

Stun-Cuff Magnum

Myers Enterprises, Inc.

Training Manual

Updated January 2023

The Stun-Cuff Magnum CD has been developed to start automatically. In the event that it does not auto start, please open the file pptview.exe. Opening this file will display the choice of two options. The viewer will want to open the Stun-Cuff PowerPoint.

TABLE OF CONTENTS

Lesson Plan.....	3
Appendix A.....	19
Stun-Cuff Use of Force.....	20
Alameda County Sheriff's Office General Orders.....	22
Sample Policy.....	28
Appendix B (Quiz).....	31
Appendix C (PowerPoint).....	34



**STUN-CUFF
LESSON PLAN**

COURSE TITLE: Stun-Cuff

LESSON TITLE: Stun-Cuff

PREPARED BY: J. Beskid for Brad Myers

TIME FRAME

Hours: One (1)
Day/Time: Vary

PARAMETERS

Audience: Stun-Cuff Users
Number: 1 - 40
Space: Classroom

PERFORMANCE OBJECTIVES

1. Review the Stun-Cuff PCU.
2. Review the Stun-Cuff Magnum.
3. Review the Multi-Cuff Transmitter.
4. Review the Magnum Plus with Dataport System.
5. Review operation of the Stun-Cuff Magnum.
6. Review use of force as it applies to Electronic Control Devices (ECDs).
7. Review post-incident procedures following activation and firing of Stun-Cuff.

ASSESSMENT TECHNIQUE

1. Through viewing and listening to the CD, student will be able to identify the Stun-Cuff PCU.
2. Through viewing and listening to the CD, student will be able to identify the Stun-Cuff Magnum.
3. Through viewing and listening to the CD, student will be able to identify the Multi-Cuff Transmitter.
4. Through viewing and listening to the CD, student will be able to identify the Magnum Plus with Dataport System.
5. Through viewing and listening to the CD, student will be able to determine how to use the Stun-Cuff Magnum.
6. Through viewing and listening to the CD, student will be able to describe use of force as it applies to ECDs.
7. Through viewing and listening to the CD, student will be able to describe post-incident procedures.

INSTRUCTOR MATERIALS

<input type="checkbox"/> Overheads	<input checked="" type="checkbox"/> Videotapes:
<input type="checkbox"/> Slides	Stun-Cuff Magnum
<input type="checkbox"/> Posters	<input type="checkbox"/> Reference Documents:
_____	_____

EQUIPMENT/SUPPLIED NEEDED

<input type="checkbox"/> Flipchart & Stands	<input type="checkbox"/> Videotape Player
<input type="checkbox"/> Flipchart Markers	<input type="checkbox"/> Videocamera
<input type="checkbox"/> Masking Tape	<input type="checkbox"/> Televisions
<input type="checkbox"/> Slide Projector (Carousel)	<input type="checkbox"/> Videoshow
<input type="checkbox"/> Overhead Projector	<input checked="" type="checkbox"/> Computers
<input checked="" type="checkbox"/> Projector Screen	<input type="checkbox"/> Speakers
<input type="checkbox"/> Extension Cords/Powerstrips	

STUDENT HANDOUTS

# Needed	Title
1 - 40	Stun-Cuff Use Of Force
1 - 40	Alameda Policy
1 - 40	Sample Policy

METHODS/TECHNIQUES

Students will review the CD provided with this lesson plan (manual). Upon completion of the review, a test will be administered. In order for students to successfully complete this training, the test must be proctored and passed with a minimal passing score of 80%.

REFERENCES

The following books and other materials are used as a basis for this lesson plan. The instructor should be familiar with the material in these reference documents to effectively teach this module.

Training materials as provided by Stun-Cuff

GENERAL COMMENTS

All training materials are provided by Stun-Cuff. Contact information is:

Stun-Cuff
10134 Beefmaster Ct
New Port Richey, FL 34655 USA
727-261-9099
stun-cuff@stun-cuff.com
Website: www.stun-cuff.com

LESSON PLAN

TITLE: Stun-Cuff

PRESENTATION GUIDE	TRAINER NOTES
<p data-bbox="224 506 597 537">I. ANTICIPATORY SET</p> <p data-bbox="224 579 964 758">The CD you are about to view provides an overview of the Stun-Cuff product as well as the instructions for operation and use. In order for any public safety professional to utilize the Stun-Cuff they are required to complete training.</p> <p data-bbox="250 800 727 831">PERFORMANCE OBJECTIVES</p> <ol data-bbox="277 873 967 1199" style="list-style-type: none">1. Review the Stun-Cuff PCU.2. Review the Stun-Cuff Magnum.3. Review the Multi-Cuff Transmitter.4. Review the Magnum Plus with Dataport System.5. Review operation of the Stun-Cuff Magnum.6. Review use of force as it applies to Electronic Control Devices (ECDs).7. Review post-incident procedures following activation and firing of Stun-Cuff.	<p data-bbox="1003 506 1292 537">Time: 1 – 2 Minutes</p>
<p data-bbox="224 1272 857 1304">II. INSTRUCTIONAL INPUT (CONTENT)</p> <p data-bbox="224 1346 505 1377">Stun-Cuff Magnum</p> <p data-bbox="224 1381 964 1560">The Stun-Cuff system is intended to provide a safe and effective restraint and deterrent for use in court or the transport of prisoners. It is intended to reduce the risk of prisoner violence and the degree of physical force by officers.</p> <p data-bbox="224 1602 375 1633">Stun-Cuff</p> <p data-bbox="224 1638 951 1854">Desperate criminals resort to extreme measures. The result of this has been the need to restrain prisoners with handcuffs and shackles. These restraint devices have resulted in debate and court cases. Stun-Cuff is a wireless prisoner control device that allows for individuals to be controlled in a manner that does not</p>	<p data-bbox="1003 1272 1263 1304">Time: 20 Minutes</p> <p data-bbox="1003 1346 1068 1377">PP 1</p> <p data-bbox="1003 1713 1068 1745">PP 2</p>

involve shackles or other highly visible restraints.

- Stun-Cuff PCU

The Stun-Cuff Patrol Car Unit or Stun-Cuff PCU consists of a Stun-Cuff and a wireless remote transmitter. The remote transmitter stays with the officer in the front of the vehicle allowing for the prisoner to be controlled from a safe distance.

- Stun-Cuff Magnum

The Stun-Cuff Magnum was designed for individuals who are under arrest or by prisoners during transport, such as court or hospital visits.

- Multi-Cuff Transmitter

The Multi-Cuff Transmitter allows one individual the ability to control up to nine Stun-Cuffs from a single transmitter.

- Magnum Plus with Dataport System

The Magnum Plus with Dataport System is a wireless Stun-Cuff that provides users with the ability to download data regarding each firing, date, time and duration. A sample of the Stun-Cuff report is provided on the next slide.

Stun-Cuff Report

Stun-Cuff Unit #6025		
Date	Time	Seconds
9/22/2009	9:05	Unit Clock
9/22/2009	9:05	Computer Clock
2/5/2009	10:07	3
2/19/2005	8:25	3
3/5/2009	15:00	3
3/7/2009	12:19	6.5

This sample report provides information about the unit that was used. It provides the unit clock time as well as the computer clock time and as you can see the time and date are in sync. It then provides a continuous report in military time to distinguish am from pm to reflect the

PP 3

date used, the time used and the duration of the stun.
For the remainder of the training we will review the
Stun-Cuff Magnum.

Stun-Cuff Magnum

~Image~



The Stun-Cuff Magnum is a two part piece of
equipment. The initial component is the device. This is
the component that can be applied to someone's wrist or
ankle.

Stun-Cuff Magnum

~Image~



PP 4

PP 5

The second component is the Activator. This is the component that is controlled by the officer.

