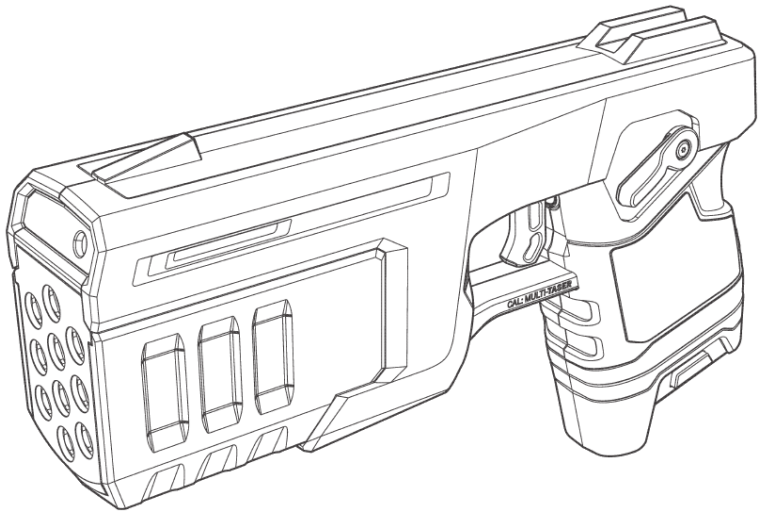
TASER 10 User Manual



English

Models TS1024, TS1025

MMU0083 Rev: E

February 2026

Effective: February 2026

IMPORTANT SAFETY INSTRUCTIONS

Read all warnings and instructions. Save these instructions. The most up-to-date warnings and instructions are available at www.axon.com

Axon Enterprise, Inc.
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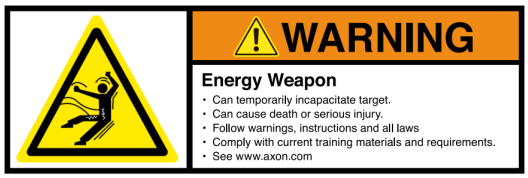
Scottsdale AZ 85255
USA

Contents

Chapter 1: Warnings

Important safety and health information

Read, understand and follow the most current product warnings, safety instructions and training materials. All product warnings are not included in this Manual. A Product Warnings document is included with this energy weapon and the most current warnings are posted on our website at www.axon.com. The most current training materials are available by contacting Axon's Training Department. Do not attempt to use this energy weapon until you have completed training with an Axon Enterprise, Inc. Certified TASER Instructor.

⚠ WARNING!	
	**Complete training first** Significant differences exist between each of the TASER energy weapon models. Do not use or attempt to use any energy weapon model unless you have been trained and certified by a Certified TASER Instructor on that particular model.
	**Read and obey** Read, study, understand and follow all instructions, warnings, information, training bulletins and relevant TASER training materials before using the TASER 10 energy weapon. Failure to comply with the product instructions, warnings, information, training bulletins and TASER training materials could result in death or serious injury to the user, force recipient and others.
	**Obey applicable laws** Use of energy weapons must be legally justified and comply with applicable federal, state and local laws and regulations. The decision to use an energy weapon in a particular manner or circumstance must follow applicable law enforcement agency guidance.
	

The TASER 10 energy weapon is designed to temporarily incapacitate a person from a safe distance while reducing the likelihood of serious injuries or death. When used as directed, TASER energy weapons have been found to be safer and more effective than other traditional use-of-force tools and techniques. However, it is important to remember that the use of force and physical incapacitation, by their very nature, involve risk that someone may get hurt or may even die from factors that include, but are not limited to: physical resistance,

exertion, individual susceptibilities and/or unforeseen circumstances. Any use of force, including the use of an energy weapon, or physical exertion involves risks that a person may get hurt or die. For a full list of current warnings, visit www.axon.com.

LASER

The TASER 10 energy weapon has a green LASER sight to assist aiming.

⚠ WARNING!

LASER RADIATION
DO NOT STARE INTO BEAM
CLASS 2 LASER PRODUCT

⚠ WARNING!

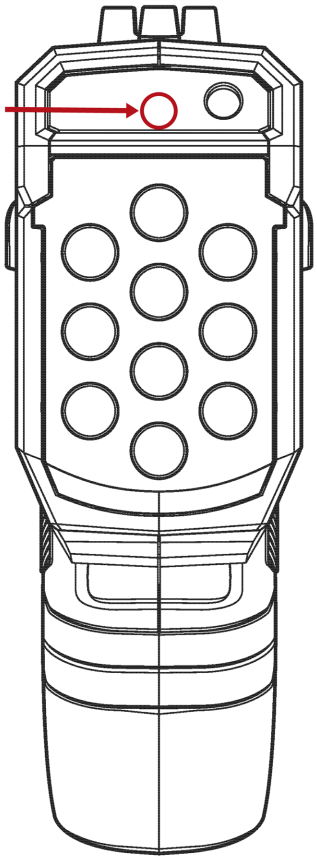
LASER RADIATION

AVOID DIRECT EYE EXPOSURE

CLASS 3R LASER PRODUCT

⚠ WARNING!

AVOID EXPOSURE – LASER RADIATION IS EMITTED FROM THIS APERTURE



CFR 1040.10 (h) (l) (iv) requirement:

⚠ CAUTION! LASER RADIATION EXPOSURE

The use of controls, adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

Use of force policy

Each agency is responsible for creating its own use-of-force policy and determining how TASER energy weapons fit into their use-of-force matrix based on legal and community standards. Make sure your agency has a use-of-force policy that addresses TASER energy weapon use and that such policy is clearly addressed during end-user training.

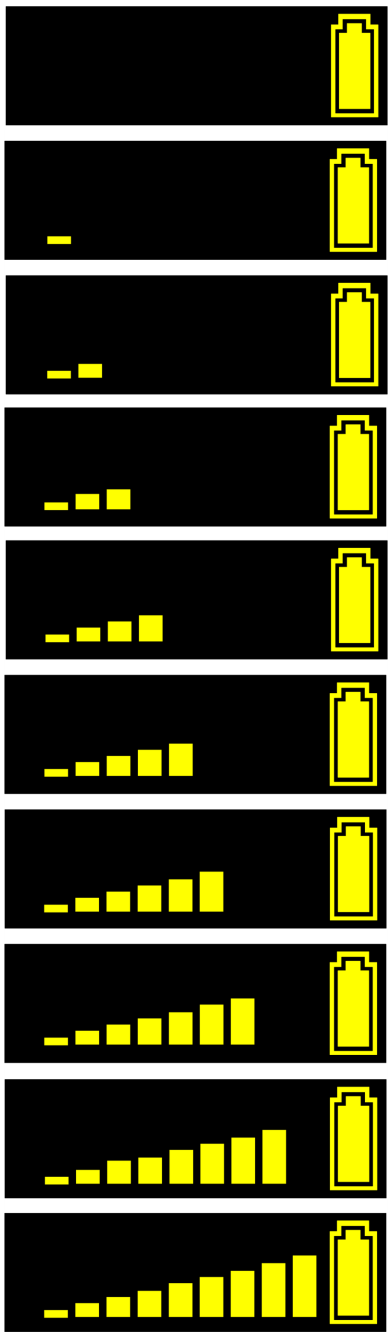
Legality

As with other TASER energy weapons, TASER 10 energy weapon is designed to substantially reduce the likelihood of serious injury or death. Due to the design of the TASER 10 cartridge, anyone handling or using a TASER 10 energy weapon must be able to legally possess a firearm.

