



# Institutional



# Training Manual

Revised June 2025

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**STUN-CUFF  
LESSON PLAN**

**COURSE TITLE: Stun-Cuff Institutional**

**LESSON TITLE: Stun-Cuff Institutional**

**PREPARED BY: Stun-Cuff**

**TIME FRAME**

Hours: One (1)  
Day/Time: Vary

**PARAMETERS**

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

**PERFORMANCE OBJECTIVES**

1. Understand the technology and operating principles of the Stun-Cuff Institutional and its components.
2. Understand the application and expected effect of use on Offenders
3. Understand and review applicable Use of Force Policies
4. Understand the use and effects of the technology on offenders with certain medical conditions
5. Understand post incident procedures following the activation and firing of the Stun-Cuff

**ASSESSMENT TECHNIQUE**

1. Through viewing and listening, student will be able to determine how to use the Stun-Cuff Institutional system.
2. Through viewing and listening, student will be able to identify expected effects of use.
3. Through viewing and listening, student will be able to describe use of force as it applies to ECDs.
4. Through viewing and listening, student will be able to describe the effects of technology on offenders with certain medical conditions.
5. Through viewing and listening, student will be able to describe post incident procedures.

**INSTRUCTOR MATERIALS**

Overheads

Videos:  
Stun-Cuff Institutional  
Taking Hits

Slides

Posters

Reference Documents:

\_\_\_\_\_

\_\_\_\_\_

**EQUIPMENT / SUPPLIES NEEDED**

Projector Screen  
Computer / Laptop  
Speakers  
Internet Connection (if videos aren't downloaded)

**STUDENT HANDOUTS**

Inmate Notification  
Stun-Cuff Use of Force

**METHODS / TECHNIQUES**

Students will review the slides 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:

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# LESSON PLAN

## TITLE: Stun-Cuff Institutional

<b>PRESENTATION GUIDE</b>	<b>TRAINER NOTES</b>
<p><b>I. ANTICIPATORY SET</b></p> <p>The training we are about to conduct 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><b>PERFORMANCE OBJECTIVES</b></p> <ol style="list-style-type: none"><li>1. Understand the technology and operating principles of the Stun-Cuff Institutional and its components.</li><li>2. Understand the application and expected effect of use on Offenders</li><li>3. Understand and review applicable Use of Force Policies</li><li>4. Understand the use and effects of the technology on offenders with certain medical conditions</li><li>5. Understand post incident procedures following the activation and firing of the Stun-Cuff</li></ol>	<p><b>Time: 1 – 2 Minutes</b></p> <p><b>PP 1</b></p> <p><b>PP 2-3</b></p>
<p><b>II. INSTRUCTIONAL INPUT (CONTENT)</b></p>	<p><b>TIME: 35 - 40 Minutes</b></p>
<p><b>Stun-Cuff Institutional System</b></p> <p>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><b>PP 4</b></p>

<p>The Institutional System comprises of the Institutional cuff which can be a single or dual cuff system, transmitter, charging base and carrying cases. The Institutional cuff is a wireless Stun-Cuff that provides users with the ability to download data regarding each firing, date, time and duration. The single system comes with a standard transmitter which can control one cuff. The dual cuff system will come with the dual cuff transmitter which controls both cuffs simultaneously. There is also a multi-cuff transmitter that allows one individual the ability to control up to nine stun-cuffs. One charging base for both the transmitter and cuff(s) which will turn from Red to Green when they are charged. There is a duty belt holster for the cuff and the transmitter has a sleeve with clip.</p>	
<p><b>Why Use Stun-Cuff?</b></p> <ul style="list-style-type: none"> <li>• Light-weight unit</li> <li>• Can be re-activated after initial cycle</li> <li>• 2 step activation process</li> <li>• Reduces the likelihood of a physical confrontation</li> <li>• Decreases the possibility of injury to both the Officer and the Offender</li> </ul> <p>Provided that the Stun-Cuff is used as intended within the Departments use of force guidelines and is objectively reasonable, the Stun-Cuff may result in reduced liability lawsuits and claims against officers and their agencies.</p>	<p><b>PP 5</b></p>
<p><b>Training</b></p> <p>Stun-Cuff products can only be used by those trained in accordance with department standards. To ensure that the Stun-Cuff is used in the manner intended, training must be provided and successful completion of the training should be documented. It is</p>	<p><b>PP 6</b></p>

<p>recommended that recurring training is established.</p>	
<p><b>Unit Capabilities</b></p> <ul style="list-style-type: none"> <li>• 5-6 Seconds of approximately 50,000 Volts / 5 milliamp output</li> <li>• Can reactivate w/in 10 seconds of initial stun</li> <li>• Activator will produce a longer stun if needed</li> <li>• Activator will produce multiple stuns on demand</li> <li>• Approximately 100 yard range</li> </ul>	<p><b>PP 7</b></p>
<p><b>Operational Capabilities</b></p> <ul style="list-style-type: none"> <li>• Battery can last up to 7 days in stand-by mode</li> <li>• Unit shows Green signal LED (flashes every 3 seconds in stand-by mode) / Red LED at low power</li> <li>• Activate through barriers</li> <li>• 2 step fail safe operation</li> <li>• 100 yard range</li> <li>• Maintains log of use (time, date, length of firing)</li> <li>• Can only be placed on the leg</li> </ul>	<p><b>PP 8</b></p>
<p><b>Guidelines for Use</b></p> <ul style="list-style-type: none"> <li>• The Stun-Cuff is a device designed for the temporary, non-lethal incapacitation of a violent or resisting individual</li> <li>• The use of a Stun-Cuff will not violate a prisoner’s rights provided it is used as intended and within DOC use of force policy</li> </ul> <p>Activation of the Stun-Cuff would be considered “soft intermediate control devise.” Per DOC Use of Force Policy, staff are authorized to use the level of force that is necessary and reasonable, not excessive, and is</p>	<p><b>PP 9</b></p>

