square with the target with feet shoulder-width apart and the knees should be slightly bent. Both arms should be fully extended. The trainee should bend slightly forward at the waist and bring the gun to eye level. Ultimately, the Training Instructor will determine the proper stance preferred for training.

-Grip

Accurate weapons fire requires a proper grip on the firearm. The thumb and index finger of the strong hand should rest high on the back strap. Fingers should wrap around the front strap. The weak hand thumb is placed along the top of the strong hand thumb with both thumbs pointing downrange. The weak hand fingers wrap around the strong hand.

-Sight Alignment

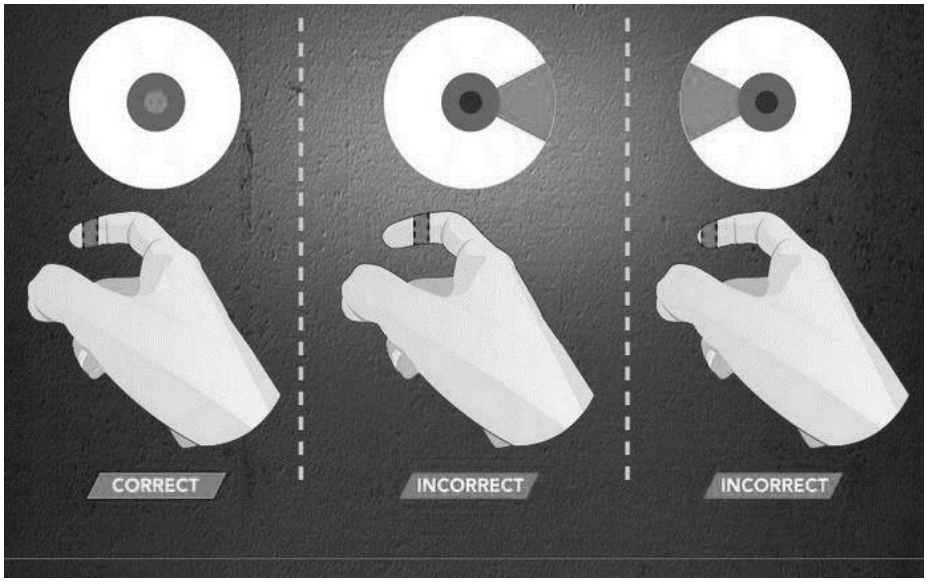
The shooter should focus on the centered front sight while both the rear sight and the target area are slightly out of focus.



(NRA Illustration)

-Trigger Finger Placement/Pull

The center pad of the first section of the trigger finger should be centered on the trigger. The trainee should steadily squeeze the trigger until a round is discharged.



(NRA Illustration)

-Use of Cover

The trainee should make use of any available cover within the confines of the scenario. The trainee should be encouraged to move at least one step left or right while drawing the firearm. This movement should be encouraged during the warm-up/familiarization phase of training to build solid, repeatable, defensive skills. Coupled with the movement, the trainee should be encouraged to move to cover, stay slightly off it, and present the smallest possible exposure while obtaining a proper sight picture. Trainee should remember that concealment prevents one from being seen, but cover should provide some type of protection and concealment.

The first course of fire is the firing range. This course is designed to give officers the ability to become familiar with the system and the weapon and requires the officers to hit a series of targets working on accuracy and speed.

The next course involves movement drills and is again intended to increase the officer's familiarization with the system at the same time reinforcing movement. This section is based on the S.T.O.P.S. Training Program, which is currently taught across the Commonwealth of Kentucky and is recognized in saving the lives of several officers. The program incorporates the tactical philosophy of the officers moving when they see a threat,

drawing their weapons and firing their weapons if justified, moving to cover and scanning for additional suspects.

-S.T.O.P.S. Training Program

The S.T.O.P.S. Training Program has been proven to reduce complaints and provide a more professional and safer format for our officers to conduct traffic stops. Not only are the tactics proven for traffic stops, but they have also been credited with saving officers' lives in non- traffic stop situations. We have included the contact information for the S.T.O.P.S. Training Program in the reference section and recommend departments consider incorporating this program into their training program.

The next course involves low light training while reinforcing the movement drills. Low light situations are when many shootings occur, as well as mistaken weapons identification. This training will require the officer to identify the threat with the use of a flashlight prior to engaging the target while reinforcing movement.

We are also recommending a moving target drill for this training cycle. This training will provide officers practice at shooting at moving targets and the proper method of tracking and hitting moving targets. Trainees should be reminded to hold on the leading edge of the moving target.

7. Knowledge Base Review

This section contains various documents that can be shown on the screen for review during the training session. We recommend that before beginning the training session, instructors show KRS 503.090 regarding use of force and review it with the officers.