Firmware update

Before using your TASER 10 energy weapon, confirm with your TASER Program Coordinator or other qualified person that the TASER 10 firmware and the agency settings have been updated.

Before using your TASER 10 energy weapon, insert the battery pack in a TASER Weapons Dock and wait for the battery to charge and the firmware to update. After the battery pack is ready (after the LED on the dock is solid green), insert the battery pack into the energy weapon. It will take 10–15 minutes (sometimes more) for the energy weapon to be fully updated. Progress is indicated by the number of bars on the CID. The progress bars will blink periodically to indicate activity. Do not remove the battery pack from the energy weapon or move the selector switch until nine bars are displayed and the screen goes blank. Do not attempt to operate the energy weapon before performing this step.



Device registration

Your TASER 10 energy weapon and battery pack should be registered in Axon Evidence (Evidence.com) before you use them. There are two ways to register:

1. In coordination with your TASER Program Coordinator or other qualified person, insert the battery pack into a TASER Weapons Dock (see Chapter 6: TASER Weapons Dock Operation). After your TASER Program Coordinator tells you the device is ready, remove the battery pack from the dock and insert it into the energy weapon. It will take

10–15 minutes (sometimes more) for the energy weapon to be fully updated. **Do not interrupt the update. Do not remove the battery pack or move the selector switch.**

2. If you have the Axon Device Manager (ADM) application, use it to register the energy weapon, cartridges, and magazine to your agency. For more information see *Axon Device Manager for Android Guide* or *Axon Device Manager for iOS Guide*, as applicable. If you do not have ADM, confirm with your TASER Program Coordinator or other qualified person that all the equipment is registered.

Chapter 2: Introduction

What is the TASER 10 energy weapon?

The TASER 10 energy weapon is a firmware upgradeable, 10-shot weapon manufactured by Axon Enterprise, Inc. The TASER 10 energy weapon offers several advancements over previous energy weapons. These features include:

- Additional cartridges for deployment in the event of a clothing disconnect, insufficient probe spread, or miss
- Increased accuracy and range
- Simpler use
- Extensive de-escalation tracking/reporting (brandishing, LASER painting)
- Advanced Axon Ecosystem integration

Probe deployment

Previous TASER energy weapons held one, two, or three cartridges that were loaded into the front of the weapon. Each cartridge contained two probes that were deployed upon a single trigger pull. The TASER 10 has a magazine containing 10 cartridges that is loaded into the front of the weapon.

A TASER 10 energy weapon deploys one probe each time the trigger is pulled. This allows you to choose the point of impact for each probe. **Two probes must be deployed and make contact with a subject to achieve neuromuscular incapacitation (NMI)**.

Individually targeted probes allow strategic, focused aiming and the possibility of creating defined probe spread with the ability to target specific areas of the subject. The effectiveness of the energy weapon depends on various factors including the amount of muscle mass between the probes.

As with previous TASER weapons, the probes are attached to the TASER weapon by insulated conductive wires. The TASER 10 energy weapon transmits electrical pulses along the wires and into the body. The cartridges have a maximum effective range of 45 feet (13.7 m). The TASER 10 weapon also has a speaker to broadcast audible alerts, which may encourage a subject to comply without the need for a probe deployment.

A TASER 10 energy weapon will deliver 22 pulses per second between two connected probes, and 44 pulses per second between three or more connected probes. The TASER 10 energy weapon's potential is described in detail in *Basic TASER 10 Energy Weapon Electrical Theory*.

Probes deployed from the TASER 10 energy weapon must contact the skin to achieve NMI. Unlike previous TASER energy weapons, electricity from TASER 10 energy weapon will not arc, or jump a gap, from clothing to a subject.

The TASER 10 energy weapon always defaults to a 5-second activation that can be extended if required.

The TASER 10 energy weapon has an internal memory that stores the operating firmware and a record of every deployment. See *Event Log* (Chapter 7) for more details. The TASER 10 energy weapon's log can be uploaded to Axon Evidence digital evidence management services (DEMS).

Neuromuscular incapacitation (NMI)

TASER technology is designed to use electrical impulses similar to those in your body's nervous system to cause stimulation of the sensory and motor nerves. These electrical pulses are designed to affect the sensory and motor functions of the peripheral nervous system and cause involuntary muscle contractions. Neuromuscular incapacitation (NMI) occurs when an energy weapon is able to cause involuntary stimulation of both the sensory nerves and the motor nerves. It is not dependent on pain and can be effective on subjects with a high level of pain tolerance. Electricity must be able to flow between the probes to deliver an electrical charge and will follow the path of least resistance.

TASER technology vs. stun guns

Most stun guns primarily affect the sensory nerves only, resulting in pain compliance. A subject with a very high tolerance to pain (e.g., a drug abuser, person in serious psychological distress or a trained, focused fighter) may not be affected by the pain or may be able to fight through the pain of a traditional stun gun.

Basic TASER 10 energy weapon electrical theory

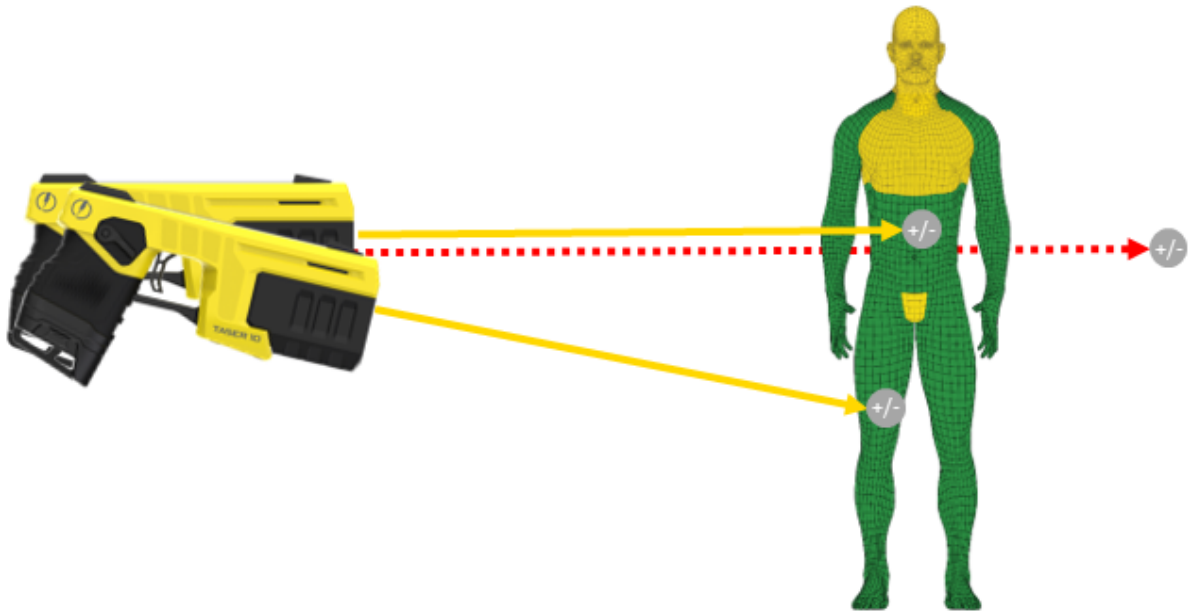
The effectiveness of an energy weapon depends on the amount of muscle mass between the probes. Generally, the greater the spread between the probes on the target, the greater the effectiveness. The TASER 10 energy weapon allows the user to select the probe spread by deploying two (or more) shots, with one probe per shot, into the subject.