<p>appropriate when considering the type of resistance / non-compliance encountered.</p>	
<p><b>Guideline for Use Cont.</b></p> <ul style="list-style-type: none"> <li>• Any possible accidental activation must be avoided</li> <li>• The Stun-Cuff will not injure an offender; however, as with any use of force, secondary and indirect injuries can occur</li> </ul> <p>Barring a system malfunction, an accidental activation will be avoided given the attention and diligence of the staff handling the transmitter.</p> <p>INSTRUCTOR: Discuss possible secondary/indirect injuries that may occur, ie. offender falling, etc.</p>	<p><b>PP 10</b></p>
<p><b>Guideline for Use Cont.</b></p> <ul style="list-style-type: none"> <li>• Application of any Electronic Incapacitation Device (EID) will leave marks</li> <li>• EIDs have a place in the traditional force continuum</li> </ul> <p>Use of Force Policy, all EID’s (electronic control devices) are considered “Soft Intermediate Control Devices.”</p> <p>The use of force is restricted to instances of justifiable self-defense, protection of others, protection of property, implementation of lawful orders, and prevention of escapes, and then only as a last resort to maintain and regain control in accordance with appropriate statutory authority.</p> <p>Staff must be able to defend the decision to utilize “multiple applications” of the Stun Cuff.</p>	<p><b>PP 11</b></p>
<p><b>Levels of Resistance</b></p> <ul style="list-style-type: none"> <li>• Psychological Intimidation</li> </ul>	<p><b>PP 12</b></p>

<ul style="list-style-type: none"> <li>• Verbal Non-Compliance</li> <li>• Passive Resistance</li> <li>• Defensive Resistance</li> <li>• Active Aggression</li> <li>• Deadly Force Assault</li> <li>• Escape</li> </ul> <p>Briefly review Levels of Resistance and have class give examples of each.</p>	
<p><b>Options of Control</b></p> <ul style="list-style-type: none"> <li>• Officer Presence</li> <li>• Verbal Direction</li> <li>• Soft Empty Hand Control</li> <li>• Hard Empty Hand Control</li> <li>• Soft Intermediate Control Device</li> <li>• Hard Intermediate Control Device</li> <li>• Lethal Force</li> </ul> <p>Briefly review Options of Control and have the class give examples of each. Discuss possible scenarios where activation of the Stun Cuff would be appropriate and not appropriate.</p>	<p><b>PP 13</b></p>
<p><b>Why Use The Stun-Cuff On Offender Transports</b></p> <ul style="list-style-type: none"> <li>• Reduces physical confrontation</li> <li>• Decreases resistance</li> <li>• Impairs an offender</li> <li>• Decreases injury potential</li> <li>• For larger transports, the multi-cuff transmitter can control up to 9 cuffs / offenders</li> </ul>	<p><b>PP 14</b></p>
<p><b>Using The Stun-Cuff</b></p> <ul style="list-style-type: none"> <li>• Court</li> <li>• Hospital / Medical Supervision</li> <li>• Transports</li> <li>• Extraditions</li> </ul>	<p><b>PP 15</b></p>

<p>Only staff who have completed the training for the stun cuff and have successfully passed the test are allowed to use and activate the device on any offender.</p> <p>Staff who have not completed the training are not allowed to handle the device.</p>	
<p><b>When To Use the Stun-Cuff</b></p> <ul style="list-style-type: none"> <li>• When can the Stun-Cuff be applied to an offender?</li> </ul> <p>The stun cuff can be used on any segregation offender based on the reason they are in segregation and with the shift commanders approval.</p> <p>If an offender is going to court and the judge orders for all restraints to be removed the stun cuff can be concealed under the offenders pant leg and not visible to the jury.</p> <p>Any high risk offender that has a history of escape and assaults on staff or any offender with the shift commanders approval .</p> <p>Use would be justified on a prisoner who pulls away from his escort, refuses to comply, who pulls away and begins to act out, or voices a credible threat.</p> <p>Ensure you have proper approvals.</p>	<p><b>PP 16</b></p>
<p><b>When To Use the Stun-Cuff</b></p> <ul style="list-style-type: none"> <li>• What classification levels require the Stun-Cuff to be placed on the offender?</li> </ul> <p>The stun cuff may be used on all administrative segregation offenders being transported to court, medical appointments, or any off grounds day trips.</p> <p>The stun-cuff may be used on other levels depending addition factors such as custody levels, behavioral patterns of violence or misconduct, etc.</p> <p>Ensure you get proper approvals</p>	<p><b>PP 17</b></p>