How Does It Work?

The Stun-Cuff is placed on an individual's ankle or wrist. The Activator is a remote trigger that provides a high voltage, low amperage stun to the wearer. This stun is similar to the effect of a stun gun and gives an initial stun of 2-3 seconds. The Activator can allow for a longer stun as needed and this stun can be given from distances up to 100 yards.

PP 6

Stun-Cuff Use

Stun-Cuffs were designed for use during prisoner transport and during court hearings. Use of Stun-Cuffs should be done in accordance with your Departmental or Agency policy.

PP 7

Why Use Stun-Cuff?

- Reduces the likelihood of a physical confrontation.
- Should a physical struggle occur, it decreases the time of the struggle.
- Decreases the prisoner's ability to struggle effectively.
- Decreases the possibility of injury to both the officer and the prisoner.

PP 8

Provided that the Stun-Cuff is used in a manner that is objectively reasonable, use of the Stun-Cuff may result in reduced liability lawsuits and claims against officers and departments.

Training

Stun-Cuffs may only be used by individuals who have been trained in accordance with department standards. Stun-Cuffs are not to be used by any personnel who have not attended and successfully completed training. To ensure that the Stun-Cuff is used in the manner intended, training must be provided and successful completion of the training must be documented.

PP 9

Guidelines for Use

- The Stun-Cuff is a device designed for the temporary, non-lethal incapacitation of a violent or resisting individual.
- The use of a Stun-Cuff will not violate a prisoner’s rights provided it is used in a manner that is objectively reasonable.
- Any possible accidental activation must be avoided.

Objectively reasonable was defined by the Supreme Court in Graham v. Conner

PP 10

Guidelines for Use

- The Stun-Cuff will not injure a prisoner; however, as with any use of force, secondary and indirect injuries can occur.
- Application of any Electronic Incapacitation Device (EID) will leave marks.
- EIDs have a place in the traditional force continuum.

EIDs are above passive control (escort techniques) and below decentralizations (takedowns) and hard empty hand techniques (strikes).

PP 11

If an officer reasonably believes that a simple verbal command, or escorting the prisoner hands-on is sufficient for control, the use of an electronic restraint device would not be justified.

However, use would be justified on a prisoner who pulls away from his escort and refuses to comply, or who jerks away and begins to act out, or credibly threatens to do so.

PP 12

Stun-Cuff Activation

When activating the system, the activator is delivering a stun to an individual. It is important to remember this is a high voltage, low amperage stun that is felt by the subject being stunned.

PP 13

When to Activate

- Attempted assault by a prisoner on anyone.
- Attempted escape by the prisoner.

PP 14

- Any outburst or movement that would reasonably appear to threaten an escape or assault.

When to Activate (Continued)

- Failure to comply with officer directions or commands such that physical force would be justifiable.
- Any attempts to remove or tamper with the Stun-Cuff.
- Loss of control or visual contact with the prisoner.

*Once the Green LED flickers, the ON” button should be released. The “ON” button of the remote control must be pressed within 12 seconds of green power light coming on or the procedure must be started again. The green light will flash quickly and then go into power saving mode.

**If the power is low, the red Battery light comes on.

How to Activate

1. Turn the device on.
2. Pass the bottom of the remote control over the LED light on the Stun-Cuff.
3. The Green power light will come on.
4. Press the “ON” button and hold until the Green light flickers.*
5. The Green LED light will flash every 2-3 seconds to show it is in “ON” mode.**

*Once the Green LED flickers, the ON” button should be released. The “ON” button of the remote control must be pressed within 12 seconds of green power light coming on or the procedure must be started again. The green light will flash quickly and then go into power saving mode.

**If the power is low, the red Battery light comes on.

Firing

1. To trigger an electrical shock, press the “ON” button.
2. Press the “FIRE” button within 10 seconds of

PP 15

PP 16

PP 17

pressing the "ON" button.*

3. Holding the "FIRE" button down will cause a longer shock.**
4. Another shock can be delivered if the initial delivery was less than 10 seconds.

*Pressing the FIRE button will initiate an electronic shock, lasting 2-3 seconds.

**The shock will continue for 2-3 seconds from the time the button is released.

When electricity is weak the red Battery light comes on.

When firing the Stun-Cuff prisoner control device, remember that everyone has a different level of tolerance. The Stun-Cuff gives an initial burst of electricity for 2-3 seconds – some people may require more. The longer the FIRE button is pressed, the more intense the shock becomes. The Stun-Cuff has up to 10 minutes of fire power and an approximate range of 100 yards.

~Video~

PP 18

Stun-Cuff Post Use

PP 19

- An Incident Report and a Use-of-Force Report should be filed according to Departmental policy.
- The Incident Report should include the following:
 - Observed reaction of the prisoner.
 - Description of any marks or injuries.
 - Complaints from the prisoner.
 - Photographs taken to include time, location, and by whom.

Stun-Cuff Maintenance

PP 20

- Departments should designate personnel to be responsible for the maintenance and testing of all Stun-Cuff Units.
- Repair should only be performed by the manufacturer or under manufacturer recommendation.

<p>Stun-Cuff Positioning - LEG</p> <ul style="list-style-type: none"> • Place the Stun-Cuff over the sock, toward the Achilles Tendon Region of the ankle. • The electrical points should be facing upward and away from the foot. • The strap should be firm but not overly tight. <p>Securing the strap firmly allows the electricity to “dance” on the skin for the best effect.</p>	<p>PP 21</p>
<p style="text-align: center;">~Image~</p> <p>The electrical points should be facing upward and away from the foot.</p>	<p>PP 22</p>
<p>Stun-Cuff Positioning - ARM</p> <ul style="list-style-type: none"> • Place directly over a shirt sleeve or directly to the skin. • Place the cuff on the INSIDE of the forearm. • The electrical points should be facing away from the palm. • The strap should be firm but not overly tight. <p>The best effect occurs when the cuff is placed over a shirt sleeve.</p>	<p>PP 23</p>
<p style="text-align: center;">~Image~</p> <p>The electrical points should be facing away from the palm.</p>	<p>PP 24</p>
<p style="text-align: center;">~Video~</p>	<p>PP 25</p>
<p>Unauthorized Use</p> <ul style="list-style-type: none"> • The Stun-Cuff is not to be used on any woman known or claiming to be pregnant. • The Stun-Cuff should not be used on any person claiming to have a serious heart disease. • The Stun-Cuff should not be used on any person claiming to have Muscular Dystrophy or Multiple Sclerosis. <p>The Stun-Cuff should never be used in a manner that is inconsistent with the lawful right to use force and establish control over a prisoner.</p>	<p>PP 26</p>

Use of Electronic Restraint Devices (ERD) Case Law

PP 27

- There is no absolutely definitive court ruling of the use of ERDs on prisoners.
- The majority of rulings allow for the use of ERDs on prisoners who are known or are reasonably believed to be:
 - Flight risk
 - Violent
 - Physically non-compliant

Use of Force Law

PP 28

- **Graham v. Conner (United States Supreme Court, 1989)**
 - Established the standard of Objective Reasonableness in Police Use of Force
- **Whitley v. Albers (United States Supreme Court, 1986)**
 - Established that the question of excessive force in custodial situations was determined by ‘...whether force was applied in a good faith effort to maintain or restore discipline, or maliciously or sadistically to cause harm.’

Use of Force Law

PP 29

- **Hudson v. McMillian (United States Supreme Court, 1992)**
 - We are to be guided by “factors (such) as the need for application of force, the relationship between the need and the amount of force that was used, and the extent of injury inflicted.”