Electricity will generally not pass to others in contact with the subject unless contact is made directly between or on the probes, or the wires are touched.

Exposure to water will not increase the power to the subject. The delivered electrical charge is fixed inside the TASER energy weapon, and will not increase significantly even with environmental changes.

Any probe connect with spread optimizer

Two probes must hit the target for electricity to flow and the possibility of NMI to occur. Generally, the greater the spread between the probes on the target, the greater the effectiveness. The TASER 10 energy weapon allows you to control the probe spread by deploying each probe to a different location on the subject.



After the second probe has been deployed, an electrical output begins. If there are multiple (more than two) probe connections, the weapon will adjust output energy to make the most optimal connections or pathways. If the quality of a connection changes, the weapon will adjust accordingly. The TASER 10 energy weapon can create a connection between any two probes. This is part of the design to optimize effectiveness. Although as many as 10 probes could be connected to the subject at once, the weapon will only energize up to eight probes at one time to create four electrical pathways.

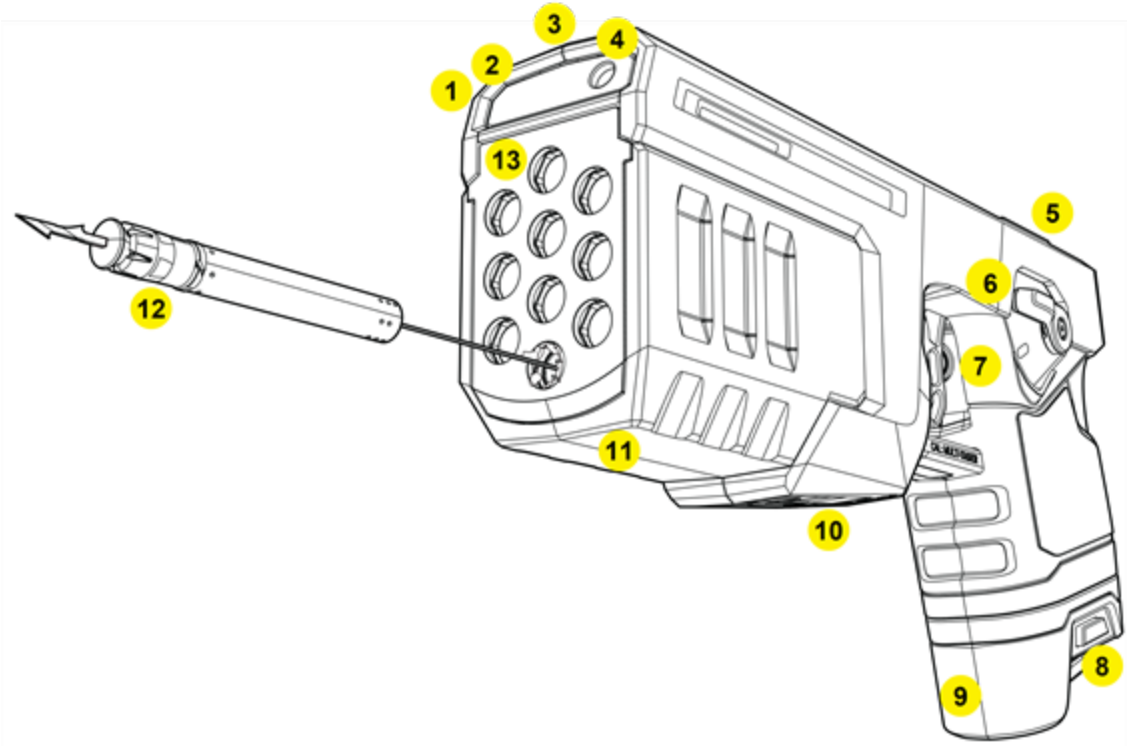
Multiple subjects

The TASER 10 energy weapon is designed to be used against one assailant. However, it is possible to deploy a TASER 10 energy weapon to up to three different people at one time, *if* two probes make a good connection with each subject. (This means at least six probes would have to have been deployed.) If a good connection is made to a fourth person (at least eight probes deployed), the weapon will no longer deliver energy to the first subject. The first subject will no longer be under NMI effect. Furthermore, if a good connection to a fifth subject is made (at least 10 probes deployed), the weapon will no longer deliver energy to the second subject.

Every time a probe is deployed, an additional five seconds of charge is delivered. The first person will thus receive an extended exposure. Such additional discharges must be justified within the law and agency training.

Chapter 3: TASER 10 energy weapon features

Get to know the TASER 10 energy weapon.



1. Flashlight
2. LASER sight
3. Front sight
4. Speaker port
5. Rear sight
6. Selector switch
7. Trigger
8. Battery release
9. Battery pack
10. NFC tag
11. Magazine
12. TASER 10 probe
13. Cartridge bay

Selector switch

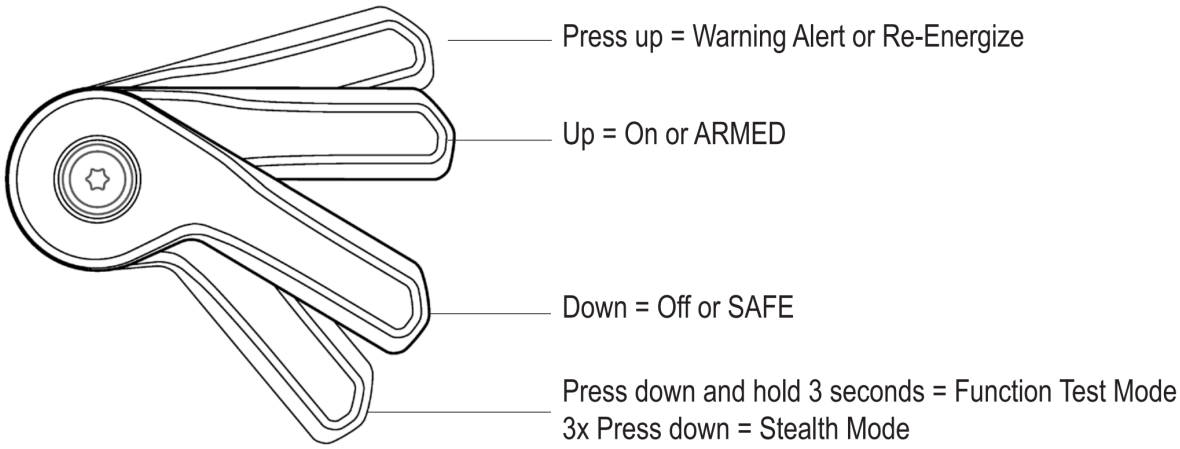
Previous TASER energy weapons had a safety switch with two positions, up (ARMED) and down (SAFE). The TASER 10 has an ambidextrous, four-position selector switch used for different operating modes including power on and off.