We also recommend that instructors display the photograph of the finger out of trigger guard and discuss this with officers prior to the training. The instructor should immediately correct a trainee anytime the finger is observed inside the trigger guard unless the trainee is actually engaging a target.

The knowledge base section can be used during the scenario section and includes **KRS 503.090**, flashlight techniques, checklist on use of force/TASER and other information such as best response techniques for dealing with the mentally ill.

8. Scenario Training

We have provided scenarios that cover a wide variety of topics addressing areas that are critical training and liability issues. We recommend that officers perform the scenarios in the sequence on the training form. They have been arranged in an order to provide a natural progression.

9. Recommendations for Scenario Training

We recommend that debriefing of officers begin with a positive comment followed with any critique (if necessary), and always end with a positive reinforcement for each scenario. Do not attempt to cover multiple problems at one time. Choose an area that is the most critical and work on it. When officers are critiqued with several problems at one time, they become confused and do not grasp what is being covered. Critiquing after each scenario may be beneficial in allowing the instructor to correct deficiencies early in the program.

10. Briefing to Officers

Before beginning the scenarios advise the officers to become emotionally involved in the training. If they need to yell commands, use the weapons that they would normally use, move to cover, and train like it is real. Advise them that they might be exposed to angles that they normally would not take and advise them to deal with it, and treat it like it is the real thing. The more realistic that you, as the instructor, can make the training, the better the officer will respond when faced with situations on the street.

Safety! Safety! Safety! Safety! Safety! Safety!

*A spotter is required for each scenario to ensure student safety.

IMPORTANT: No instructor, observer or trainee weapons are allowed in the training room at any time. Anyone unwilling to follow this directive will be prohibited from participating in the training session. There are to be no exceptions regardless of rank or level of training. Prohibited items include:

- **No weapons (loaded or unloaded)**
- **No OC spray**
- **No live ammunition**
- **No magazines**
- **No TASERs**

11. Tactics

This is one of the most important training topics we will cover. Remember to reinforce movement when officers observe a threat. Always reinforce **move, draw, take appropriate action,** (target identification/target isolation), **move to cover, scan left and right for additional suspects.**

12. Voice Commands

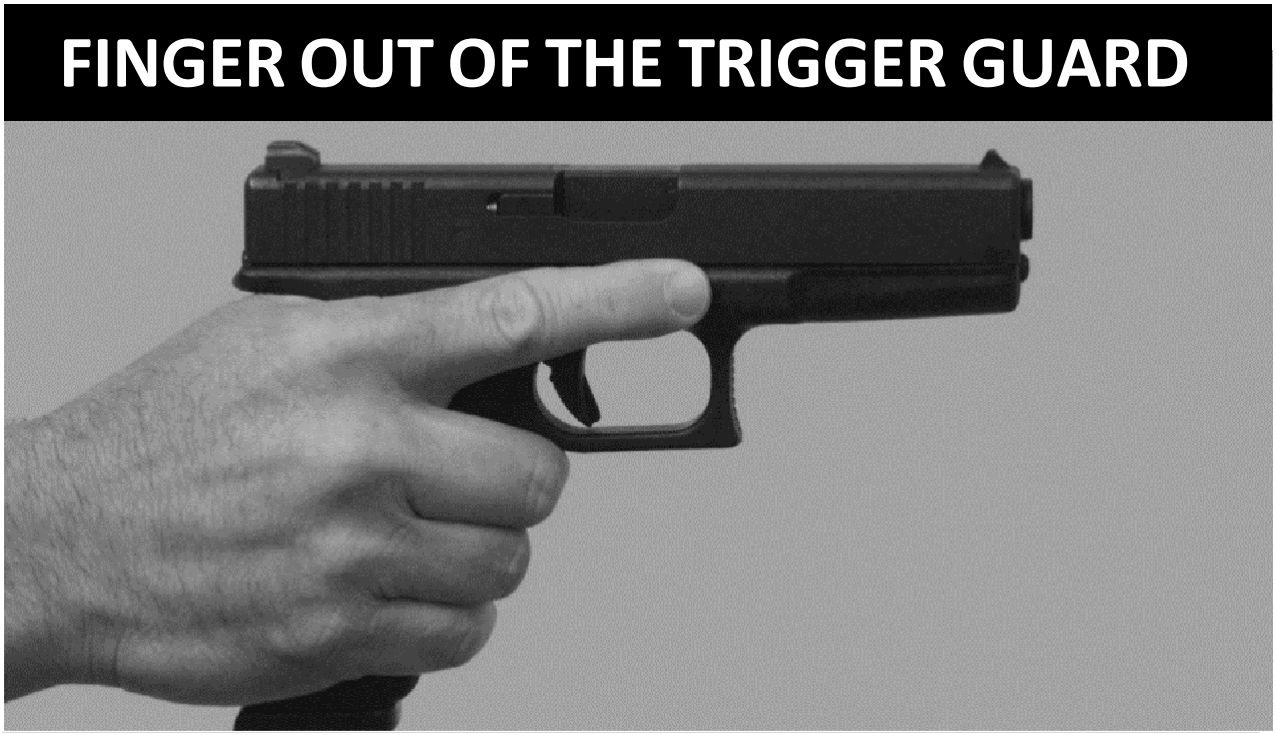
During the training session, use the verbal commands that need reinforcing.