Use of Force - Guidelines

PP 30

- An officer’s use of an electronic control device (ERD, EID), as with any level of force, must stop as soon as it is reasonably determined that the subject has stopped using force or stopped credibly threatening the use of force.

Refer to your Departmental or Agency Policies for Use of Force Guidelines.

<p>Review</p> <ul style="list-style-type: none"> • The Stun-Cuff may be used: <ul style="list-style-type: none"> – Court transportation – Courtroom testimony – Hospital appointments – Other situations requiring transport of a prisoner. 	<p>PP 31</p>
<p>Review (Continued)</p> <ul style="list-style-type: none"> • Placement of the Stun-Cuff: <ul style="list-style-type: none"> – On the rear of the ankle, with the electrical points facing upward. – On the inside of the forearm with the electrical points facing away from the palm. – Preferably with a sock or shirt sleeve between the skin and the device. – The device may be placed directly on skin. 	<p>PP 32</p>
<p>Review (Continued)</p> <ul style="list-style-type: none"> • The Stun-Cuff may be fired: <ul style="list-style-type: none"> – Attempted assault by a prisoner on anyone. – Attempted escape by the prisoner. – Any outburst or movement that would reasonably appear to threaten an escape or assault. <p>Failure to comply with an officer's directions or commands such that physical force is justified. Any attempts to remove or tamper with the cuff. Loss of control or visual contact with the prisoner.</p>	<p>PP 33</p>
<p>Review (Continued)</p> <ul style="list-style-type: none"> • Activation (assuming correct placement and testing of the device in advance): <ul style="list-style-type: none"> – Press the "ON" button. – Press the "FIRE" button within 10 seconds of pressing the "ON" button. – Continue to press the "FIRE" button if the initial shock does not restore control. 	<p>PP 34</p>

Quiz

1. How can you tell when the Stun-Cuff is on?
 - a. The red light on the Stun-Cuff comes on and stays on.
 - b. The lights stay off when the Stun-Cuff is on.
 - c. The green light flashes every 2-3 seconds.**
 - d. The red light flashes every 2-3 seconds.

2. What is the approximate range for the transmitter?
 - a. 50 Yards
 - b. 75 Yards
 - c. 100 Yards**
 - d. 150 Yards

3. How is the Stun-Cuff turned on?
 - a. By swiping the transmitter over the LED lights then pressing the "ON" button. Once the Stun-Cuff is on the green light flashes every 2-3 seconds.**
 - b. Press the "ON" button until the red light turns on.
 - c. Press the "ON" button until both the red and green lights turn on.
 - d. The Stun-Cuff is always on.

4. What sequence of buttons must be pressed to fire the Stun-Cuff?
 - a. Press the "FIRE" button.
 - b. Press the "ON" button followed by the No. 1 button.
 - c. Press the "ON" button followed by the "FIRE" button.**
 - d. Press the "ON" and "FIRE" buttons at the same time.

5. How is the Stun-Cuff turned off?
- Press the "ON" button for 3 seconds until the green light flashes then stops illuminating.**
 - Press the "ON" button until the red light is no longer illuminated.
 - By pressing the "ON" and "FIRE" button at the same time for 3 seconds.
 - The Stun-Cuff turns off automatically after one hour.
6. How many transmitters can be programmed to a single Stun-Cuff?
- 1
 - 5
 - 9
 - Unlimited**
7. How many Stun-Cuffs can be programmed to a standard transmitter?
- 1**
 - 5
 - 9
 - Unlimited
8. How long is the initial burst of electricity once the fire button has been pressed?
- 2-3 seconds**
 - 5-6 seconds
 - 7-8 seconds
 - 10 seconds
9. How long can a fully charged Stun-Cuff be left on in standby mode?
- 1 day
 - 2 days
 - 3 days
 - 4 days**
10. How long can a fully charged Stun-Cuff fire?
- 1 minute
 - 2 minutes
 - 5 minutes
 - 10 minutes**

Certificate of Completion

This certificate is presented to _____ for successfully completing all required course work and training for use of the STUN-CUFF prisoner control device.

This _____ day of _____ 200



Signature

Appendix A

STUN-CUFF USE OF FORCE

1. In accordance with CCDC 15.01.00, Use of Force
2. I have reviewed and approved procedures
3. Effective Date: Policy and Procedures will be trained to before effective date.
The effective date of this procedure is: _____.

Procedures of the Electronic Control Device (ECD) Stun Cuff Magnum:

1. Stun Cuff spark test will be performed prior to being signed out to check for proper operation.
2. In the event of a spark test failure a Taser instructor will be notified immediately.
3. Stun Cuffs will be signed in and out of Central Control.
4. Stun Cuffs and transmitters will remain on their assigned chargers unless being spark tested or deployed.
5. A Detention Lieutenant or higher, will give authority to utilize the Stun Cuff inside the facility.
6. Based upon the demeanor, behavioral history of an inmate and risk for escape, the Transport Sergeant may authorize the use of the Stun Cuff on a transport.
7. Only staff trained and certified in Taser use may deploy the Stun Cuff.
8. Any time the Stun Cuff is applied to an inmate, for safety and security purposes both escorting officers will have a transmitter in their possession.
9. The multi cuff transmitter will only be used when two or more Stun Cuffs are being utilized at one time.
10. The Stun Cuff will be utilized as a primary source, the Taser will be used as a back up incase of failure.
11. Under no circumstances will the Stun Cuff be used in a punitive manner.
12. Spark tests in front of the inmate as a deterrent will not be permitted.
13. The Stun Cuff operator will give a direct order to the inmate to follow instructions or the Stun Cuff will be deployed on their person.
14. Pictures of the electrode contact area or burns will be taken immediately following the usage of the Stun Cuff and upon compliance of the inmate.
15. Medical staff will be notified to inspect the contact area any time the Stun Cuff is deployed on an inmate.
16. Immediately following a Stun Cuff deployment, Use of Force forms will be filled out including the Supervisory Stun Cuff Report.
17. In the event of a Stun Cuff malfunction the Stun Cuff will be turned over to a Certified Taser Instructor for repairs.

Justified uses in a PLANNED use of force of the ECD Stun Cuff Magnum:

1. Maintain Security
2. Failing to comply with Officer's orders
3. Any high risk/high profile transport
4. Transports with a high risk of escape
5. All jury trials where an inmate is not fully restrained
6. Inmate work detail outside of the secure facility
7. Any movement of an inmate with past or present behavioral problems

Justified uses in an IMMEDIATE use of force of the ECD Stun Cuff Magnum:

1. Control unruly inmates
2. For self-defense, defense of other staff, public or inmates
3. Prevent destruction of property
4. Prevent self-mutilation
5. Prevent suicide
6. Escape prevention

_____ Date: _____

ALAMEDA COUNTY SHERIFF'S OFFICE GENERAL ORDER	NUMBER: 5.33
	RELATED ORDERS: CALEA 1.2.2, 1.3.4 - 1.3.7, 1.3.10, 1.3.11 General Order 1.05
	ISSUE DATE: October 12, 2007
	REVISION DATE:
CHAPTER: Law Enforcement Operations	SUBJECT: Stun Cuff Magnum

- I. **PURPOSE:** To establish a procedure for proper issuance and use of the Stun-Cuff Electronic Restraint Device (ERD).

- II. **POLICY:** It is the policy of the Alameda County Sheriff's Office to provide less-lethal options to its members to subdue violent or potentially violent subjects. It is also the Agency's goal to prevent serious injury to the subject, staff, and the public. The goal in using the Stun-Cuff Magnum is to provide the safe and effective restraint of inmates during court proceedings, transportation, jail movement, and extradition of inmates. The use of electronic stun devices is considered Intermediate Force on the Use of Force Continuum, General Order 1.05. The Stun-Cuff Magnum shall be used judiciously and in compliance with all existing laws, directives and manufacturer's guidelines.