<p><b>Unauthorized Use</b></p> <ul style="list-style-type: none"> <li>• Any woman known or claiming to be pregnant</li> <li>• Any person that has or claiming to have a serious heart disease</li> <li>• Any person that has or claiming to have muscular dystrophy or multiple sclerosis</li> <li>• Conditions should be verified with Medical</li> </ul>	<p><b>PP 18</b></p>
<p><b>Stun-Cuff Placement</b></p> <ul style="list-style-type: none"> <li>• Cuff should be placed on back of leg close to the achilles</li> <li>• Place cuff directly to skin or over sock</li> <li>• Standard handcuff key releases straps to open for placement and removing</li> </ul>	<p><b>PP 19</b></p>
<p><b>Positioning – Leg</b></p> <ul style="list-style-type: none"> <li>• Placed directly to the skin or over the sock towards the achilles tendon</li> <li>• Charging contacts should be facing upward and away from the foot</li> <li>• Strap firmly but do not overly tighten</li> </ul>	<p><b>PP 20</b></p>
<p><b>Positioning Picture</b></p>	<p><b>PP 21</b></p>
<p><b>Turning The Device On</b></p> <p>These steps are for the standard transmitter that comes with the single cuff system</p> <ul style="list-style-type: none"> <li>• Pass the bottom of the transmitter over the LED lights on the Stun-Cuff</li> <li>• The Green power light will come on</li> <li>• Press the “ON” button and hold until the Green light flickers *</li> <li>• The Green LED light will flash every 2-3 seconds to show it is in “ON” mode or “Stand-by” mode **</li> </ul> <p>*Once the Green LED flickers, the ON” button should be released. The “ON” button of the remote control must be pressed within 12</p>	<p><b>PP 22</b></p>

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.

**Activation / Firing**  
Proper method to activate the device for a shock test or for an actual use of force

- To trigger an electrical shock, press the “ON” button
- Press the “FIRE” button within 10 seconds of pressing the “ON” button
- Holding the “FIRE” button down will cause an additional shock after the first 5-6 seconds. There may be a short pause between shocks.
- Another shock can be delivered if the initial delivery was less than 10 seconds by pressing the “FIRE” button.

Once the stun cuff has been turned on and placed into power safe mode, the staff member can conduct a shock test to show the offender how the device will look and sound. Pressing the FIRE button will initiate an electronic shock, lasting 5-6 seconds. The shock may continue for 5-6 seconds from the time the button is released. Additional stuns can be delivered if needed and required  
To administer a second shock, repeat activation steps above.  
**There is no audible tone prior to the stun-cuff delivering the shock.**  
IMPORTANT: Loud, repetitive verbal commands must be utilized to direct the offender.

**PP 23**

<p>The longer the fire button is pressed the likelihood of more shocks but the voltage should stay the same.</p> <p>When the electricity is weak the red Battery light comes on.</p> <p>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 5-6 seconds – some people may require more. The longer the FIRE button is pressed, then additional shocks will be given. The Stun-Cuff has up to 10 minutes of fire power and an approximate range of 100 yards.</p>	
<p><b>Deputies Taking Hits Video</b></p>	<p><b>PP 24</b></p>
<p><b>Turning The Device Off</b></p> <p>Once the cuff is no longer needed you need to turn the device off. These steps are for the standard transmitter that comes with the single cuff system</p> <ul style="list-style-type: none"> <li>• To turn off the stun-cuff press and hold the “ON” button for approximately 3 seconds till the Green LED power light flashes twice</li> <li>• Once the LED light flashes, release the “ON” button</li> <li>• Once the LED Green light flashes twice and then stops, the device is now off</li> <li>• Staff must verify the device LED is not flashing</li> </ul>	<p><b>PP 25</b></p>
<p><b>Steps For Dual Cuff System</b></p> <p>The steps for the dual cuff system are slightly different for turning on and off but activating/firing is the same</p> <ul style="list-style-type: none"> <li>• Once you have the Green power light on the Stun-Cuff, to turn it on press the “ON” button and then hold the “1” until</li> </ul>	<p><b>PP 26</b></p>

<p>the cuff flickers. To turn the second cuff on repeat step and hold the “2” button</p> <ul style="list-style-type: none"> <li>• To turn off the Stun-Cuffs it is the same process as turning them on. Press the “ON” button and then hold the “1” or “2” until the light flashes twice.</li> </ul>	
<p><b>Instructional Videos</b></p>	<p><b>PP 27</b></p>
<p><b>Charging</b></p> <ul style="list-style-type: none"> <li>• The transmitter and Stun-Cuff will need to be charged when the Green LED light turns Red on the cuff</li> <li>• LED lights on charging base will turn from Red to Green when the cuff and transmitter are fully charged</li> <li>• Batteries are good for 2-3 years depending on use and proper charging</li> </ul> <p>Only specific staff will be given the authorization to charge the device and the remote control.</p> <p>Once the cuff and remote control have been placed on the charger the lights will be displayed at the front of the charger. If they are red leave the unit on and allow it to charge. Once both lights turn green the device is fully charged. Disconnect from power and leave the cuff and remote in the charging station.</p> <p>The batteries must be replaced every two years to maintain the full ten minutes of shocking power.</p>	<p><b>PP 28</b></p>
<p><b>Notification To The Offender</b></p> <ul style="list-style-type: none"> <li>• Read Inmate Notification to the offender</li> <li>• Offender does not have to sign</li> <li>• Stun-Cuff is placed on the offender regardless of the offenders signed acknowledgement</li> </ul>	<p><b>PP 29</b></p>