Do not block the selector switch on one side of the energy weapon while attempting to move it on the other side. This can break the selector and disable the energy weapon.

- Press up = Warning Alert or re-energize deployed cartridges
- Up = ON (or ARMED)

- Down = OFF (or SAFE)
- Press down three times = Stealth Mode
- Press down and hold for three seconds = Function Test Mode

If the selector switch is in the up (ARMED) position and the energy weapon has not been moved in 20 minutes, the weapon turns off to avoid draining the battery. If this happens, move the safety switch to the down (SAFE) position and then to the up (ARMED) position.



The selector switch does not have to be moved very far from the off to on position to arm the weapon. Keep the TASER 10 energy weapon in an Axon-approved holster or another appropriate storage solution when not using the weapon.

Depending on what firmware your TASER 10 energy weapon has, moving the selector switch to the press down position more than 3–20 times may cause engineering information to display on the CID. See *Specialized CID Information* (Chapter 7) for more information if this happens.

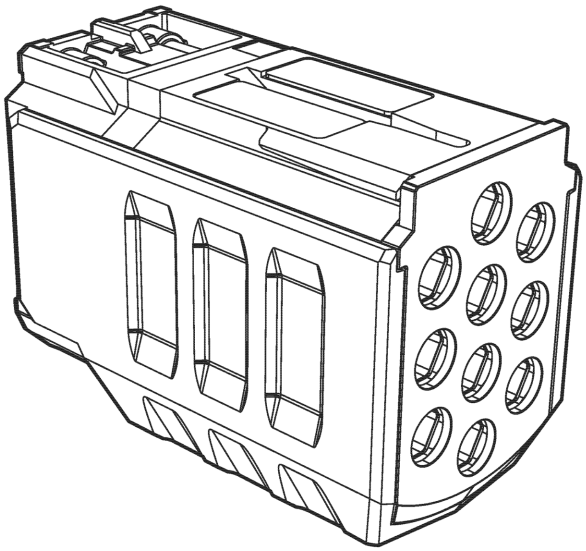
Rail sidelights

The lights on each side of the energy weapon indicate the device mode. The device mode changes depending on which type of magazine is installed in the weapon. See *Chapter 5: Magazine, Cartridge, Mode, Lighting, Logging Reference Chart* for more information.

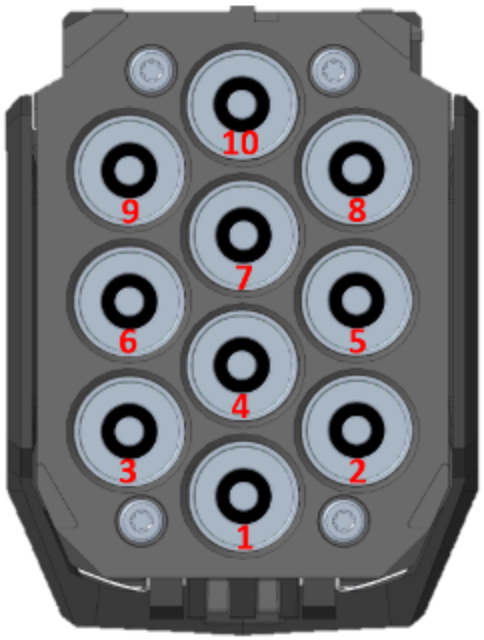
Color	Mode
Yellow	Duty
Blue	Training
Red	Error

Magazine

The TASER 10 energy weapon has a detachable magazine holding 10 TASER 10 cartridges. Different magazines are designed for duty and other uses. See *TASER 10 Cartridge and Magazine Characteristics* (Chapter 4) for more information.

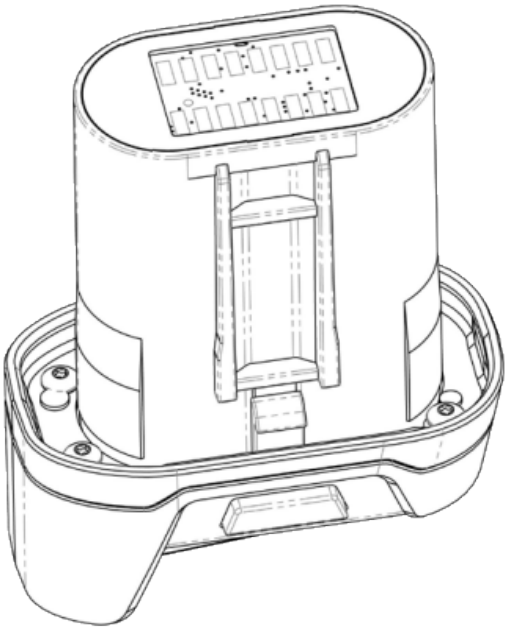


Cartridges are displayed from chamber 1 to chamber 10 on the CID when the weapon is in mode. (This picture shows the cartridge order from the rear of the weapon.)



Battery packs

The battery pack supplies power to the energy weapon via lithium cells. Battery packs contain data from the weapon. Battery packs have Axon Signal technology compatible with Axon cameras. This capability can be configured in Axon Evidence (Evidence.com). **The Axon Signal feature will only work when the energy weapon is loaded with a duty (black) magazine.**



Battery packs should be stored in their original packaging, including the desiccant bag, until they are to be used. Do not store the battery pack anywhere that the gold contacts on the top of the battery pack may touch metal objects. If you cause an electrical short between these contacts, the short will drain the lithium energy cells and may cause the pack itself to become dangerously hot.

The TASER 7 and TASER 10 energy weapons use the same battery pack but in order for older TASER 7 battery packs to be compatible with the TASER 10 the battery packs must be updated to the latest version of firmware.

Rechargeable battery packs (Models TS1005, TS1013, TS1017, TS1027, TS1028)

When plugged into the TASER Weapons Dock, rechargeable battery packs upload data to the Axon Evidence (Evidence.com) website and begin charging. For more information see *Chapter 6: TASER Weapons Dock Operation*.

A fully charged battery pack will support approximately 250 five-second trigger pulls with two active connections. Battery capacity may vary depending on temperature, environment, use of the flashlight and other factors. Battery packs will deplete faster in colder weather and increased use of the flashlight.

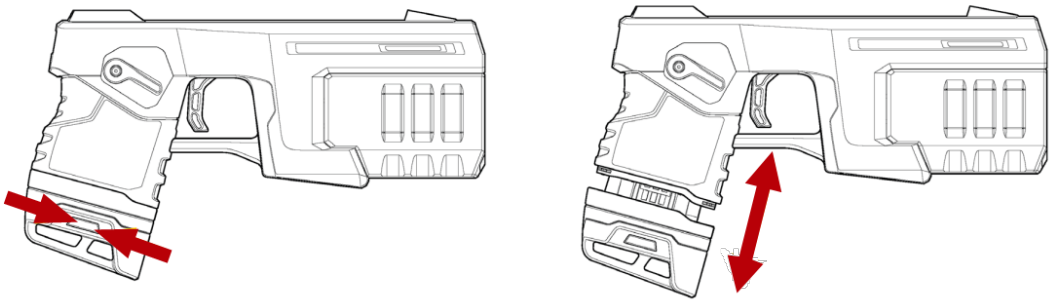
Non-rechargeable battery pack (TS1006)

Non-rechargeable battery packs will support approximately 1,200 five-second trigger pulls. As with rechargeable battery packs, battery capacity may vary depending on temperature, environment, use of the flashlight and other factors. Battery packs will deplete faster in colder weather and increased use of the flashlight.