- III. **DEFINITIONS:**
 - A. **LESS-LETHAL WEAPON:** Less-lethal weapons are weapons, when used properly, is less likely to result in serious physical injury or death than other available force options. As with other "less-lethal" force options, the Alameda County Sheriff's Office is committed to reducing the potential for injury to staff and detainees during violent confrontations.

 - B. **STUN-CUFF MAGNUM:** The Stun-Cuff Magnum is a 3.25" long, 2.25" wide, and 1.5" in depth wireless electronic restraint device (ERD) that attaches to the wrist or ankle and locks into place by an adjustable strap. The strap can be released or adjusted with a standard handcuff key. The Stun-Cuff Magnum produces a (2) two second shock of 80,000 volts, when activated by the radio transmitter trigger.

 - C. **WIRELESS TRANSMITTER:** The wireless transmitter is a wireless keypad that can be programmed to control any Stun-Cuff device. The wireless transmitter can control a Stun-Cuff device up to 100 yards away.

The wireless transmitter is 3.25" long, 2" wide, 1" in depth and weighs 3.5 ounces. The wireless transmitter has a two button trigger safety system.

IV. **PROCEDURE:** All Stun-Cuff Magnum devices will be issued by the Watch Commander or their designee.

A. **ISSUANCE:**

1. Only sworn personnel who have completed certified training in the use/handling/firing of the Stun-Cuff Magnum will be authorized for its use.
2. LES Watch Commanders shall assure an adequate number of deputies are trained to use the Stun-Cuff Magnum. Watch Commanders shall maintain a list of deputies authorized to use the Stun-Cuff Magnum.
3. LES Watch Commanders or their designee shall log each Stun Cuff issued on an Equipment Inventory Log. The log shall denote the unit number, date/time issued and date/time returned. Each unit and all related equipment must be returned to the secure storage area at the end of each shift.
4. Detentions and Corrections and County Wide Services Watch Commanders or their designees shall assign the Stun-Cuff Magnum to deputies for use on inmates who fit predetermined criteria.
5. During storage, the Stun-Cuff Magnum and wireless transmitter shall be returned to the charging base to ensure the device has an adequate charge for the next use.
6. Each assigned member shall conduct a pre-service inspection of the Stun-Cuff Magnum and the wireless transmitter to confirm its condition. The deputy shall inspect the device, locking strap and the transmitter to ensure it is clean, charged, and in good working order.
7. Prior to going into service, members shall conduct a spark test of the Stun-Cuff Magnum to check for proper operation.
8. In the event the Stun-Cuff Magnum fails the pre-service inspection or the spark test, the assigned deputy shall notify their Watch Commander. The device shall be taken out of service until necessary repairs are made.

B. **USAGE:**

1. Sworn personnel are authorized to use the Stun-Cuff Magnum without prior approval, in cases where the threat is both credible and imminent. All personnel who have been assigned a Stun-Cuff Magnum must

comply with the Alameda County Sheriff's Office General Order 1.05 - Use of Force. The Stun-Cuff Magnum may be applied to a detainee under the following circumstances:

- a. Restraint of violent inmates during court appearances.
 - b. Transportation of high risk or violent detainees.
 - c. During extraditions.
 - d. As a deterrent to control detainees with histories of disruptive behavior.
 - e. As needed, with Watch Commander approval.
2. Due to the Stun-Cuff Magnum's potential to cause serious injury, this weapon shall only be used in the following circumstances.
- a. To overcome active resistance.
 - b. To overcome a subject whose active aggression is an immediate or credible threat to the safety of the deputy(s), the public, or in cases when a subject poses a credible threat to their own safety.
3. Whenever possible, a verbal announcement of the intended use of the Stun-Cuff Magnum should precede the application of the device in order to:
- a. Provide the individual with a reasonable opportunity to voluntarily comply.
 - b. Provide other deputies and individuals with warning that a Stun-Cuff device may be deployed.
4. Deputies should consider the potential for serious consequences before deploying the Stun-Cuff Magnum in the following situations:
- a. In potentially flammable or explosive environments.
 - b. On individuals who are passively resisting.
 - c. On individuals operating a moving vehicle or machinery.
 - d. On individuals who could fall from a significant height.

5. Use Caution: Deputies should carefully evaluate the circumstances and use of force options before using the Stun-Cuff Magnum. In cases listed below, a decision must be made as to the appropriate use of force and other options considered prior to immediate deployment of the Stun-Cuff Magnum.
 - a. Availability and effectiveness of alternative means to gain compliance.
 - b. The severity of the aggressive behavior versus the potential harm.
 - c. The Stun-Cuff Magnum shall not be used on individuals who may be at a greater risk of harm including:
 1. Pregnant women
 2. Elderly persons
 3. Persons with known health problems
 4. An individual who has been recently sprayed with an alcohol based O.C. Spray (issued Def Tek First Defense is not alcohol based) or in close proximity to any combustible material.
6. When activating the Stun-Cuff Magnum, deputies shall use it for one standard cycle then stop to evaluate the situation (a standard cycle is two seconds). If subsequent cycles are necessary, the cycles should not exceed three activations when possible. The number of cycles will be documented in a report and include an explanation for why the additional cycles were necessary and how the person responded after each cycle. An evaluation shall / must be done after each cycle.
7. The Stun-Cuff Magnum shall not be used on a subject who was previously subdued by a Taser or other type of Conductive Energy Device within the last 24 hours.
8. Following the use of the Stun-Cuff Magnum, deputies should use a restraint technique that does not impair the subject's respirations.

C. THE WATCH COMMANDER SHALL BE NOTIFIED IMMEDIATELY WHEN THE STUN-CUFF MAGNUM HAS BEEN DEPLOYED:

1. The location and type of incident shall be reported to the Watch Commander and a supervisor will respond to the scene.
2. Upon compliance of the subject, photographs will be taken of the electrode contact area and / or any subsequent injuries.

3. Whenever the Stun-Cuff Magnum is used, a criminal or incident report shall be generated in addition to a Use of Force report in accordance with General Order 1.05.
 - a. A detailed description of each method of force utilized in attempting to control the subject will be documented in each of the reports.
 - b. A Sergeant will approve all reports. A copy of the report and Use of Force report will be forwarded via the Chain of Command to the Division Commander.
4. In the event of an accidental discharge, the Watch Commander shall be immediately notified. A report will also be written.

D. MEDICAL TREATMENT:

1. Persons who have been subjected to the Stun-Cuff Magnum electronic restraint device shall be treated as follows:
 - a. IF THE SUSPECT LOSES CONSCIOUSNESS, DEPUTIES SHALL IMMEDIATELY SUMMON EMS TO RESPOND TO EVALUATE THE SUSPECT.
 - b. Once in custody, the subject shall be examined by EMS or Prison Health Services. If necessary, the subject may be transported to a local hospital emergency room or other approved medical care facility. The transporting deputy shall advise the medical staff that the person was subjected to the Stun-Cuff Magnum electronic restraint device, the approximate time the action occurred and number of cycles.
 - c. The transporting deputy shall obtain medical clearance for incarceration from the appropriate medical facility physician prior to booking the suspect.

E. ACCEPTING INTO CUSTODY: The use of the Stun-Cuff Magnum will be noted on the Consolidated Arrest Report and ITR deputies will be advised that the Stun-Cuff Magnum was used to control or arrest the subject. Deputies will initiate an observation log on the arrestee.

F. TRAINING:

1. The Stun-Cuff Magnum shall only be used by sworn members of the Alameda County Sheriff's Office trained in its deployment and use.

Trained personnel shall use the Stun-Cuff Magnum in a manner that is consistent with all Alameda County Sheriff's Office written directives.