If officers use profanities, make sure that they are corrected and critiqued not to use profanity even under stressful conditions. Profanity sounds unprofessional to juries and, if not corrected during training, will happen under real conditions. Use the playback system to review voice commands and to give officers the opportunity to hear themselves.

During scenarios involving mentally unstable subjects, remind officers to assume a quiet non-threatening manner when approaching or conversing with the individual. Remind officers to provide reassurance that the law enforcement officers are there to help, to attempt to find what is bothering them, and they should avoid topics that may agitate. Always be truthful and never threaten arrest.

13. Weapons Handling

Weapons handling is critical to the elimination of accidental shootings. The most important aspect of safe weapon handling is keeping officer fingers out of the trigger guard until they are ready to pull the trigger. Watch for this on all training exercises/drills, and critique this anytime it is observed. Use the playback system to reinforce this issue.



Another critical issue is when officers draw their weapons. Watch for officers drawing their weapons when they are unable to articulate the reason they did so and for officers who do not identify threats and do not draw their weapons in a timely manner.

Target identification and target isolation are also critical safety concerns should always be reinforced. Reinforce the officer ability to observe a suspect's hands and to identify weapons by means of lighting to verify threats. (Time and distance increase good decision making and officer survival.)

In the area of target isolation, ask the officers if they were aware of the background prior to their firing. What was in the background (children, adults, etc.)? When officers miss shots, remind them of the importance of each shot (innocent bystanders) and the responsibility they have for each shot fired from their weapon.

14. Concluding the Scenario

When officers have concluded the scenario and before you debrief them, remind them to finish with cuffing the subject, to call for backup, to call for medical assistance, to provide medical assistance when safe to do so and to advise backup officers of their status to eliminate someone from getting injured or causing an accident while responding.

Basic WRAP VR debrief questions

This is a list of possible questions for the debriefing process after a scenario has been completed. Remember to keep the questions as open-ended as possible to gather the student's understanding and recollection of the events in the scenario. These questions should be asked before any review of the scenario takes place.

1. What happened
2. What did you do?
3. What did the subject(s) do?
4. What did you say?
5. What did the subject(s) say?
6. What did the subject(s) look like?
7. What type of weapon(s) did the subject(s) have?
8. When did you feel justified to draw your (Force Option)?
9. When did you draw your (Force Option)?
10. When did you feel justified to use your (Force Option)?
11. How many times did you use your (Force Option)?
12. Did you take cover?
13. What pre-assaultive behaviors did you observe?
14. What was your backdrop?

At this point, ask any questions that you feel are appropriate. These may include questions about such things as the license plates numbers, description of vehicles and other scenario specific items. These questions should be set up ahead of time to keep all critiques uniform among instructors.

The WRAP VR System provides a replay of scenarios and can show an officer their actions including where their rounds went.

Universal things to watch for

Movement to:

- To cover
- To the side
- To a better “tactical position”

Weapon handling skills

- finger out of the trigger guard
- muzzle direction (laser rule)
- proper “low ready” positions (see the hands)
- proper reloads

Proper draws

- Proper re-holster
- Proper transition techniques
- Proper flashlight techniques

Target identifications/isolations

WATCH THE HANDS! WATCH THE HANDS! WATCH THE HANDS!

Verbalization

- Tell suspects what you want them to do.
- Be concise.
- Use commanding / directing instructions.
- Refrain from using profanity.
- Keep YOUR attitude in check.

Stances

- Interview (hands waist level or above)
- Combat (Balanced Platform)

TASER deployment

Tragically, there have been officers across the country shot or exposed to danger while deploying less lethal options during confrontations with armed suspects. We feel that training should reinforce that less lethal options (TASERS) should not be deployed when confrontations involve suspects armed with weapons unless the officer has a backup cover officer with them, and they can do so in a safe manner.

Instructors should reinforce the facts that if a suspect has a knife or other lethal weapon that the officer will not be able to respond in time to defend himself or herself. Therefore, the officer should wait for backup before attempting less lethal options involving armed suspects.

Officers have several force options that will be dictated by the actions of the suspect upon the appearance of the police officer.

Officers may be limited in their options due to the circumstances and actions of the subject. For example, an officer who immediately observes a subject with a firearm unjustifiably threatening another may immediately respond with deadly force without considering other force options.