Changing the battery pack

Before using a battery pack in a TASER 10 energy weapon, first ensure the firmware is updated. (This is covered in steps 1–2 below.)

1. Insert the battery pack into a TASER Weapons Dock.
2. Wait until the battery pack is fully charged and its firmware fully updated before removing it and using it with the energy weapon. See the *TASER Weapons Dock Quick Start Guide* or *TASER Weapons Dock Single-Bay Dataport Quick Start Guide* for more information, as appropriate. This procedure is intended to ensure the battery pack has the most up to date programming, correct clock and is fully charged.
3. Point the energy weapon in a safe direction.
4. Ensure the selector switch is in the down (SAFE) position.
5. Confirm that the Central Information Display (CID) is blank.
6. To remove the battery pack, depress the battery pack release buttons on each side of the battery pack and remove it from the energy weapon.



7. Inspect the battery contacts. Ensure that they appear in working order and are free from dirt or other residue that may interrupt the battery connection to the energy weapon.
8. Install the new battery pack and ensure that it is fully inserted into the energy weapon. Apply sufficient force to ensure the battery pack is fully seated. When the battery pack seats properly, the release buttons should pop out from the recessed position with an audible click.
9. Pull on the bottom of the battery pack to confirm that it is seated properly.

Recharging the battery pack

See *Chapter 6: TASER Weapons Dock Operation* for information on recharging the battery packs.

Automatic shutdown (AS) options

If configured to do so, the TASER 10 energy weapon will shut down its electrical output after five seconds, regardless of the trigger position The energy weapon also contains a built-in speaker that alerts you when a connection is made, and stops when the electrical connection is broken or the electrical output stops.

Under stressful situations, audio exclusion might prevent you from hearing the audio alert.

There are three ways an agency may configure the shutdown: Hard Stop, Switch Override, and Disabled.

Hard Stop

With the Hard Stop option, the electrical discharge automatically shuts down after five seconds, regardless of the trigger or selector switch position. To re-energize the weapon, take your finger off the trigger and press up on the selector switch.

Switch Override

With the Switch Override option enabled, holding the selector switch in the press up position will continue the electrical output after five seconds.

Disabled

With the Disabled option enabled, holding down the trigger or holding the selector switch in the press up position will continue the electrical output after five seconds.

Speaker port and audible alerts

The TASER 10 energy weapon has a small speaker that can emit beeping sounds through a speaker port. Agencies can use Axon Evidence services to configure the TASER 10 to audibly communicate this status:

Notifications	Warnings	Alerts
Low level beep • Low battery • Mode changes	Medium level beep • Automatic shut-down warning	Loud sound • Armed Alert • Warning Alert High-pitched sound • Connection alert

The TASER 10 energy weapon is shipped with a protective film over the speaker port. Remove the film before using the energy weapon.

Do not insert foreign objects in the speaker port.

Connection Alert

A Connection Alert sounds when cartridges have been deployed and there is a connection. A Connection Alert also sounds when the selector switch is briefly moved to the press up position to re-energize the cartridge, and there is a connection.

Notes:

- The Connection Alert might not always produce a sound when used with a conductive TASER training target.
- When loaded with the HALT magazine and HALT cartridge, the TASER 10 energy weapon will not make a connection alert.

Warning Alert

A Warning Alert will occur under two conditions:

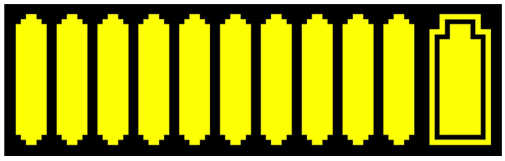
- The energy weapon has not deployed a cartridge and the selector switch is briefly moved to the press up position to activate a Warning Alert, consisting of a loud noise and a flashing light (strobing). See *LED Flashlight/Warning Alert Light* for more information.
- Cartridges have been deployed, the selector switch was moved to the press up position to re-energize the cartridges, and there is not a connection. The Warning Alert will sound. The flashlight will light as normal (no strobing).

Central information display (CID)

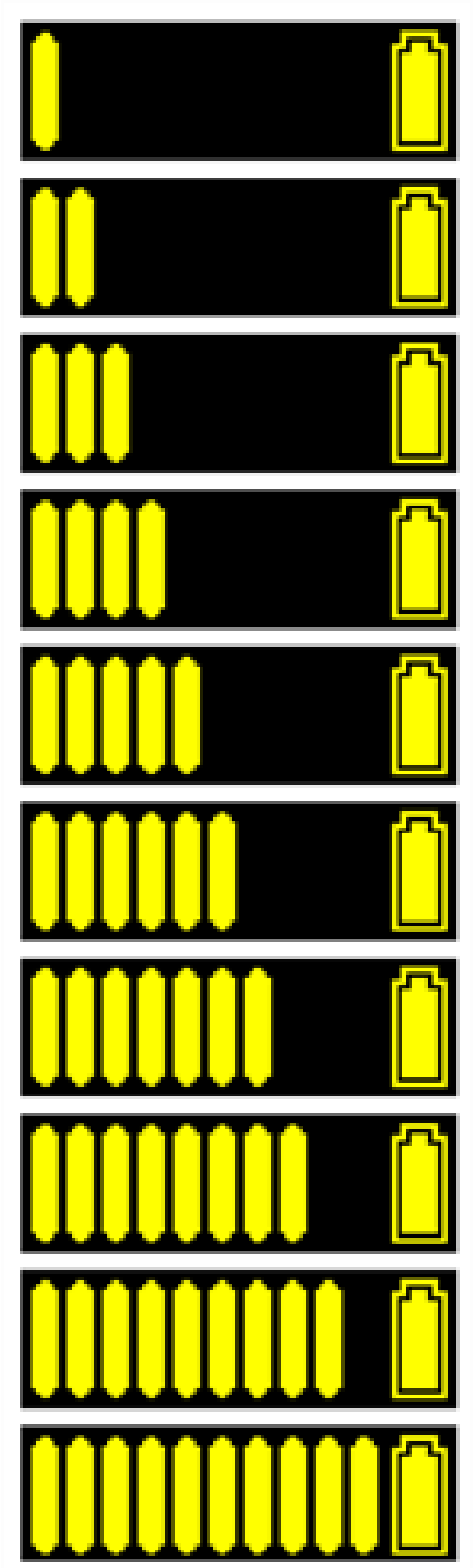
The CID is a display on the back of the energy weapon that provides information about the energy weapon. When the selector switch is moved to the up (ARMED) position, the CID will display icons that indicate the weapon's functional status (see below):

Cartridge icons

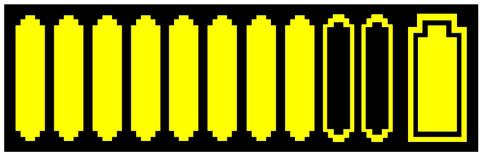
Un-deployed cartridges display on the CID as uniformly colored rectangles with rounded ends. The CID below shows 10 live cartridges and a battery at full capacity.