<p>Staff will read the notification to the offender to ensure they will understand the device going on them and what the possible effects are. The offender does not have to sign the notification, if they refuse to sign notate the refusal on the notification. The device will/can be placed on the offender without a signature.  <b>GIVE STUDENTS “INMATE NOTIFICATION FORM” HANDOUT.</b></p>	
<p><b>When To Activate</b></p> <ul style="list-style-type: none"> <li>• When can / should the Stun-Cuff be activated?</li> </ul> <ol style="list-style-type: none"> <li>1. Follow all polices and procedures concerning use of force and when dealing with a situation that may need the staff member to administer a shock to the offender.</li> <li>2. Good strong verbal skills must be used in order to notify the offender and your fellow staff member of what may come.</li> <li>3. Reason for possible activation are attempted escape, attempted assault to the staff member or other personnel, attempting to remove or defeat the device, if staff loose sight of the offender with in the hospital setting. Remind staff the situation will dictate the outcome and tactics of each use of force.</li> <li>4. Remind staff the totality of circumstances and their perception of the incident will play a major factor in the possible activation of the device.</li> <li>5. The stun cuff will not have an audible tone before it administers the shock. The only warning that the offender will get is the loud verbal commands from the staff member controlling the remote control.</li> <li>6. If staff are going to administer a shock to the offender they must be able to communicate to their fellow staff members so they may take</li> </ol>	<p><b>PP 30</b></p>

<p>control of the offender and restrain them from causing any further issues.</p>	
<p><b>Steps After Activation</b></p> <ul style="list-style-type: none"> <li>• If the Stun-Cuff is activated what will / may happen and will signature marks be present?</li> <li>• What should staff do with the offender after a shock has been given?</li> </ul> <ol style="list-style-type: none"> <li>1. If staff do administer a shock of the stun cuff to the offender, the offender can/may lose control over balance, body fluids to include urine and possible self-defecation.</li> <li>2. Signature marks will be present immediately after the shock has been administered to the offender.</li> <li>3. Once the control of the offender is regained - the offender must be returned back to the facility immediately.</li> <li>4. If a shock has been administered (i.e. medical transport, court hearing, medical day trip, etc.), the Shift Commander must be notified immediately.</li> <li>5. Ensure the restraints are all still properly placed on the offender and escort the offender back to the transport vehicle.</li> <li>6. If at a court hearing get the offender to a secure location and notify the shift commander, a decision to deploy additional staff may be warranted.</li> <li>7. Upon return an anatomical report must be completed by medical staff and a PC/DCIS report completed.</li> </ol>	<p><b>PP 31</b></p>
<p><b>Incident Reporting</b></p> <ul style="list-style-type: none"> <li>• A PC/DCIS Report must be completed in accordance with Administrative regulation 100-07</li> </ul>	<p><b>PP 32</b></p>

<ul style="list-style-type: none"> <li>Any staff report of injuries must accompany a First Report of Injury packet</li> </ul> <p>A PCDCIS report must be generated as soon as possible and a use of force report must be completed before the end of your tour of duty. AR 100-07.</p> <p>All staff injuries, whether or not medical attention is being sought, must be reported to the Shift Commander or immediate supervisor.</p>	
<b>Questions?</b>	<b>PP 33</b>
<b>III. Evaluation / Closure</b>	<b>Time: 10 – 15 minutes</b>
<b>Quiz</b>	
<p>1. How can you tell when the Stun-Cuff is on and ready for activation?</p> <ol style="list-style-type: none"> <li>The red light on the Stun-Cuff comes on and stays on</li> <li>The green light on the Stun-Cuff come on and stays on</li> <li><b>The green light flashes every 2-3 seconds</b></li> <li>The red light flashes every 2-3 seconds</li> </ol>	
<p>2. What is the approximate range for the transmitter?</p> <ol style="list-style-type: none"> <li>50 Yards</li> <li>75 Yards</li> <li><b>100 Yards</b></li> <li>150 Yards</li> </ol>	
<p>3. How is the Stun-Cuff turned on?</p> <ol style="list-style-type: none"> <li><b>By swiping the transmitter over the LED lights then pressing and holding the “ON” button</b></li> <li>Pressing and holding the “ON” button</li> <li>Pressing the “ON” button followed by the “ST”</li> </ol>	

d) The Stun-Cuff is always on	
4. What sequence of buttons must be pressed to fire the Stun-Cuff? a) Press the “ON” button followed by the No. 1 button b) Press “FIRE” button c) Press the “ON” and “FIRE” buttons at the same time d) <b>Press the “ON” button followed by the “FIRE” button</b>	
5. How is the Stun-Cuff turned off? a) Press the “ON” button until the red light is no longer illuminated b) <b>Press the “ON” button for 3 seconds until the green light flashes then stops illuminating</b> 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) <b>Unlimited</b>	
7. How many Stun-Cuffs can be programmed to a standard transmitter? <b>a) 1</b> b) 5 c) 9 d) Unlimited	
8. How long is the initial burst of electricity one the fire button has been pressed? a) 2-3 seconds <b>b) 5-6 seconds</b> c) 7-8 seconds d) 10 seconds	
9. How long can fully charged Stun-Cuff be left on in standby mode?	

<ul style="list-style-type: none"><li>a) 1 day</li><li>b) 3 days</li><li>c) 5 days</li><li>d) <b>7 days</b></li></ul>	
<p>10. How long can a fully charged Stun-Cuff fire?</p> <ul style="list-style-type: none"><li>a) 1 minute</li><li>b) 2 minutes</li><li>c) 5 minutes</li><li>d) <b>10 minutes</b></li></ul>	

# Certificate of Completion

Awarded to

For **Stun-Cuff Non-Lethal Wireless Prisoner Control**

This certificate certifies that you have successfully completed all required course work and training for the Stun-Cuff prisoner control device

This \_\_\_\_ day of \_\_\_\_\_ 20\_\_

Signature \_\_\_\_\_

# Appendix A

## **STUN-CUFF USE OF FORCE**

1. In accordance with applicable Use of Force policies
2. I have reviewed and approved procedures
3. Effective Date: Policy and Procedures will be trained to before effective date. The effective date of the procedure is: \_\_\_\_\_.