Officers must note that continuum is not a ladder to be climbed. The actions of the subject may indicate that the officer immediately enter the highest level of force, depriving the officer of any lesser force options. As the suspect's actions escalate, so may the use of force.

Officers are justified at maintaining a level of force one level higher than the suspect's force/resistance – "One + One" concept.

Response to active resistance/aggression

Seriousness of offense

Active threat to officer or others

Active resistance or attempt to evade arrest by flight

Scenario No. 1

Trespass – Bar Patron

Talking points

- Tactical consideration (cover, distance)
- Verbal de-escalation
- Force options
- Render first aid once scene is safe.

Subject Selection

Clay Williams only, no dispatch

- General
- Calm
- Angry

Subject Actions

- Leave Bar
- Fighting Stance
- Slow Charge Office
- Fast Charge Office

Subject control

- Multiple

Note: Once you activate the subject control buttons, you can't return to subject actions.

Scenario No. 1 Notes

Scenario No. 2

Assault Parking Garage

Talking points

- Tactical consideration (cover, distance)
- Verbal de-escalation
- Call for backup
- Force options
- Render first aid once scene is safe.

Subject Selection

- Dispatch not activated for this scenario
- Man with knife
- Man with gun (no dialogue)

Subject Actions

- Man with knife
    - Pull knife
    - Slow attack
    - Fast attack
- Man with gun
    - Pull gun
    - Fire gun

Subject control

- Multiple for both subjects

Note: Once you activate the subject control buttons, you can't return to subject actions.

Scenario No. 2 Notes

Scenario No. 3

Traffic Stop – Sovereign Citizen

Talking points

- Tactical consideration (cover, distance)
- Verbal de-escalation
- Force options
- Render first aid once scene is safe.

Subject Selection (Driver only)

- Call dialogue

Subject Actions

- Return to vehicle (after returning to vehicle you have the following three options)
    - Get wallet
    - Get Phone
    - Get Gun

Subject control

- Multiple

Note: Once you activate the subject control buttons, you can't return to subject actions.

Scenario No. 3 Notes

Scenario No. 4

Active Threat – Shooter in Office Building

Talking points

- Tactical consideration (cover)
- Target Identification
- Force options
- Render first aid once scene is safe.

Subject Selection

- none

Subject Actions

- none

Subject control

- none

Note: This scenario runs on its own once started. The operate has no control once started.

Scenario No. 4 Notes

Scenario No. 5

Call for Assistance – EDP Walkaway

Talking points

- Tactical consideration
- Verbal de-escalation
- Render first aid once scene is safe.

Subject Selection

- Dispatch not activated for this scenario
- Backup officer (approach only)
- Eddie Morgan
    - Calm
    - Upset

Subject Actions

- Backup officer (approach only)

Subject control

- Multiple

Note: Subject dialogue will work after selecting subject control functions.

Scenario No. 5 Notes

Court Security Officer Scenario No. 1

Adapt – Office Removal of Person from Courthouse

Talking points

- Tactical consideration (cover, distance)
- Verbal de-escalation
- Force options
- Render first aid once scene is safe.

Briefing: The judge has called for the CSO to remove an individual from the courtroom.

Subject Selection

- Speak As (Instructor Headset)

Subject Actions

- Walk Toward Trainee
- Charge Trainee
- Stop
- Recover
- Turn Around
- Walk Backward Toward Trainee
- Hand Position for Handcuffing (if needed)

Non-Weapons

- Wallet, phone, folded paper, drop, pickup

Subject control

- Multiple

Note: Once you activate the subject control button, you can't return to subject actions.

Court Security Officer Scenario No. 1 Notes

Court Security Officer Scenario No. 2

Adapt – Jail Cell Interior

Talking points

- Tactical consideration (cover, distance)
- Verbal de-escalation
- Force options
- Render first aid once scene is safe.

Briefing: Individual has been to Drug Court and the Judge issued a bench warrant for individual. Individual is being held in holding cell in courthouse. Inmate needs to be moved to sally port for transportation to the detention center.

Subject Selection

- Speak as (Instructor Headset)

Subject Actions

- Walk Toward Trainee
- Charge Trainee
- Remove Item from Pocket
- Drop/Pickup Item
- Turn Around
- Walk Backward Toward Trainee
- Hand Position for Handcuffing
- Stop/Recover

Non-Weapons

- Wallet, phone, folded paper, drug pipe, drop, pickup

Subject control

- Multiple

Note: Once you activate the subject control button, you can't return to subject actions.

Court Security Officer Scenario No. 2 Notes

Court Security Officer Scenario No. 3

Call for Assistance Disable Vehicle

Talking points

- Tactical consideration (cover, distance)
- Obtain Information and Vehicle Information
- Target Identification
- Verbal de-escalation
- Call for backup
- Force options
- Render first aid once scene is safe.