When the selector switch is moved to the up (ARMED) position, cartridges display on the CID screen one at a time, appearing from left to right.



The CID below shows eight live cartridges, two deployed cartridges, and a battery at full capacity. The two deployed cartridges can be re-energized.



The CID below shows eight live cartridges. Two chambers are empty or they contain two deployed cartridges that cannot be re-energized.

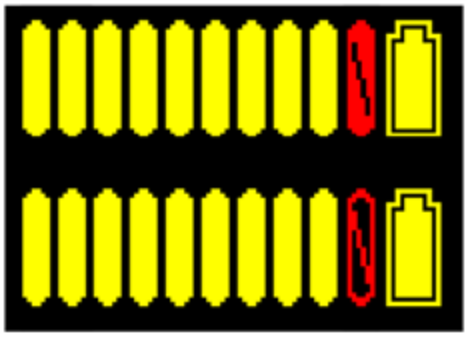
Note: The TASER 10 energy weapon will not always be able to distinguish a deployed (spent) cartridge from a live cartridge. The weapon may read a cartridge as “live” if it sees any electrical connection in that chamber, and sometimes the residue from a deployed primer is conductive enough for a TASER 10 to incorrectly read the residue as an available cartridge. Thus, a deployed cartridge may display as un-deployed on the CID. Remove all deployed cartridges from a magazine before loading it into an energy weapon. See *Loading the TASER 10 Energy Weapon* (Chapter 4).

The two CIDs shown below show 9 live cartridges, 1 cartridge with an error, and a battery at full capacity. The error icon (in this case, on the right) will flash, alternating between the two icons shown. The CID below displays a cartridge that did not deploy due to a poor connection to the cartridge with the energy weapon or a failure of the primer to activate.

The alerts shown below will remain on the CID and clear only after one of the following events occurs:

- The selector switch is moved to the down (SAFE) position and the energy weapon is left holstered for three minutes.
- The selector switch remains in the up (ARMED) position for 20 minutes and the energy weapon is not moved or otherwise manipulated.
- The magazine is removed.
- The energy weapon is holstered.

See *Troubleshooting Cartridge Errors* (Chapter 7) for more information on cartridge errors.



The CID below shows that a live simulation magazine with 10 cartridges is loaded in the energy weapon. None of the cartridges has been discharged, and the battery is at full capacity. It is important to note that although the side lights display blue, the CID icons are yellow. See *Chapter 5: Magazine, Cartridge, Mode, Lighting, Logging Reference Chart* for more information.

When the icons are blue as shown below, the weapon is loaded with an inert (red) magazine.

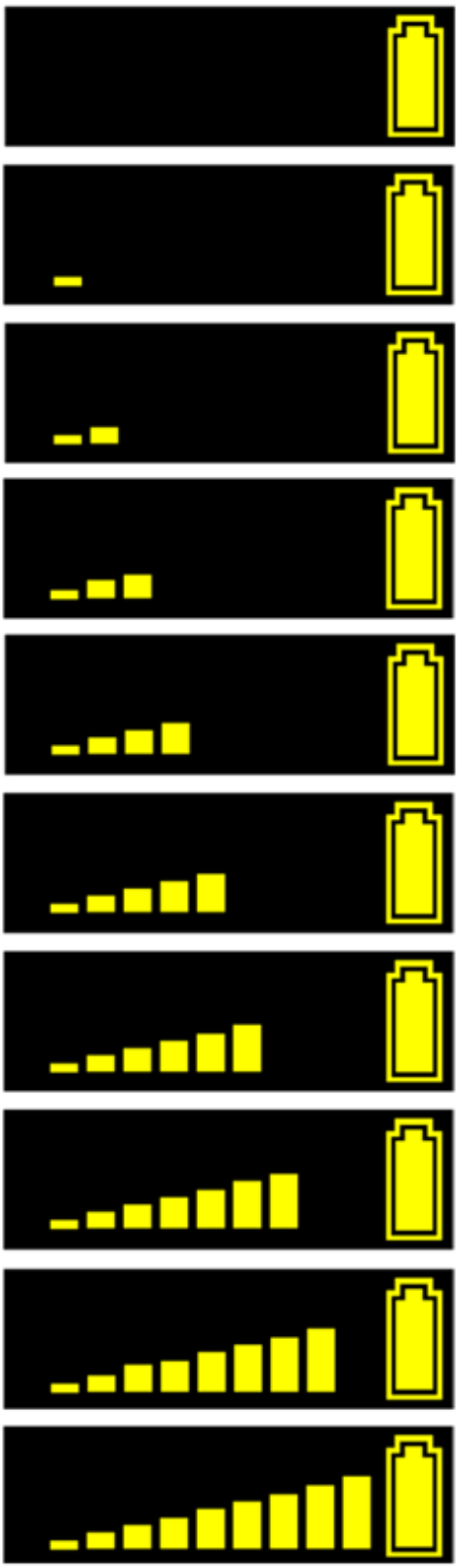
In this case, the 10 cartridges have all been expended. Cartridges may be re-energized by moving the selector switch to the press up position.

This CID displays in one of three situations:

- The magazine is empty or not loaded into the energy weapon.
- All 10 cartridges were expended and the weapon has gone to sleep.
- All 10 cartridges were expended and the selector switch was moved to the down (SAFE) and up (ARMED) positions.

Log synchronization

When a battery pack is inserted, the selector switch is moved to the down (SAFE) position, or the device is holstered, the CID will display a series of vertical bars one at a time, from left to right until nine bars are displayed. This indicates the logs are syncing from the device to the battery, or that firmware is syncing from the battery to the device. The progress bars will blink periodically to indicate activity. Do not remove the battery pack from the energy weapon or move the selector switch until nine bars are displayed. This may take 10–15 minutes (sometimes more). Once complete, the CID will go blank.



System status icons

The system status icons are designed to inform you of a fault in the energy weapon. It is a fault indicator only. It is the user's responsibility to heed the fault indicators, conduct proper maintenance and repair, and ensure that the energy weapon is working properly before any use. Failure to heed the system status icons could cause serious injury or death.

All faults are recorded in the energy weapon's log.

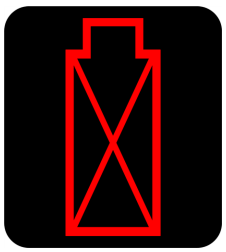
Critical fault indication

The CID cycling between the two icons below indicates a system failure.

Critical faults are rare. Do NOT attempt to use the energy weapon. The energy weapon may need to be repaired or replaced. See *Product Returns* (Chapter 7) for instructions.

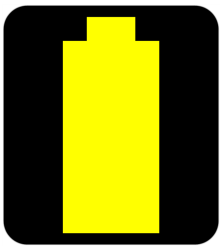
Battery error

If you see a blinking battery icon with an X through it, this indicates that the energy weapon did not recognize the battery correctly. Remove the battery pack and reinsert it. If the error is still present, try another battery pack. If the icon still displays, the energy weapon should be serviced. See *Product Returns* (Chapter 7) for instructions.