- a. Members shall be selected for this specialized training based upon the specific needs of the Alameda County Sheriff's Office.
 - b. Training shall emphasize that multiple activations and continuous cycling of the Stun-Cuff Magnum may increase the risk of injury and should be avoided.
 - c. Training will include the proper use of and deployment of the Stun-Cuff Magnum.
 - d. Training shall include the limitations of the Stun-Cuff Magnum and instruction on transitioning to other force options as needed.
 - e. All members must receive annual training in the use of the Stun-Cuff Magnum as required by CALEA standards.
2. The Regional Training Center (RTC) will maintain a current list of all personnel certified to deploy the Stun-Cuff Magnum.
 3. Each Division in possession Stun-Cuff Magnum devices will maintain a database of Stun-Cuff deployment information.

G. DOCUMENTATION AND REVIEW:

1. Reports regarding the use of the Stun-Cuff Magnum will be forwarded to the Law Enforcement Services Division Commander via the chain of command.
2. The Law Enforcement Services Division Commander will determine the following:
 - a. Whether the suspect sustain any injuries.
 - b. Whether or not there was a deviation from training.
 - c. Whether the use of force justified.
 - d. If the agency policy was followed.
3. Upon successful review of the incident, the report will be maintained per the Alameda County Sheriff's Office Records Retention Policy.

**COUNTY
SHERIFF'S OFFICE
INTRA-OFFICE CORRESPONDENCE**

TO: All Personnel
FROM: Sheriff _____
SUBJECT: Stun Cuff Use Policy

DATE: mm-dd-year

POLICY: It is the policy of the Sheriffs Office that deputies shall only activate the Stun Cuff in a situation or incident that reasonably appears necessary, given the facts and circumstances perceived by the deputy at the time of the event to effectively bring that situation or incident under control.

- 1 The Stun Cuff will be kept secured in a lock box in the Control Desk area where it will be kept charged. A list of trained personnel will be maintained and kept in the box also.
- 2 The Desk Sergeant will assure that anyone that is issued the Stun Cuff is a Deputy that has been trained in the application and use of the Stun Cuff.
- 3 A log will be kept of each time the Stun Cuff is issued and to which Deputy it was issued.
- 4 The Stun Cuff will be logged back in at the end of the detail.
- 5 The Stun Cuff will become part of the daily Check-Off list to make sure it has been returned and is being charged properly for the next day.

A Deputy Sheriff that feels the need to attach the Stun Cuff on an inmate assigned in his/her custody will request the Stun Cuff from the Desk Sergeant and inform the Sergeant of his/her reasons for requesting the Stun Cuff. The Sergeant will then issue the Stun Cuff if deemed appropriate.

The Stun Cuff shall only be activated in those situations where the use of firearms is not warranted and it is unsafe for Deputies to approach within contact range of suspect, the Stun Cuff is an effective control device for close range immobilization. The Stun Cuff may be used to control violent or potentially violent prisoners when a Deputy reasonably believes that the following conditions exist:

(2)

- 1 Lethal force does not appear to be justifiable and/or necessary.
- 2 Attempts to subdue the suspect by conventional tactics will likely cause injury to the suspect, Deputies, court personnel or citizens.
- 3 There is reasonable expectation that it will be unsafe for Deputies to approach within contact range of the suspect.

Stun Cuff Use Guidelines

Only personnel trained in the use of the Stun Cuff will be authorized to use the device. Anyone using the Stun Cuff shall follow these guidelines prior to and during its use:

- 1 The Stun Cuff is only be used on prisoners who are deemed to be a security risk during trials, hearings or transports. This will allow the prisoner the appearance of innocence during the trial while maintaining courtroom safety.
- 1 The Judge shall be notified when the Stun Cuff is on an inmate in his/her courtroom
- 2 Prior to affixing the Stun Cuff to the inmate's ankle the Deputy shall explain how the device works and under what conditions it will be activated. The Deputy shall then provide a demonstration of it being activated prior to placement on the inmate.
- 3 The Stun Cuff should be placed on the prisoner's ankle before removing leg irons. The Stun Cuff should be placed on the ankle that is the farthest from the Jury when the prisoner is seated at the Defense table.
- 4 Due to the unique capabilities of the Stun Cuff, Deputies should use extreme caution and avoid standing near the suspect during its activation.
- 5 The Stun Cuff should initially be activated in one three second burst. Then the deputy shall re-evaluate the situation and threat level. If deemed necessary then the Stun Cuff should be activated a second time. The Stun Cuff shall not be fired for longer than is needed to gain compliance from a physically violent prisoner.
- 6 When a Deputy activates the Stun Cuff on an inmate, he/she shall immediately notify the Desk Sergeant via Radio so additional assistance may be sent to that location.

(3)

- 7 The Stun Cuff is to be removed from the inmate before he/she is left unattended in a cell. Prior to removing the Stun Cuff leg irons will be placed on the inmate for Deputy safety.
- 8 If a Stun Cuff is placed on an inmate being transported to another jurisdiction the Deputies will notify the host jurisdiction. The Judge hearing the case will be notified that the Stun Cuff is in place and the reason.
- 9 Deputies transporting to another jurisdiction with a Stun Cuff in place will remain with the inmate in the courtroom.

Desk Sergeants' Responsibilities

- 1 Only permanent ranked Sergeants or above may issue the Stun Cuff
 - 2 Make sure the Stun Cuff has been programmed and charged prior to use and placed in the charging device at the end of shift.
 - 3 The Sergeant will evaluate any request for a Stun Cuff to be issued and issue the Stun Cuff if deemed appropriate.
 - 4 Anytime a Sergeant issues the Stun Cuff he/she will notify the Court Lieutenant, who will then disseminate the information through the chain of command.
 - 5 Ensure that a complete Use of Force Report is written by the end of shift for each incident in which the Stun Cuff is activated while on an inmate
- 1 A copy of the report will be forwarded to the Sheriff via the chain of command.
 - 2 Ensure the Stun Cuff is placed in the charger in the lock box upon completion of the detail and its return is noted in the log.

FORM #125 (REV 05-07-96)

Appendix B

Stun-Cuff Quiz

Name: _____

DATE: _____

Instructor's Name: _____

Test Score: _____ %

1. How can you tell when the Stun-Cuff is on?
 - a. The red light on the Stun-Cuff comes on and stays on.
 - b. The lights stay off when the Stun-Cuff is on.
 - c. The green light flashes every 2-3 seconds.
 - d. The red light flashes every 2-3 seconds.

2. What is the approximate range for the transmitter?
 - a. 50 Yards
 - b. 75 Yards
 - c. 100 Yards
 - d. 150 Yards

3. How is the Stun-Cuff turned on?
 - a. By swiping the transmitter over the LED lights then pressing the "ON" button. Once the Stun-Cuff is on the green light flashes every 2-3 seconds.
 - b. Press the "ON" button until the red light turns on.
 - c. Press the "ON" button until both the red and green lights turn on.
 - d. The Stun-Cuff is always on.

4. What sequence of buttons must be pressed to fire the Stun-Cuff?
 - a. Press the "FIRE" button.
 - b. Press the "ON" button followed by the No. 1 button.
 - c. Press the "ON" button followed by the "FIRE" button.
 - d. Press the "ON" and "FIRE" buttons at the same time.

5. How is the Stun-Cuff turned off?
 - a. Press the "ON" button for 3 seconds until the green light flashes then stops illuminating.
 - b. Press the "ON" button until the red light is no longer illuminated.
 - c. By pressing the "ON" and "FIRE" button at the same time for 3 seconds.
 - d. The Stun-Cuff turns off automatically after one hour.