Briefing: The CSO notices an individual in the parking lot of the courthouse having some type of vehicle issue at the end of the business day.

Subject Selection (William Meredith)

- General

Subject Actions

- Continue Working
- Face Officer
- Drop Rag
- Assault (Gun)
- Assault (Wrench)

Subject control

- Multiple

Note: Once you activate the subject control buttons, you can't return to subject actions.

Court Security Officer Scenario No. 3 Notes

WRAP VR decision-making training program activity sheet

Officer: _____ **Agency:** _____

Date: _____ **Location:** _____

Warm Up and Familiarization

_____ **Stance/movement**
_____ **Grip**
_____ **Sight alignment**
_____ **Trigger finger placement/pull**
_____ **Movement drills**
_____ **Low light/flashlight drills**
_____ **Target drills**
_____ **Use of cover**

Knowledge Base Review

_____ **KRS review of use of force**
_____ **Finger out of trigger guard**
_____ **S.T.O.P.S.**
_____ **Tennessee v. Garner**
_____ **Graham v. Connor**
_____ **Model Policy: Pursuit**
_____ **Model Policy: Use of Force**
_____ **Use of continuum**
_____ **Flashlight technique**
_____ **IACP Mentally Ill**
_____ **Off-duty response**
_____ **Persons of diminished capacity**
_____ **Response to Active Resistance**

Training Scenarios Completed

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____

Test questions

(Correct answers in bold)

1. Which best describes when an officer may use deadly force?
    a. When a suspect is considered armed and dangerous.
    b. When there is imminent danger of loss of life or serious physical injury to him / her or others
    c. When all other means to affect the arrest have failed
    d. When the suspect has committed a felony in the officer's presence and is attempting to flee from apprehension

2. Which best describes when a warning shot may be fired?
    a. When the suspect(s) is/are fleeing
    b. Warning shots pose an extreme hazard to innocent parties, so the utmost caution should be used when considering such an action
    c. Only when the warning shot would not endanger innocent parties
    d. Never

3. In a situation where a suspect is firing at an officer and the officer can see innocent persons behind the suspect, which of the following is the best course of action?
    a. Return fire
    b. Take cover and assess the situation
    c. Take cover and return fire
    d. Exercise extreme caution

4. In determining the appropriate level of force, officers should evaluate which factors?
    a. Seriousness of the offense
    b. Physical threat to the officers or others
    c. Was the subject actively resisting or attempting to evade arrest by flight
    d. All are factors

5. The TASER shall not be deployed as a compliance technique on a person who is passively or verbally non-complaint.
    a. True
    b. False

6. Firing at a fleeing suspect would not be considered justified unless that fleeing suspect:
    a. Committed a felony
    b. Is an escaped felon
    c. Poses a threat of serious bodily harm or death to the officer or others
    d. Is disregarding the officer's order to stop

7. Courts have acknowledged that a subject's mental state (when known) is considered in analyzing the reasonableness in the use of force.
    a. True
    b. False

8. All the following are considered tactical responses when encountering a person of diminished capacity except for:
    a. Containment
    b. Communication
    c. Immediate weapon deployment
    d. Time

9. If the suspect is armed with something other than a firearm (knife, pipe, broken bottle, etc.), and is attacking an officer, at what point (in distance) can the officer use force?
    a. As soon as the suspect attacks, regardless of the distance
    b. At the point where the suspect is close enough to pose an imminent threat of serious bodily harm or death
    c. Fifteen yards
    d. Seven yards

10. According to the S.T.O.P.S. Firearms Response Policy the officers first and foremost concern is to:
    a. Move
    b. Scan left and right
    c. Engage the person in dialogue
    d. Surrender

Officer's Name (Print) _____ Officer's Signature _____

Agency: _____ Date: _____

Instructor's Name (Print) _____ Instructor's Signature _____

Agency: _____ Date: _____

Room Setup and system calibration:

The maximum workspace for the WRAP Reality system is 30’x30’. The minimum workspace is 15’x15’. Once you have the four base stations on stands and placed stands, calculate the center of the space, and place an X with tape on it.

The four base station stands need to be about 7’ in height and the transmitter stand should be about 6’6” in height. Placed between the two closest corner stands. All corner stands need to be pointed directly to the center spot you have designated with the taped X.

In the Steam windows, pull down the drop tab and locate the room setup tab. Once you have clicked the “Room Setup” follow the prompts (room to scale) to setup the room. You will need the blue controller.

Headset Pairing:

Place headset in middle of room. Connect battery to the headset. Battery pack should light up blue with four lights if fully charged. The light on top of the headset should turn green. Headset will also appear solid blue in Steam drop down box.

Weapon pairing:

Go to Steam-Menu-Devices-Pair Controller.