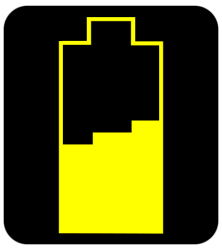


Battery level icons

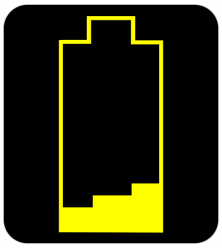
This battery is fully charged.



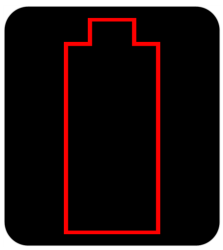
This battery has a significant amount of charge remaining.



This battery has a low level of charge remaining and should be recharged.



A red, blinking icon means the battery should be recharged as soon as possible



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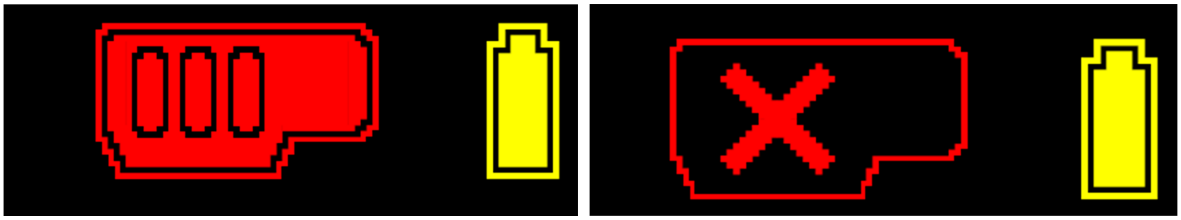
Sample CID displays

These icons alternating on the CID indicate a magazine error.

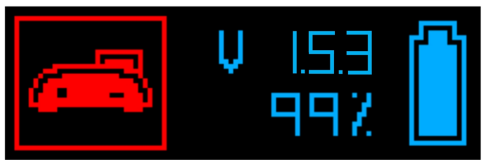


The CID below is dimmed because the energy weapon is in a low-power state.

When a function test is initiated, a circle forms on the CID.

The icon below displays at the beginning of a function test.

The CID below indicates the battery pack has not been docked in 30 days. The battery pack should either be updated or swapped for a new one. This red dock icon will display during the Function Test Mode when the conditions for its appearance are met. See *Chapter 6: TASER Weapons Dock Operation* for more information on using a TASER Weapons Dock.



After the selector switch is moved to the up (ARMED) position, the check mark icon indicates the energy weapon passed the function test. With firmware version 1.5.3, the CID will now display which magazine is loaded and how many cartridges are detected (live = yellow cartridge icons, HALT = blue, training = purple, and inert = red).

Note: The inert magazine has been updated to mock this behavior. However, it will show 10 cartridges in all cases even if no cartridges are loaded.

If the X icon alternates after a function test, the energy weapon did not pass.

The CID below displays in different circumstances:

- The energy weapon has a full battery and a Warning Alert in progress. No cartridges have been deployed.
- The energy weapon is deploying HALT cartridges.

The CID below shows the firmware version used in the energy weapon.

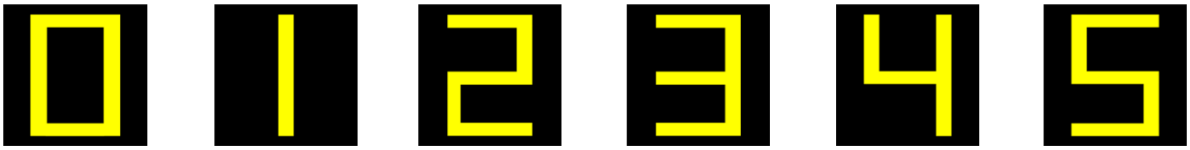
Probe-deployment mode

When the TASER 10 energy weapon trigger is pulled twice and then released to deploy two cartridges, the electrical discharge begins. The cycle continues for five seconds unless the selector switch is moved to the down (SAFE) position during the cycle.

The CID shows the deployment cycle duration for the second cartridge deployed. If you deploy a third TASER 10 cartridge while the first cycle is running, the CID will continue to show the duration of the second probe. When any subsequent cartridge is fired, the cycle duration will be extended five additional seconds.

Energize duration

The CID displays a count indicating how many seconds the deployment cycle lasts. The energy weapon will count up from the number 0 up to 99. At 100 seconds, the count will restart at zero.



The CID below displays an energy weapon with a full battery and a probe deployment three seconds into the cycle.

The CID below displays an energy weapon with a full battery. A probe deployment has been in progress for three seconds, but the probes have not connected with the target. The lack of connection is indicated by the lightning bolt being missing from the CID.

The CID below shows an energy weapon with inert cartridges and a previous trigger pull. A Connection Alert has been in progress for three seconds.

The CID below shows an energy weapon that has been deployed. The selector switch has been moved to the down (SAFE) position. The energy weapon then enters a pre-sleep mode, and an hourglass icon will display on the left side of the CID for three minutes. After three minutes, the hourglass will disappear, and the sync bars will progress as normal. The screen will then turn off when the energy weapon enters sleep mode.

Mechanical sights

The mechanical sights incorporate white dots to make sight alignment easier.

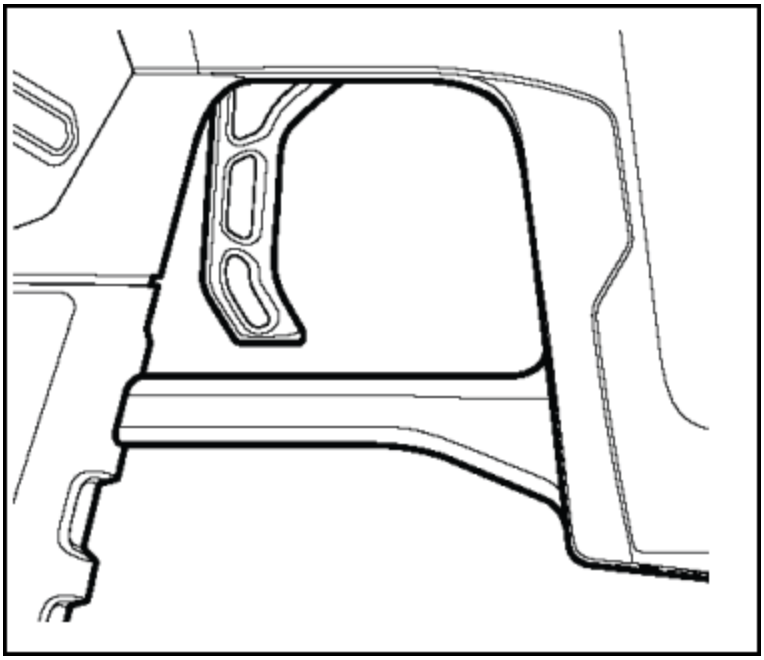
LED flashlight/Warning Alert light

The TASER 10 energy weapon has a flashlight to aid the user in dark environments. The flashlight automatically adjusts to conserve battery power whenever the battery percentage drops below 20%. The flashlight normally produces 210 lumens.

When the selector switch is moved to the press up position, a Warning Alert begins. The Warning Alert is a loud sound. If the agency has configured the energy weapon to do so, the flashlight will strobe with up to 1,000 lumens.