6. How many transmitters can be programmed to a single Stun-Cuff?
 - a. 1
 - b. 5
 - c. 9
 - d. Unlimited

7. How many Stun-Cuffs can be programmed to a standard transmitter?
 - a. 1
 - b. 5
 - c. 9
 - d. Unlimited

8. How long is the initial burst of electricity once the fire button has been pressed?
 - a. 2-3 seconds
 - b. 5-6 seconds
 - c. 7-8 seconds
 - d. 10 seconds

9. How long can a fully charged Stun-Cuff be left on in standby mode?
 - a. 1 day
 - b. 2 days
 - c. 3 days
 - d. 4 days

10. How long can a fully charged Stun-Cuff fire?
 - a. 1 minute
 - b. 2 minutes
 - c. 5 minutes
 - d. 10 minutes

Appendix C

Stun-Cuff Magnum

Stun-Cuff

- Stun-Cuff PCU
- Stun-Cuff Magnum

Stun-Cuff

- Multi-Cuff Transmitter
- Magnum Plus with Dataport System

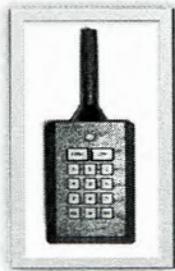
Stun-Cuff Report

Stun-Cuff Unit #6025		
Date	Time	Seconds
9/22/2009	9:05	Unit Clock
9/22/2009	9:05	Computer Clock
2/5/2009	10:07	3
2/19/2005	8:25	3
3/5/2009	15:00	3
3/7/2009	12:19	6.5

Stun-Cuff Magnum



Stun-Cuff Magnum



How Does It Work?



Stun-Cuff Use



Why Use Stun-Cuff?

- Reduces the likelihood of a physical confrontation.
- Should a physical struggle occur, it decreases the time of the struggle.
- Decreases the prisoner's ability to struggle effectively.
- Decreases the possibility of injury to both the officer and the prisoner.

Training



Guidelines for Use

- The Stun-Cuff is a device designed for the temporary, non-lethal incapacitation of a violent or resisting individual.
- The use of a Stun-Cuff will not violate a prisoner's rights provided it is used in a manner that is objectively reasonable.*
- Any possible accidental activation must be avoided.

Guidelines for Use

- The Stun-Cuff will not injure a prisoner; however, as with any use of force, secondary and indirect injuries can occur.
- Application of any Electronic Incapacitation Device (EID) will leave marks.
- EIDs have a place in the traditional force continuum.

If an officer reasonably believes that a simple verbal command, or escorting the prisoner hands-on is sufficient for control, the use of an electronic restraint device would not be justified.

Stun-Cuff Activation



When to Activate

- Attempted assault by a prisoner on anyone.
- Attempted escape by the prisoner.
- Any outburst or movement that would reasonably appear to threaten an escape or assault.

When to Activate (Continued)

- Failure to comply with officer directions or commands such that physical force would be justifiable.
- Any attempts to remove or tamper with the Stun-Cuff.
- Loss of control or visual contact with the prisoner.

How to Activate

1. Turn the device on.
2. Pass the bottom of the remote control over the LED light on the Stun-Cuff.
3. The Green power light will come on.
4. Press the "ON" button and hold until the Green light flickers.*
5. The Green LED light will flash every 2-3 seconds to show it is in "ON" mode.**

Firing

1. To trigger an electrical shock, press the "ON" button.
2. Press the "FIRE" button within 10 seconds of pressing the "ON" button.*
3. Holding the "FIRE" button down will cause a longer shock.**
4. Another shock can be delivered if the initial delivery was less than 10 seconds.



Stun-Cuff Post Use

- An Incident Report and a Use-of-Force Report should be filed according to Departmental policy.

Incident Report

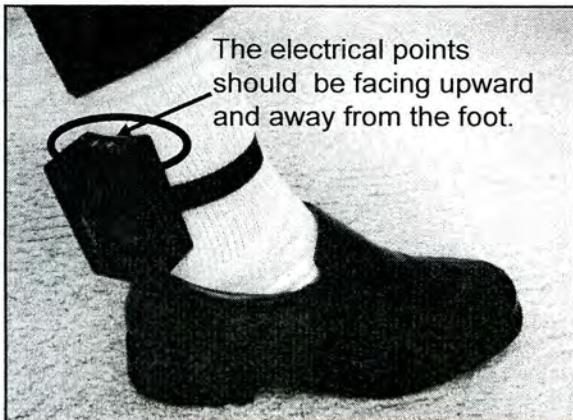
- The Incident Report should include the following:
 - Observed reaction of the prisoner.
 - Description of any marks or injuries.
 - Complaints from the prisoner.
 - Photographs taken to include time, location, and by whom.

Stun-Cuff Maintenance

- Departments should designate personnel to be responsible for the maintenance and testing of all Stun-Cuff Units.
- Repair should only be performed by the manufacturer or under manufacturer recommendation.

Stun-Cuff Positioning - LEG

- Place the Stun-Cuff over the sock, toward the Achilles Tendon Region of the ankle.
- The electrical points should be facing upward and away from the foot.
- The strap should be firm but not overly tight.



Stun-Cuff Positioning - ARM

- Place directly over a shirt sleeve or directly to the skin.
- Place the cuff on the INSIDE of the forearm.
- The electrical points should be facing away from the palm.
- The strap should be firm but not overly tight.



THE
STUN-CUFF

Unauthorized Use

- The Stun-Cuff is not to be used on any woman known or claiming to be pregnant.
- The Stun-Cuff should not be used on any person claiming to have a serious heart disease.
- The Stun-Cuff should not be used on any person claiming to have Muscular Dystrophy or Multiple Sclerosis.

Use of Electronic Restraint Devices (ERD) Case Law

- There is no absolutely definitive court ruling of the use of ERDs on prisoners.
- The majority of rulings allow for the use of ERDs on prisoners who are known or are reasonably believed to be:
 - Flight risk
 - Violent
 - Physically non-compliant

Use of Force Law

- **Graham v. Conner (United States Supreme Court, 1989)**
 - Established the standard of Objective Reasonableness in Police Use of Force
- **Whitley v. Albers (United States Supreme Court, 1986)**
 - Established that the question of excessive force in custodial situations was determined by '... whether force was applied in a good faith effort to maintain or restore discipline, or maliciously or sadistically to cause harm.'

Use of Force Law

- **Hudson v. McMillian (United States Supreme Court, 1992)**

- We are to be guided by “factors (such) as the need for application of force, the relationship between the need and the amount of force that was used, and the extent of injury inflicted.”

Use of Force - Guidelines

- An officer’s use of an electronic control device (ERD, EID), as with any level of force, must stop as soon as it is reasonably determined that the subject has stopped using force or stopped credibly threatening the use of force.

Review

- The Stun-Cuff may be used:
 - Court transportation
 - Courtroom testimony
 - Hospital appointments
 - Other situations requiring transport of a prisoner.

Review (Continued)

- Placement of the Stun-Cuff:
 - On the rear of the ankle, with the electrical points facing upward.
 - On the inside of the forearm with the electrical points facing away from the palm.
 - Preferably with a sock or shirt sleeve between the skin and the device.
 - The device may be placed directly on skin.

Review (Continued)

- The Stun-Cuff may be fired:
 - Attempted assault by a prisoner on anyone.
 - Attempted escape by the prisoner.
 - Any outburst or movement that would reasonably appear to threaten an escape or assault.

Review (Continued)

- Activation (assuming correct placement and testing of the device in advance):
 - Press the “ON” button.
 - Press the “FIRE” button within 10 seconds of pressing the “ON” button.
 - Continue to press the “FIRE” button if the initial shock does not restore control.

Review (Continued)

- Post-Incident:
 - An Incident Report should be completed and filed.
 - A Use-of-Force Report should be completed.