For all force options, press and hold button until the light turns blue. The light will change to green if force option is ready to use. You should see a blue lit up “crown” for each force option in the steam drop down.

With headset on look to see if you can see a weapon. If not, then go to Wrap Reality screen and locate the settings tab. In the middle section you will see a row on weapons. Locate your weapon system and click one time and pause. Have the person in the headset tell you when the weapon system appears. You may have to click and pause again until the weapon system appears.

With the person still in the headset have them pull the trigger. If you hear a gunshot the system is working. If not, you will have to go to Steam-Settings-Controllers-Manager Trackers. Look for a green dot next to the list of trackers on the screen. All weapons need to be on a different setting (see list below). Close out all systems after this and restart the computer. Don’t forget to turn the weapon back on.

Pistol-Right Shoulder

Taser-Left Shoulder

OC Spray-Left Foot

Rifle-Right Foot

Bola Wrap-Right Foot

Daily operation instructions:

(Assuming the Wrap VR system is set up and calibrated.)

Step 1. Make sure all four base stations are powered up and show a green light.

Step 2. Place headset in the center of the workspace with battery connected. The light on the top of the headset should be flashing green. The battery pack should have up to four blues light on indicating and full charge.

Step 3. Power on Computer

Step 4. Make sure computer speaker is on.

Step 5. Start the VIVE Wireless operating system from the desktop icon. Once the STEAM VR drop down box appears you should see the headset icon and four base icons light up blue. The light on top of the headset should be solid green.

Step 6. Start WRAP Reality operating system from the desktop icon. (Make sure you are using the latest version.) Once the Wrap operating system is up and going, select any scenario and this will take you to the lobby. You should here background noise in headset and computer speakers.

Step 7. Turn on the force options you will be using by pressing and hold the button on the bottom of the tracker until the blue light comes on. The light should turn to green when force option is ready. Once the force options are ready you should test fire each option to ensure you can both see and hear each option in the headset and on computer.

System is ready for training.

Reminder: You must charge all headset batteries and force options prior to conducting training. Headset batteries and force option batteries should be place on charge for any extended breaks in training.

To run scenarios:

Select a scenario form the menu. Once the scenario is selected you can:

Change the trainee avatar characteristics.

Calibrate the origin and height of the trainee (note: You must calibrate height and origin prior to running each scenario.)

Start the Prologue.

Start the scenario.

Play back de-briefs:

To play back a scenario, exit to the lobby. Once in the lobby select play back last scenario. Once the scenario starts to play hit the pause to allow you to select the view you want to see. There are three view modes.

Next camera Mode#1-The view is what the student saw as they were in the scenario. (The student will be

in the headset for this mode.)

Next camera Mode#2- Is a drone view mode (note: the student must be out of the headset and looking at the computer monitor to see this mode. See drone controls below:

Keys and direction:

W-Zoom In

S-Zoom out

A-Left

D-Right

E-Up

Q-Down

Next camera Mode #3- The student controls the view from inside the headset during the replay.

Note: Loading time on these will depend on how long the scenario session ran.

To switch from the rifle to the Bola Wrap or from the Bola Wrap to the rifle:

Note: You can only use four forces options at a time. The rifle and Bola Wrap cannot be used at the same time. Below you will find instruction on how to swap between the two.

If you are using the rifle in your training and want to use the Bola Wrap, simply hold the button down on the rifle tracker until the light turns off. (Note: it will blink off and on blue before it turns off.) Once the rifle tracker is off, press the tracker button on the Bola Wrap until you see the blue light come on. (note: it will turn to green when the tracker is ready to use). The Bola Wrap is now ready. If you want to go back to using the rifle you must do the following. Hold the button down on the Bola Wrap tracker until the light turns off. (Note: it will blink off and on blue before it turns off.) Once the Bola Wrap is off, press the tracker button the on rifle until you see the blue light come on. (note: it will turn to green when the tracker is ready to use). Once the rifle tracker is on you will need to reboot all operating systems (VIVE, STEAM and WRAP Reality). When all the system are back on, go back into the lobby and turn on all force option trackers except the Bola Wrap. Once the force options are on test each to make sure they will fire.

If you are using the Bola Wrap in your training and want to use the rifle, simply hold the button down on the Bola Wrap tracker until the light turns off. (Note: it will blink off and on blue before it turns off.) Once the Bola Wrap tracker is off, press the tracker button the on rifle until you see the blue light come on. (note: it will turn to green when the tracker is ready to use). The rifle is now ready. If you want to go back to using the Bola Wrap you must do the following. Hold the button down on the rifle tracker until the light turns off. (Note: it will blink off and on blue before it turns off.) Once the rifle is off, press the tracker button on the Bola Wrap until you see the blue light come on. (note: it will turn to green when the tracker is ready to use). Once the Bola Wrap is on you will need to reboot all operating systems (VIVE, STEAM and WRAP Reality). When all the system are back on, go back into the lobby and turn on all force option trackers except the rifle. Once the force options are on test each to make sure they will fire.