### **Procedures of the Electronic Control Device (ECD) Stun-Cuff Product**

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 the 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 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 a backup in case 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 is determined by department.
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 and including the Supervisory Stun-Cuff Report
17. In the event of a Stun-Cuff malfunction, contact Stun-Cuff for further instructions.

**Justified uses in a PLANNED Use of Force of the ECD Stun-Cuff Product**

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 Product**

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

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**SIGNATURE / PRINT**

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**DATE**

<b>ALAMEDA COUNTY</b>  <b>SHERIFF'S OFFICE</b>  <b>GENERAL ORDER</b>	<b>NUMBER:</b> 5.33
	<b>RELATED ORDERS:</b> CALEA 1.2.2, 1.3.4 – 1.3.7, 1.3.10, 1.3.11 General Order 1.05
	<b>ISSUE DATE:</b> October 12, 2007
	<b>REVISION DATE:</b>
<b>CHAPTER:</b> Law Enforcement Operations	<b>SUBJECT:</b> 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 inmate. 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 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. Transportation of high risk or violent detainees.
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 with 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 and 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 shall emphasize that multiple activations and continuous cycling of the Stun-Cuff Magnum may increase the risk of injury and should be avoided.
  - 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**

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**TO:** All Personnel  
**FROM:** Sheriff \_\_\_\_\_  
**SUBJECT:** Stun-Cuff Use Policy  
**DATE:** mm-dd-year

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**POLICY:** It is the policy of the Sheriff's 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:

- 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 to 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.
- 2 The Judge shall be notified when the Stun-Cuff is on an inmate in his/her courtroom.
- 3 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.
- 4 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.
- 5 Due to the unique capabilities of the Stun-Cuff, Deputies should use caution near the suspect during initial activation.
- 6 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.
- 7 When a Deputy activated 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.
- 8 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.
- 9 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.

- 10 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.
- 6 A copy of the report will be forwarded to the Sheriff via the chain of command.
- 7 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.

# Appendix B

## Stun-Cuff Quiz

Name: \_\_\_\_\_

Date: \_\_\_\_\_

Instructor's Name: \_\_\_\_\_

Test Score: \_\_\_\_\_%

1. How can you tell when the Stun-Cuff is on and ready for activation?
  - a. The red light on the Stun-Cuff comes on and stays on
  - b. The green light on the Stun-Cuff come on and stays 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 and holding the "ON" button
  - b. Pressing and holding the "ON" button
  - c. Pressing the "ON" button followed by the "ST"
  - d. The Stun-Cuff is always on
  
4. What sequence of buttons must be pressed to fire the Stun-Cuff?
  - a. Press the "ON" button followed by the No. 1 button
  - b. Press "FIRE" button
  - c. Press the "ON" and "FIRE" buttons at the same time
  - d. Press the "ON" button followed by the "FIRE" button
  
5. How is the Stun-Cuff turned off?
  - a. Press the "ON" button until the red light is no longer illuminated
  - b. Press the "ON" button for 3 seconds until the green light flashes then stops illuminating
  - 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 one 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 fully charged Stun-Cuff be left on in standby mode?
- a. 1 day
  - b. 3 days
  - c. 5 days
  - d. 7 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



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### Performance Objectives

- Understand the technology and operating principles of the Stun-Cuff
- Understand the application and expected effect of use on Offenders
- Understand and review applicable Use of Force Policies

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### Performance Objectives Cont.

- Be aware of use/ effects of the technology on offenders where certain medical conditions/ considerations may exist
- Understand post incident procedures following activation and firing of the Stun-Cuff

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## Stun-Cuff Institutional System

- Institutional Cuff (can be a single or dual cuff system)
- Transmitter: Standard, Dual Cuff or Multi-Cuff
- Charging Base
- Carrying Case

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## Why Use Stun-Cuff?

- Light-weight unit
- Can be re-activated after initial cycle
- 2 step activation process
- Reduces the likelihood of a physical confrontation
- Decreases the possibility of injury to both the Officer and the Offender



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## Training

- Stun-Cuff products can only be used by those trained in accordance with department standards
- Training should be documented
- Recurring training should be established

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## Unit Capabilities

- 5-6 Seconds of approximately 50,000 Volts / 5 milliamp output
- Can reactivate w/in 10 seconds of initial stun
- Activator will produce a longer stun if needed
- Activator will produce multiple stuns on demand
- Approximately 100 yard range

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## Operational Capabilities

- Battery can last up to 7 days in stand-by mode
- Unit shows Green signal LED (flashes every 3 seconds in stand-by mode) / Red LED at low power
- Activate through barriers
- 2 step fail safe operation
- 100 yard range
- Maintains log of use (time, date, length of firing)
- Can only be placed on the leg

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## 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 as intended and within DOC use of force policy

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## Guidelines for Use Cont.

- Any possible accidental activation must be avoided
- The Stun-Cuff will not injure an offender; however, as with any use of force, secondary and indirect injuries can occur

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## Guidelines for Use Cont.

- Application of any Electronic Incapacitation Device (EID) will leave marks
- EIDs have a place in the traditional force continuum

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## Levels Of Resistance

- Psychological Intimidation
- Verbal Non-Compliance
- Passive Resistance
- Defensive Resistance
- Active Aggression
- Deadly Force Assault
- Escape



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## Options Of Control

- Officer Presence
- Verbal Direction
- Soft Empty Hand Control
- Hard Empty Hand Control
- Soft Intermediate Control Device
- Hard Intermediate Control Device
- Lethal Force



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## Why Use The Stun-Cuff On Offender Transports?