For More Information

www.stun-cuff.com

Stun-Cuff, Inc.
10000 13th Street, Suite 200
Northridge, CA 91324
Tel: 818-708-1111
www.stun-cuff.com

Stun-Cuff Magnum

Magnum Enterprises, Inc.

The Stun-Cuff system is intended to provide a safe and effective restraint and deterrent for use in court or the transport of prisoners. It is intended to reduce the risk of prisoner violence and the degree of physical force by officers.

Stun-Cuff

- Stun-Cuff PCU
- Stun-Cuff Magnum

Desperate criminals resort to extreme measures. The result of this has been the need to restrain prisoners with handcuffs and shackles. These restraint devices have resulted in debate and court cases. Stun-Cuff is a wireless prisoner control device that allows for individuals to be controlled in a manner that does not involve shackles or other highly visible restraints.

The Stun-Cuff Patrol Car Unit or Stun-Cuff PCU consists of a Stun-Cuff and a wireless remote transmitter. The remote transmitter stays with the officer in the front of the vehicle allowing for the prisoner to be controlled from a safe distance.

The Stun-Cuff Magnum was designed for individuals who are under arrest or by prisoners during transport, such as court or hospital visits.

Stun-Cuff

- Multi-Cuff Transmitter
- Magnum Plus with Dataport System

The Multi-Cuff Transmitter allows one individual the ability to control up to nine Stun-Cuffs from a single transmitter.

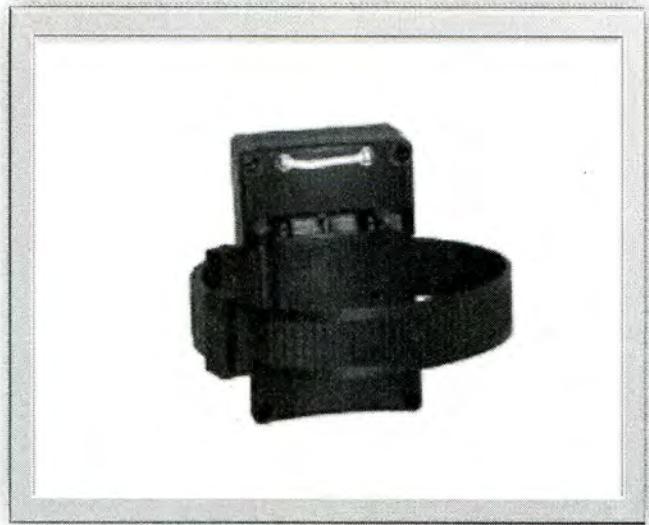
The Magnum Plus with Dataport System is a wireless Stun-Cuff that provides users with the ability to download data regarding each firing, date, time and duration. A sample of the Stun-Cuff report is provided on the next slide.

Stun-Cuff Report

Stun-Cuff Unit #6025		
Date	Time	Seconds
9/22/2009	9:05	Unit Clock
9/22/2009	9:05	Computer Clock
2/5/2009	10:07	3
2/19/2005	8:25	3
3/5/2009	15:00	3
3/7/2009	12:19	6.5

This sample report provides information about the unit that was used. It provides the unit clock time as well as the computer clock time and as you can see the time and date are in sync. It then provides a continuous report in military time to distinguish am from pm to reflect the date used, the time used and the duration of the stun. For the remainder of the training we will review the Stun-Cuff Magnum.

Stun-Cuff Magnum



The Stun-Cuff Magnum is a two part piece of equipment. The initial component is the device. This is the component that can be applied to someone's wrist or ankle.

Stun-Cuff Magnum



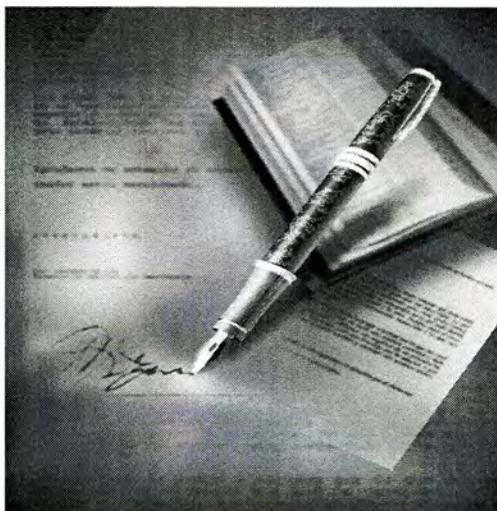
The second component is the Activator. This is the component that is controlled by the officer.

How Does It Work?



The Stun-Cuff is placed on an individual's ankle or wrist. The Activator is a remote trigger that provides a high voltage, low amperage stun to the wearer. This stun is similar to the effect of a stun gun and gives an initial stun of 2-3 seconds. The Activator can allow for a longer stun as needed and this stun can be given from distances up to 100 yards.

Stun-Cuff Use



Stun-Cuffs were designed for use during prisoner transport and during court hearings. Use of Stun-Cuffs should be done in accordance with your Departmental or Agency policy.

Why Use Stun-Cuff?

- Reduces the likelihood of a physical confrontation.
- Should a physical struggle occur, it decreases the time of the struggle.
- Decreases the prisoner's ability to struggle effectively.
- Decreases the possibility of injury to both the officer and the prisoner.

Provided that the Stun-Cuff is used in a manner that is objectively reasonable, use of the Stun-Cuff may result in reduced liability lawsuits and claims against officers and departments.

Training



Stun-Cuffs may only be used by individuals who have been trained in accordance with department standards. Stun-Cuffs are not to be used by any personnel who have not attended and successfully completed training. To ensure that the Stun-Cuff is used in the manner intended, training must be provided and successful completion of the training must be documented.

Guidelines for Use

- The Stun-Cuff is a device designed for the temporary, non-lethal incapacitation of a violent or resisting individual.
- The use of a Stun-Cuff will not violate a prisoner's rights provided it is used in a manner that is objectively reasonable.*
- Any possible accidental activation must be avoided.

*Objectively reasonable was defined by the Supreme Court in *Graham v. Conner*

Guidelines for Use

- The Stun-Cuff will not injure a prisoner; however, as with any use of force, secondary and indirect injuries can occur.
- Application of any Electronic Incapacitation Device (EID) will leave marks.
- EIDs have a place in the traditional force continuum.

EIDs are above passive control (escort techniques) and below decentralizations (takedowns) and hard empty hand techniques (strikes).

If an officer reasonably believes that a simple verbal command, or escorting the prisoner hands-on is sufficient for control, the use of an electronic restraint device would not be justified.

However, use would be justified on a prisoner who pulls away from his escort and refuses to comply, or who jerks away and begins to act out, or credibly threatens to do so.

Stun-Cuff Activation



When activating the system, the activator is delivering a stun to an individual. It is important to remember this is a high voltage, low amperage stun that is felt by the subject being stunned.

When to Activate

- Attempted assault by a prisoner on anyone.
- Attempted escape by the prisoner.
- Any outburst or movement that would reasonably appear to threaten an escape or assault.

When to Activate (Continued)

- Failure to comply with officer directions or commands such that physical force would be justifiable.
- Any attempts to remove or tamper with the Stun-Cuff.
- Loss of control or visual contact with the prisoner.

How to Activate

1. Turn the device on.
2. Pass the bottom of the remote control over the LED light on the Stun-Cuff.
3. The Green power light will come on.
4. Press the "ON" button and hold until the Green light flickers.*
5. The Green LED light will flash every 2-3 seconds to show it is in "ON" mode.**

*Once the Green LED flickers, the "ON" button should be released. The "ON" button of the remote control must be pressed within 12 seconds of green power light coming on or the procedure must be started again. The green light will flash quickly and then go into power saving mode.