Troubleshooting Guide

Sound Issues:
No sound in speakers or headset:
Go to the Steam drop down box to the settings tab. In setting go to audio. The setting should be as follows:
-Audio output device- (VIVE Pro Multimedia Audio) (Toggle back and forth between headset and manual, making sure to leaving it set to headset).
- Audio Input device (VIVE Pro Multimedia Audio) (Toggle back and forth between headset and manual, making sure to leaving it set to headset).
-Audio Mirroring (Realtek HD Audio) (Toggle back and forth between off and on, making sure to leaving it set to on).
Note:
If using the instructor mic/headset you will need to change the settings in Audio Mirroring to (headset). Next go to the WRAP Reality Screen and go to settings change instructor mic to "Instructor Mic On" then save your changes.

No student audio during play backs:
The mute button on the headset on the right earpiece (as your wearing the headset) maybe depressed. Toggle the mute button and run another scenario and test play back student audio.

Low volume in headset:
Adjust volume with switch on the left side of headset (as your wearing the headset) and recheck volume by running scenario again.

Blue or dark screen inside headset:
If student says the headset is showing all blue or dark screen unplug the headset from the battery and wait 10 secs. Make sure you plug the headset up in the middle slot. Headset will reboot. If still showing blue or dark screen check the connection of cable on the left side of the headset. If still showing blue or dark screen in headset, reboot systems.

Distorted height or origin in headset:
Always before the start of each scenario click on Calibrate Origin and Height while student is facing in the direction you want and is standing still with headset facing forward and level.

Image in headset appears blurry:
Make sure headset fits tight against the forehead, if that doesn't fix the issue you can adjust the depth of the front of the headset by pushing the button on the lower left front of the headset (as your wearing the headset). If the problem still exists, you can adjust the focus using the knob on the lower right side of the headset (as your wearing the headset).

KRS 503.090 Use of physical force in law enforcement.

1) The use of physical force by a defendant upon another person is justifiable when the defendant, acting under official authority, is making or assisting in an arrest, and he:
    a) Believes that such force is necessary to affect the arrest;
    b) Makes known the purpose of the arrest or believes that it is otherwise known or cannot reasonably be made known to the person to be arrested; and
    c) Believes the arrest to be lawful.

2) The use of deadly physical force by a defendant upon another person is justifiable under subsection (1) only when:
    a) The defendant, in effecting the arrest, is authorized to act as a peace officer; and
    b) The arrest is for a felony involving the use or threatened use of physical force likely to cause death or serious physical injury; and
    c) The defendant believes that the person to be arrested is likely to endanger human life unless apprehended without delay.

3) The use of physical force, including deadly physical force, by a defendant upon another person is justifiable when the defendant is preventing the escape of an arrested person and when the force could justifiably have been used to effect the arrest under which the person is in custody, except that a guard or other person authorized to act as a peace officer is justified in using any force, including deadly force, which he believes to be necessary to prevent the escape of a person from jail, prison, or other institution for the detention of persons charged with or convicted of a crime.

KRS 503.050 Use of physical force in self-protection - Admissibility of evidence of prior acts of domestic violence and abuse.

1) The use of physical force by a defendant upon another person is justifiable when the defendant believes that such force is necessary to protect himself against the use or imminent use of unlawful physical force by the other person.

2) The use of deadly physical force by a defendant upon another person is justifiable under subsection (1) only when the defendant believes that such force is necessary to protect himself against death, serious physical injury, kidnapping, sexual intercourse compelled by force or threat, felony involving the use of force, or under those circumstances permitted pursuant to KRS 503.055.

3) Any evidence presented by the defendant to establish the existence of a prior act or acts of domestic violence and abuse as defined in KRS 403.720 by the person against whom the defendant is charged with employing physical force shall be admissible under this section.

4) A person does not have a duty to retreat prior to the use of deadly physical force.

Court cases

Tennessee v. Garner, 471 U.S. 1 (1985)

The use of deadly force to prevent the escape of all felony suspects, whatever the circumstances, is constitutionally unreasonable. It is not better that all felony suspects die than that they escape. Where the suspect poses no immediate threat to the officer and no threat to others, the harm resulting from failing to apprehend him does not justify the use of deadly force to do so. It is no doubt unfortunate when a suspect who is in sight escapes, but the fact that the police arrive a little late or are a little slower afoot does not always justify killing the suspect. A police officer may not seize an unarmed, non-dangerous suspect by shooting him dead.