- Reduces physical confrontation
- Decreases resistance
- Impairs an offender
- Decreases injury potential
- For larger transports, the multi-cuff transmitter can control up to 9 cuffs / offenders

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## Using The Stun-Cuff

- Court
- Hospital / Medical Supervision
- Transports
- Extraditions



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## When To Use the Stun-Cuff

- When can the Stun-Cuff be applied to an offender?

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## When To Use the Stun-Cuff

- What classification levels require the Stun-Cuff to be placed on the offender?

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## Unauthorized Use

- Any woman known or claiming to be pregnant
- Any person that has or claiming to have a serious heart disease
- Any person that has or claiming to have muscular dystrophy or multiple sclerosis
- Conditions should be verified with Medical

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## Stun-Cuff Placement

- Cuff should be placed on back of leg close to the achilles
- Place cuff directly to skin or over sock
- Standard handcuff key releases straps to open for placement and removing

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## Positioning - Leg

- Placed directly to the skin or over the sock towards the achilles tendon
- Charging contacts should be facing upward and away from the foot
- Strap firmly but do not overly tighten

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Charging contacts facing upward and away from the foot.



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## Turning The Device On

These steps are for the standard transmitter that comes with the single cuff system

- Pass the bottom of the transmitter over the LED lights on the Stun-Cuff
- The Green power light will come on
- Press the "ON" button and hold until the Green light flickers
- The Green LED light will flash every 2-3 seconds to show it is in "ON" mode or "Stand-by" mode

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## Activation / Firing

Proper method to activate the device for a shock test or for an actual use of force

- To trigger an electrical shock, press the "ON" button
- Press the "FIRE" button within 10 seconds of pressing the "ON" button
- Holding the "FIRE" button down will cause an additional shock after the first 5-6 seconds
- Another shock can be delivered if the initial delivery was less than 10 seconds

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## Deputies Taking Hits

- <https://stun-cuff.com/testimonials-and-news-reports/>

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## Turning The Device Off

Once the cuff is no longer needed you need to turn the device off. These steps are for the standard transmitter that comes with the single cuff system

- To turn off the stun-cuff press and hold the "ON" button for approximately 3 seconds till the Green LED power light flashes twice
- Once the LED light flashes, release the "ON" button
- Once the LED Green light flashes twice and then stops, the device is now off

Staff must verify the device LED is not flashing

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## Steps For Dual Cuff System

The steps for the dual cuff system are slightly different for turning on and off but activating/firing is the same

- Once you have the Green power light on the Stun-Cuff, to turn it on press the "ON" button and then hold the "1" until the cuff flickers. To turn the second cuff on repeat step and hold the "2" button
- To turn off the Stun-Cuffs it is the same process as turning them on. Press the "ON" button and then hold the "1" or "2" until the light flashes twice.

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## Instructional Videos

- <https://stun-cuff.com/stun-cuff-instructional-videos/>

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## Charging

- The transmitter and Stun-Cuff will need to be charged when the Green LED light turns Red on the cuff
- LED lights on charging base will turn from Red to Green when the cuff and transmitter are fully charged
- Batteries are good for 2-3 years depending on use and proper charging

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## Notification To The Offender

- Read Inmate Notification to the offender
- Offender does not have to sign
- Stun-Cuff is placed on the offender regardless of the offenders signed acknowledgement

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## When To Activate

- When can / should the Stun-Cuff be activated?



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## Steps After Activation

- If the Stun-Cuff is activated what will / may happen and will signature marks be present?
- What should staff do with the offender after a shock has been given?

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## Incident Reporting

- A PC/DCIS Report must be completed in accordance with Administrative regulation 100-07
- Any staff report of injuries must accompany a First Report of Injury packet

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## Questions?



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# Knowledge Evaluations

- Practical – Static Activation
- Written Test

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# Institutional



# Performance Objectives

- Understand the technology and operating principles of the Stun-Cuff
- Understand the application and expected effect of use on Offenders
- Understand and review applicable Use of Force Policies

## Performance Objectives Cont.

- Be aware of use/ effects of the technology on offenders where certain medical conditions/ considerations may exist
- Understand post incident procedures following activation and firing of the Stun-Cuff

# Stun-Cuff Institutional System

- Institutional Cuff (can be a single or dual cuff system)
- Transmitter: Standard, Dual Cuff or Multi-Cuff
- Charging Base
- Carrying Case

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. The Institutional System comprises of the Institutional cuff which can be a single or dual cuff system, transmitter, charging base and carrying cases. The Institutional cuff is a wireless Stun-Cuff that provides users with the ability to download data regarding each firing, date, time and duration. The single system comes with a standard transmitter which can control one cuff. The dual cuff system will come with the dual cuff transmitter which controls both cuffs simultaneously. There is also a multi-cuff transmitter that allows one individual the ability to control up to nine stun-cuffs. One charging base for both the transmitter and cuff(s) which will turn from Red to Green when they are charged. There is a duty belt holster for the cuff and the transmitter has a sleeve with clip.

# Why Use Stun-Cuff?

- Light-weight unit
- Can be re-activated after initial cycle
- 2 step activation process
- Reduces the likelihood of a physical confrontation
- Decreases the possibility of injury to both the Officer and the Offender



Provided that the Stun-Cuff is used as intended within the Departments use of force guidelines and is objectively reasonable, the Stun-Cuff may result in reduced liability lawsuits and claims against officers and their agencies.