**If the power is low, the red Battery light comes on.

Firing

1. To trigger an electrical shock, press the "ON" button.
2. Press the "FIRE" button within 10 seconds of pressing the "ON" button.*
3. Holding the "FIRE" button down will cause a longer shock.**
4. Another shock can be delivered if the initial delivery was less than 10 seconds.

*Pressing the FIRE button will initiate an electronic shock, lasting 2-3 seconds.

**The shock will continue for 2-3 seconds from the time the button is released.

When the electricity is weak the red Battery light comes on.

When firing the Stun-Cuff prisoner control device, remember that everyone has a different level of tolerance. The Stun-Cuff gives an initial burst of electricity for 2-3 seconds – some people may require more. The longer the FIRE button is pressed, the more intense the shock becomes. The Stun-Cuff has up to 10 minutes of fire power and an approximate range of 100 yards.



Video of officers being stunned. DTHV3

Stun-Cuff Post Use

- An Incident Report and a Use-of-Force Report should be filed according to Departmental policy.

Incident Report

- The Incident Report should include the following:
 - Observed reaction of the prisoner.
 - Description of any marks or injuries.
 - Complaints from the prisoner.
 - Photographs taken to include time, location, and by whom.

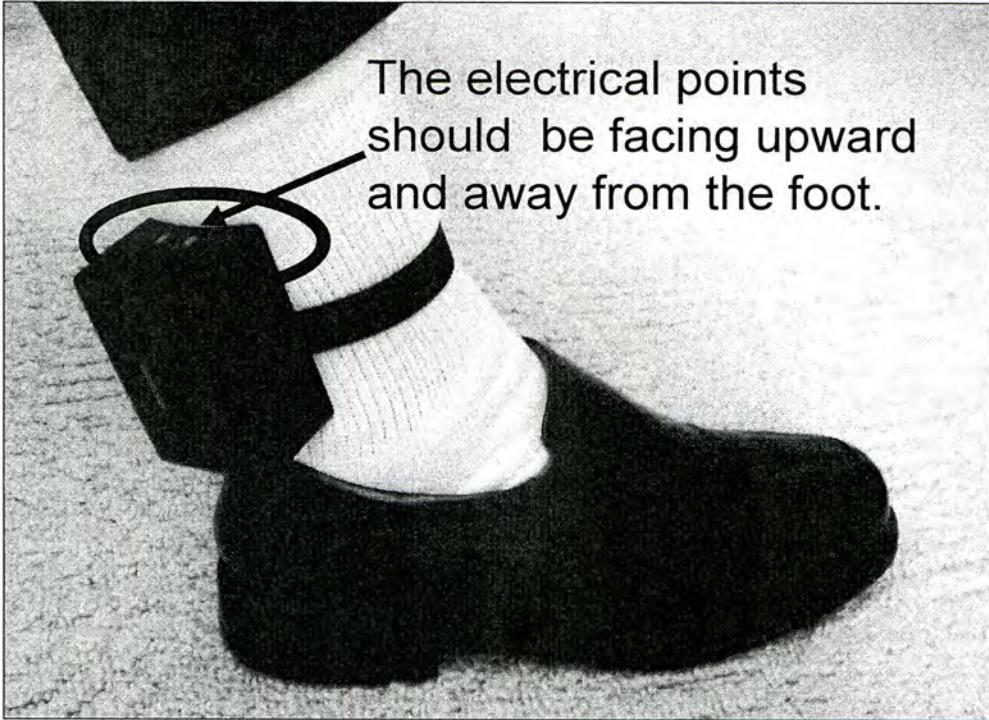
Stun-Cuff Maintenance

- Departments should designate personnel to be responsible for the maintenance and testing of all Stun-Cuff Units.
- Repair should only be performed by the manufacturer or under manufacturer recommendation.

Stun-Cuff Positioning - LEG

- Place the Stun-Cuff over the sock, toward the Achilles Tendon Region of the ankle.
- The electrical points should be facing upward and away from the foot.
- The strap should be firm but not overly tight.

Securing the strap firmly allows the electricity to “dance” on the skin for the best effect.



Stun-Cuff Positioning - ARM

- Place directly over a shirt sleeve or directly to the skin.
- Place the cuff on the **INSIDE** of the forearm.
- The electrical points should be facing away from the palm.
- The strap should be firm but not overly tight.

The best effect occurs when the cuff is placed over a shirt sleeve.



The electrical points
should be facing away
from the palm.

THE STUN-CUFF

Unauthorized Use

- The Stun-Cuff is not to be used on any woman known or claiming to be pregnant.
- The Stun-Cuff should not be used on any person claiming to have a serious heart disease.
- The Stun-Cuff should not be used on any person claiming to have Muscular Dystrophy or Multiple Sclerosis.

The Stun-Cuff should never be used in a manner that is inconsistent with the lawful right to use force and establish control over a prisoner.

Use of Electronic Restraint Devices (ERD) Case Law

- There is no absolutely definitive court ruling of the use of ERDs on prisoners.
- The majority of rulings allow for the use of ERDs on prisoners who are known or are reasonably believed to be:
 - Flight risk
 - Violent
 - Physically non-compliant

Use of Force Law

- **Graham v. Conner (United States Supreme Court, 1989)**
 - Established the standard of Objective Reasonableness in Police Use of Force
- **Whitley v. Albers (United States Supreme Court, 1986)**
 - Established that the question of excessive force in custodial situations was determined by ‘... whether force was applied in a good faith effort to maintain or restore discipline, or maliciously or sadistically to cause harm.’

Use of Force Law

- **Hudson v. McMillian (United States Supreme Court, 1992)**

- We are to be guided by “factors (such) as the need for application of force, the relationship between the need and the amount of force that was used, and the extent of injury inflicted.”

Use of Force - Guidelines

- An officer's use of an electronic control device (ERD, EID), as with any level of force, must stop as soon as it is reasonably determined that the subject has stopped using force or stopped credibly threatening the use of force.

Refer to your Departmental or Agency Policies for Use of Force Guidelines.

Review

- The Stun-Cuff may be used:
 - Court transportation
 - Courtroom testimony
 - Hospital appointments
 - Other situations requiring transport of a prisoner.

Review (Continued)

- Placement of the Stun-Cuff:
 - On the rear of the ankle, with the electrical points facing upward.
 - On the inside of the forearm with the electrical points facing away from the palm.
 - Preferably with a sock or shirt sleeve between the skin and the device.
 - The device may be placed directly on skin.

Review (Continued)

- The Stun-Cuff may be fired:
 - Attempted assault by a prisoner on anyone.
 - Attempted escape by the prisoner.
 - Any outburst or movement that would reasonably appear to threaten an escape or assault.

Failure to comply with an officer's directions or commands such that physical force is justified.

Any attempts to remove or tamper with the cuff.

Loss of control or visual contact with the prisoner.

Review (Continued)

- Activation (assuming correct placement and testing of the device in advance):
 - Press the “ON” button.
 - Press the “FIRE” button within 10 seconds of pressing the “ON” button.
 - Continue to press the “FIRE” button if the initial shock does not restore control.

Note that the shock will continue for 2-3 seconds from the time the FIRE button is released.

Review (Continued)

- Post-Incident:
 - An Incident Report should be completed and filed.
 - A Use-of-Force Report should be completed.

All reports as defined by your agency or departmental policies are to be completed.

The Incident Report should include –

- Observed reaction of the prisoner
- Description of any marks or injuries
- Complaints from the prisoner
- Photographs taken to include time, location and by whom

For More Information

- www.stun-cuff.com

2007 South Harbor Way
Lynnwood, California 98037 USA
801-662-0100
mailto:info@stun-cuff.com