Graham v. Connor, 490 U.S. 386 (1989)

The "reasonableness" of a particular use of force must be judged from the perspective of a reasonable officer on the scene, rather than with the 20/20 vision of hindsight. As in other Fourth Amendment contexts, however, the "reasonableness" inquiry in an excessive force case is an objective one: the question is whether the officers' actions are "objectively reasonable" considering the facts and circumstances confronting them, without regard to their underlying intent or motivation.

Kingsley v. Hendrickson, 135 S. Ct. 2466 (2015)

Regarding the standard that a pretrial detainee must show only that the force purposely or knowingly used against him was objectively unreasonable, a court (judge or jury) cannot apply this standard mechanically. Rather, objective reasonableness turns on the facts and circumstances of each particular case. A court must make this determination from the perspective of a reasonable officer on the scene, including what the officer knew at the time, not with the 20/20 vision of hindsight. A court must also account for the legitimate interests that stem from the government's need to manage the facility in which the individual is detained, appropriately deferring to policies and practices that in the judgment of jail officials are needed to preserve internal order and discipline and to maintain institutional security.

IACP Dealing with the Mentally Ill

The International Association of Chiefs of Police (IACP) implemented a model policy on "Dealing with the Mentally Ill" in 1997. The policy asserts:

Given the unpredictable and sometimes violent nature of the mentally ill, officers should never compromise or jeopardize their safety or the safety of others when dealing with individuals displaying symptoms of mental illness.

Should the officer determine that an individual may be mentally ill and a potential threat to himself, the officer, or others, may otherwise require law enforcement intervention for humanitarian reasons as prescribed by statute, the following responses may be taken.

1. **Request a backup officer**, and always do so in cases where the individual will be taken into custody.
2. **Take steps to calm the situation**. Where possible, eliminate emergency lights and sirens, disperse crowds, and assume a quiet non-threatening manner when approaching or conversing with the individual. Where violence or destructive acts have not occurred, avoid physical contact, and take time to assess the situation.
3. **Move slowly and do not excite the disturbed person**. Provide reassurance that the police are there to help and that he will be provided with appropriate care.
4. **Communicate with the individual to determine what is bothering him.** Relate your concern for his feelings and allow him to ventilate his feelings. Where possible, gather information on the subject from acquaintances or family members and/or request professional assistance if available and appropriate to assist in communicating with and calming the person.
5. **Do not threaten the individual with arrest** or in any other manner as this will create additional fright, stress and potential aggression.
6. **Avoid topics that may agitate the person** and guide the conversation toward subjects that will help bring the individual back to reality.
7. **Always attempt to be truthful with a mentally ill individual.** If the subject becomes aware of a deception, he may withdraw from the contact in distrust and may become hypersensitive or retaliate in anger.

Points to Remember

- While the force continuum does not change due to a subject's mental status, officers should take this status into account [where the status is known] in their approach of the subject to de-escalate the possibility of a violent outburst by the subject.
- Once a mentally disturbed or emotionally disturbed person has been controlled, officers should consider whether common restraint tactics may be more dangerous to the individual due to the subject's mental status.
- As with any use of force, officers should always provide an immediate medical response to individuals who are exhibiting signs or complaining of injury or illness following a use of force.

Flashlight techniques



Chapman Hold



Harries Hold



Neck-Index Hold

S.T.O.P.S. TALKING POINTS

- Traffic Stops Training
- Remember to stay behind the "trailing edge" of the violator's door.
- Watch for violators' hands!
- Be polite, but stay in control.

S.T.O.P.S. Firearms Response Theory

The officer should **move**, **draw**, take appropriate action and **move** again to gain a position of cover. Moving should be the officer's first and foremost concern.

➔ Move

➔ Draw

➔ Take appropriate action

Target Identification/Target Isolation

➔ Move to cover!

➔ Scan left **and** right for additional suspects

The universal gun handling rules

1. **Treat all guns as if they are always loaded.**

2. **Never cover anything with the muzzle that you are not willing to destroy.**

3. **Keep your finger off the trigger and outside the trigger guard until your sights are on the target and you have made the decision to shoot.**

4. **Be aware of what your target is, what is beyond it, what is around it and what is between the firearm and it.**

Kentucky Association of Counties

WRAP VR Sign-in Sheet

Agency name: _____ **Date:** _____

Firearms Instructor: _____ **WRAP VR Operator:** _____

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Kentucky Association of Counties

WRAP VR Sign-in Sheet

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KACo Model Policies Referenced

The Model Policy and Procedures listed below were referenced in this training manual. To view these and other model policies, visit https://bit.ly/3h50Edy.

- Dealing with persons of diminished capacity
- Response to active resistance

Bibliography

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Copyright 1992, 1995, 1996, 1999

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Low Light Tactics Course
18300 Mount Baldy Circle
Fountain Valley, CA 92708

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