# Training

- Stun-Cuff products can only be used by those trained in accordance with department standards
- Training should be documented
- Recurring training should be established

# Unit Capabilities

- 5-6 Seconds of approximately 50,000 Volts / 5 milliamp output
- Can reactivate w/in 10 seconds of initial stun
- Activator will produce a longer stun if needed
- Activator will produce multiple stuns on demand
- Approximately 100 yard range

# Operational Capabilities

- Battery can last up to 7 days in stand-by mode
  - Unit shows Green signal LED (flashes every 3 seconds in stand-by mode) / Red LED at low power
  - Activate through barriers
  - 2 step fail safe operation
  - 100 yard range
  - Maintains log of use (time, date, length of firing)
- Can only be placed on the leg

# 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 as intended and within DOC use of force policy

Activation of the Stun-Cuff would be considered "soft intermediate control device." Per DOC Use of Force Policy, staff are authorized to use the level of force that is necessary and reasonable, not excessive, and is appropriate when considering the type of resistance / non-compliance encountered.

# Guidelines for Use Cont.

- Any possible accidental activation must be avoided
- The Stun-Cuff will not injure an offender; however, as with any use of force, secondary and indirect injuries can occur

Barring a system malfunction, an accidental activation will be avoided given the attention and diligence of the staff handling the transmitter.

INSTRUCTOR: Discuss possible secondary/indirect injuries that may occur, ie. offender falling, etc.

# Guidelines for Use Cont.

- Application of any Electronic Incapacitation Device (EID) will leave marks
- EIDs have a place in the traditional force continuum

Use of Force Policy, all EID's (electronic control devices) are considered "Soft Intermediate Control Devices."

The use of force is restricted to instances of justifiable self-defense, protection of others, protection of property, implementation of lawful orders, and prevention of escapes, and then only as a last resort to maintain and regain control in accordance with appropriate statutory authority.

Staff must be able to defend the decision to utilize "multiple applications" of the Stun Cuff.

# Levels Of Resistance

- Psychological Intimidation
- Verbal Non-Compliance
- Passive Resistance
- Defensive Resistance
- Active Aggression
- Deadly Force Assault
- Escape



Briefly review Levels of Resistance and have class give examples of each.

# Options Of Control

- Officer Presence
- Verbal Direction
- Soft Empty Hand Control
- Hard Empty Hand Control
- Soft Intermediate Control Device
- Hard Intermediate Control Device
- Lethal Force



Briefly review Options of Control and have the class give examples of each.

Discuss possible scenarios where activation of the Stun Cuff would be appropriate....not appropriate.

# Why Use The Stun-Cuff On Offender Transports?

- Reduces physical confrontation
- Decreases resistance
- Impairs an offender
- Decreases injury potential
- For larger transports, the multi-cuff transmitter can control up to 9 cuffs / offenders

1. Reduces physical confrontation
2. Decreases resistance after a physical confrontation
3. Impairs an offenders ability to effectively resist
4. Decreases the potential for injury
5. With the multi-cuff transmitter the cuffs can be fired independently or simultaneously if needed

# Using The Stun-Cuff

- Court
- Hospital / Medical Supervision
- Transports
- Extraditions



1. Only staff who have completed the training for the stun cuff and have successfully passed the test are allowed to use and activate the device on any offender.
2. Staff who have not completed the training are not allowed to handle the device,

# When To Use the Stun-Cuff

- When can the Stun-Cuff be applied to an offender?

The stun cuff can be used on any segregation offender based on the reason they are in segregation and with the shift commanders approval.

If an offender is going to court and the judge orders for all restraints to be removed the stun cuff can be concealed under the offenders pant leg and not visible to the jury.

Any high risk offender that has a history of escape and assaults on staff or any offender with the shift commanders approval .

Use would be justified on a prisoner who pulls away from his escort, refuses to comply, who pulls away and begins to act out, or voices a credible threat.

Ensure you have proper approvals.

# When To Use the Stun-Cuff

- What classification levels require the Stun-Cuff to be placed on the offender?

The stun cuff may be used on all administrative segregation offenders being transported to court, medical appointments, or any off grounds day trips.

The stun-cuff may be used on other levels depending addition factors such as custody levels, behavioral patterns of violence or misconduct, etc.

Ensure you get proper approvals

# Unauthorized Use

- Any woman known or claiming to be pregnant
- Any person that has or claiming to have a serious heart disease
- Any person that has or claiming to have muscular dystrophy or multiple sclerosis
- Conditions should be verified with Medical

# Stun-Cuff Placement

- Cuff should be placed on back of leg close to the achilles
- Place cuff directly to skin or over sock
- Standard handcuff key releases straps to open for placement and removing

# Positioning - Leg

- Placed directly to the skin or over the sock towards the achilles tendon
- Charging contacts should be facing upward and away from the foot
- Strap firmly but do not overly tighten

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

Charging contacts facing upward and away from the foot.



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

# Turning The Device On

These steps are for the standard transmitter that comes with the single cuff system

- Pass the bottom of the transmitter over the LED lights on the Stun-Cuff
- The Green power light will come on
- Press the “ON” button and hold until the Green light flickers
- The Green LED light will flash every 2-3 seconds to show it is in “ON” mode or “Stand-by” 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.

# Activation / Firing

Proper method to activate the device for a shock test or for an actual use of force

- To trigger an electrical shock, press the “ON” button
- Press the “FIRE” button within 10 seconds of pressing the “ON” button
- Holding the “FIRE” button down will cause an additional shock after the first 5-6 seconds
- Another shock can be delivered if the initial delivery was less than 10 seconds

Once the stun cuff has been turned on and placed into power safe mode, the staff member can conduct a shock test to show the offender how the device will look and sound.

