

TIM 1 — THE ORIGINAL

Complete Scenario Matrix — \$1,295 Training System with Dual RapidSwap Magnets

20 Total Scenarios	8 Threat	4 No-Shoot Critical	2 Elevated	6 No-Shoot / No-Threat
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DEFAULT IMAGE: Single-hand firearm presentation — weapon in right hand extended toward officer. Left hand at side (free hand). The dual RapidSwap magnet system enables simultaneous overlay placement. When the default right hand firearm is uncovered, both magnets are free for waistband combinations including badge AND concealed gun simultaneously. When a right hand overlay (cup/wallet) is in use, one magnet is occupied — only one additional waistband overlay can be added.

RIGHT HAND Firearm (default — printed) Coffee cup overlay Wallet overlay	LEFT FREE HAND Empty (default) Fixed blade knife overlay	WAISTBAND / BELTLINE None (default) Concealed handgun overlay Officer badge overlay Badge + concealed gun (default hand only)
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#	Right Hand	Left Free Hand	Waistband	Classification	Notes
DEFAULT RIGHT HAND — FIREARM PRESENTED (both magnets free — all waistband combinations available)					
1	Firearm (default)	Empty — at side	None	THREAT	
2	Firearm (default)	Empty — at side	Concealed gun — waistband	THREAT	<i>Dual weapon — armed and dangerous</i>
3	Firearm (default)	Empty — at side	Officer badge	NO SHOOT — CRITICAL	<i>Plainclothes/undercover officer — DO NOT SHOOT</i>
4	Firearm (default)	Empty — at side	Badge + concealed gun	NO SHOOT — CRITICAL	<i>Armed plainclothes officer — badge visible — DO NOT SHOOT</i>
5	Firearm (default)	Fixed blade knife	None	THREAT	<i>Dual threat — firearm and edged weapon</i>
6	Firearm (default)	Fixed blade knife	Concealed gun — waistband	THREAT	<i>Triple weapon — highest threat level</i>
7	Firearm (default)	Fixed blade knife	Officer badge	NO SHOOT — CRITICAL	<i>Armed undercover officer — knife may be duty tool — DO NOT SHOOT</i>

#	Right Hand	Left Free Hand	Waistband	Classification	Notes
8	Firearm (default)	Fixed blade knife	Badge + concealed gun	NO SHOOT — CRITICAL	<i>Armed undercover officer — fully armed — badge visible — DO NOT SHOOT</i>
COFFEE CUP OVERLAY — RIGHT HAND (one magnet used — single waistband overlay only)					
9	Coffee cup	Empty — at side	None	NO-THREAT	
10	Coffee cup	Empty — at side	Concealed gun — waistband	ELEVATED	<i>Non-threatening hand — concealed weapon visible at waist</i>
11	Coffee cup	Empty — at side	Officer badge	NO-SHOOT	<i>Officer identified by badge — no threat present</i>
12	Coffee cup	Fixed blade knife	None	THREAT	<i>Knife in free hand is the threat cue</i>
13	Coffee cup	Fixed blade knife	Concealed gun — waistband	THREAT	<i>Knife + concealed gun — armed subject</i>
14	Coffee cup	Fixed blade knife	Officer badge	NO-SHOOT	<i>Armed officer — badge present — knife may be duty tool</i>
WALLET OVERLAY — RIGHT HAND (one magnet used — single waistband overlay only)					
15	Wallet	Empty — at side	None	NO-THREAT	
16	Wallet	Empty — at side	Concealed gun — waistband	ELEVATED	<i>Non-threatening hand — concealed weapon visible at waist</i>
17	Wallet	Empty — at side	Officer badge	NO-SHOOT	<i>Officer identified by badge — reaching for ID</i>
18	Wallet	Fixed blade knife	None	THREAT	<i>Knife in free hand is the threat cue</i>
19	Wallet	Fixed blade knife	Concealed gun — waistband	THREAT	<i>Knife + concealed gun — armed subject</i>
20	Wallet	Fixed blade knife	Officer badge	NO-SHOOT	<i>Armed officer — badge present — knife may be duty tool</i>

KEY	THREAT — Active threat. Shoot decision may be warranted.	NO SHOOT — CRITICAL — Badge present. Plainclothes/undercover. Do NOT shoot.	ELEVATED — Weapon present, not actively threatening. Assess and challenge.	NO-SHOOT / NO-THREAT — No active threat. No shoot.
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INSTRUCTOR NOTE: The NO SHOOT — CRITICAL scenarios with badge on beltline are the most tactically important in this system — they directly train against friendly-fire incidents involving plainclothes and undercover officers. Run these frequently and debrief every rep. The dual RapidSwap magnet system enables the badge + concealed gun combination when the default hand firearm is uncovered — this is the most complex scenario in the TIM 1 library.