Pressing the FIRE button will initiate an electronic shock, lasting 5-6 seconds. The shock may continue for 5-6 seconds from the time the button is released.

Additional stuns can be delivered if needed and required  
To administer a second shock, repeat activation steps above

**There is no audible tone prior to the stun-cuff delivering the shock.**

IMPORTANT: Loud, repetitive verbal commands must be utilized to direct the offender.

The longer the fire button is pressed the likelihood of more shocks but the voltage should stay the same.

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- The Stun-Cuff gives an initial burst of electricity for 5-6 seconds – some people may require more. The longer the FIRE button is pressed, then additional shocks will be given. The Stun-Cuff has up to 10 minutes of fire power and an approximate range of 100 yards.

# Deputies Taking Hits

- <https://stun-cuff.com/testimonials-and-news-reports/>

Towards top of page, far right side

# Turning The Device Off

Once the cuff is no longer needed you need to turn the device off. These steps are for the standard transmitter that comes with the single cuff system

- To turn off the stun-cuff press and hold the “ON” button for approximately 3 seconds till the Green LED power light flashes twice
- Once the LED light flashes, release the “ON” button
- Once the LED Green light flashes twice and then stops, the device is now off

Staff must verify the device LED is not flashing

# Steps For Dual Cuff System

The steps for the dual cuff system are slightly different for turning on and off but activating/firing is the same

- Once you have the Green power light on the Stun-Cuff, to turn it on press the “ON” button and then hold the “1” until the cuff flickers. To turn the second cuff on repeat step and hold the “2” button
- To turn off the Stun-Cuffs it is the same process as turning them on. Press the “ON” button and then hold the “1” or “2” until the light flashes twice.

# Instructional Videos

- <https://stun-cuff.com/stun-cuff-instructional-videos/>

# Charging

- The transmitter and Stun-Cuff will need to be charged when the Green LED light turns Red on the cuff
- LED lights on charging base will turn from Red to Green when the cuff and transmitter are fully charged
- Batteries are good for 2-3 years depending on use and proper charging

Only specific staff will be given the authorization to charge the device and the remote control.

Once the cuff and remote control have been placed on the charger the lights will be displayed at the front of the charger. If they are red leave the unit on and allow it to charge. Once both lights turn green the device is fully charged. Disconnect from power and leave the cuff and remote in the charging station.

The batteries must be replaced every two years to maintain the full ten minutes of shocking power.

# Notification To The Offender

- Read Inmate Notification to the offender
- Offender does not have to sign
- Stun-Cuff is placed on the offender regardless of the offenders signed acknowledgement

1. Staff will read the notification to the offender to ensure they will understand the device going on them and what the possible effects are.
2. The offender does not have to sign the notification, if they refuse to sign notate the refusal on the notification.
3. The device will/can be placed on the offender without a signature.

GIVE STUDENTS "INMATE NOTIFICATION FORM" HANDOUT.

# When To Activate

- When can / should the Stun-Cuff be activated?



1. Follow all polices and procedures concerning use of force and when dealing with a situation that may need the staff member to administer a shock to the offender.
2. Good strong verbal skills must be used in order to notify the offender and your fellow staff member of what may come.
3. Reason for possible activation are attempted escape, attempted assault to the staff member or other personal, attempting to remove or defeat the device, if staff loose sight of the offender with in the hospital setting. Remind staff the situation will dictate the outcome and tactics of each use of force.
4. Remind staff the totality of circumstances and their perception of the incident will play a major factor in the possible activation of the device.
5. The stun cuff will not have an audible tone before it administers the shock. The only warning that the offender will get is the loud verbal commands from the staff member controlling the remote control.
6. If staff are going to administer a shock to the offender they must be able to communicate to their fellow staff members so they may take control of the offender and restrain them from causing any further issues.

# Steps After Activation

- If the Stun-Cuff is activated what will / may happen and will signature marks be present?
- What should staff do with the offender after a shock has been given?

1. If staff do administer a shock of the stun cuff to the offender, the offender can/may lose control over balance, body fluids to include urine and possible self defecation.
2. Signature marks will be present immediately after the shock has been administered to the offender.
3. Once the control of the offender is regained - the offender must be returned back to the facility immediately.
4. If a shock has been administered (i.e. medical transport, court hearing, medical day trip, etc.), the Shift Commander must be notified immediately.
5. Ensure the restraints are all still properly placed on the offender and escort the offender back to the transport vehicle.
6. If at a court hearing get the offender to a secure location and notify the shift commander, a decision to deploy additional staff may be warranted.
7. Upon return an anatomical report must be completed by medical staff and a PC/DCIS report completed.

# Incident Reporting

- A PC/DCIS Report must be completed in accordance with Administrative regulation 100-07
- Any staff report of injuries must accompany a First Report of Injury packet

1. A PCDCIS report must be generated as soon as possible and a use of force report must be completed before the end of your tour of duty. AR 100-07.
2. All staff injuries, whether or not medical attention is being sought, must be reported to the Shift Commander or immediate supervisor.

# Questions?



# Knowledge Evaluations

- Practical – Static Activation
- Written Test

1. Staff must show they can turn the device on, place it on power safe mode, activate the device and turn the stun cuff off. Along with taking the written test, 80% Pass/Fail.
2. At no time, may any class participant/staff person be subjected or forced to testing of the Stun-Cuff on themselves.