Trigger

Unlike a firearm trigger, the TASER 10 trigger is a momentary electrical switch. The trigger is operational only when the safety is in the up (ARMED) position. Pulling the trigger will deploy a cartridge. Pulling the trigger a second time will result in an approximately 5-second discharge cycle if the weapon detects a connection between the probe pairs. **If only one probe is deployed, a second trigger pull and cartridge deployment is necessary for NMI to be possible.**



Pulling and holding the trigger for more than five seconds will result in a continuous discharge until the trigger is released, the selector switch is moved downward, or the battery is depleted – whichever happens first. However, a TASER 10 energy weapon with the Automatic Shutdown feature activated is limited to a 5-second discharge and emits an audio alert two seconds before the end of the cycle. See *Automatic Shut-Down (AS) Options* for more information.

In the event of an accidental discharge, immediately move the selector switch to the down (SAFE) position to stop the discharge cycle.

Trigger operation and probe deployment

Each sequential trigger pull deploys a cartridge.

1. Identify a suitable point of aim and pull the trigger to deploy a cartridge.
2. Aim the TASER 10 energy weapon at a different point on the target.

The two probes should be placed at least 12 inches (30 cm) apart. See *Aiming and Probe Placement* (Chapter 4) for more information.

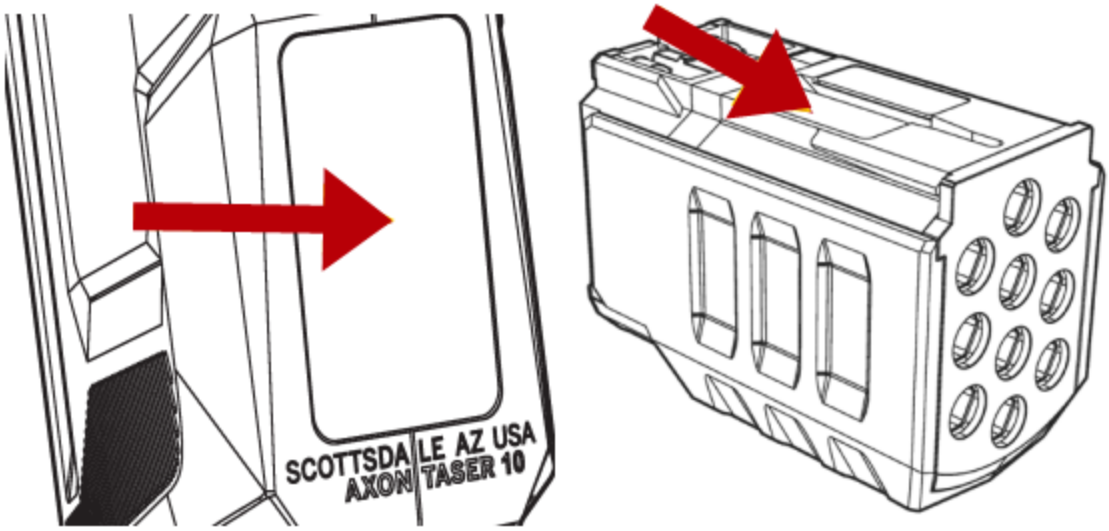
3. Pull the trigger to deploy the second cartridge.

   Electrical output will begin for a 5-second cycle. If two (or more) probes are connected, then a circuit can be created between the probes and NMI is possible. To re-energize the cartridges, move the selector switch to the press up position. If the Automatic Shutdown feature is inactive and the press up position is maintained or the trigger is held down indefinitely, the cartridges will continue to be energized until the battery is dead or the Automatic Shutdown feature stops the discharge at five seconds.

Note: Moving the selector switch to the down (SAFE) position stops the cycle for all cartridges.

Near field communications (NFC) tag

NFC tags are located on the underside of the TASER 10 energy weapon and the top of the TASER 10 magazine. The NFC tags can be scanned by an NFC-compatible smart device equipped with the Axon Device Manager application to register, assign, or reassign the energy weapon. For more information, see the *Axon Device Manager for Android Guide* or *Axon Device Manager for iOS Guide*, as appropriate.



Stealth mode

The stealth mode temporarily turns off the flashlight, LASER sight, side lights, and Warning Alert feature. Stealth mode also dims the CID. To turn on the stealth mode:

1. Point the energy weapon in a safe direction.
2. Ensure the selector switch is in the down (SAFE) position.

3. Move the selector switch to the press down position three times in rapid succession.
4. Release the selector switch.

The next time you move the selector switch to the up (ARMED) position, the weapon will be in stealth mode. The CID will dim showing the weapon is ready to enter into stealth mode. It will remain ready for 10 minutes before going to sleep if the selector switch is left in the down (SAFE) position. The weapon will remain in stealth mode until you move the switch to the down (SAFE) position.

If the trigger is pulled, the TASER 10 energy weapon will exit stealth mode and return to normal operation.

Holster tracking

The TASER 10 energy weapon can track when it is holstered and un-holstered in specific types of holsters. This information is uploaded to Axon Evidence services and included in the weapon logs. This feature works with BLACKHAWK, Safariland, S.O. Tech, and Blade-Tech holsters.

Timeout/sleep

If cartridges have been deployed, the selector switch is moved to the down (SAFE) position, but the weapon has not been holstered, the weapon will go to sleep after three minutes. This feature allows the TASER 10 energy weapon to remember which cartridges have been deployed. If the selector switch is moved to the up (ARMED) position before three minutes have elapsed, the deployed cartridges can be re-energized. If the weapon goes to sleep (described below), the deployed cartridges will be recognized as being empty and will not be re-energized if other cartridges are deployed.

If the selector switch is in the up (ARMED) position and there is no movement after five minutes, the weapon will go into power saving mode, dimming the flashlight and turning off the LASER sight. If there is no movement for 20 minutes, the weapon will go to sleep, turning off the flashlight, LASER sight, and side lights. To re-activate the weapon, move the selector switch to the down (SAFE) position and then the up (ARMED) position.

Function test

Placing your TASER 10 energy weapon into the function test mode will log everything that occurs as a test. When the energy weapon is in the function test mode, the Axon Signal capability is turned off.

Do not pull the trigger during a function test. Pulling the trigger will deploy a cartridge, even if the weapon is in the function test mode.

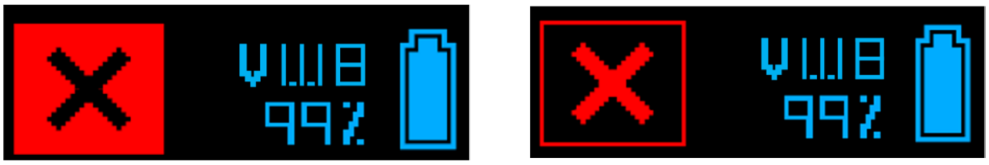
1. Move the selector switch to the press down position and hold it until a blue circle completes on the CID. This should take approximately three seconds, and once complete, the side rail lights should illuminate blue in color.

The CID then displays the settings icon and firmware version.

2. Move the selector switch to the up (ARMED) position. The weapon will conduct the test and display the results.

This icon indicates the weapon is functioning properly and is loaded with 10 live cartridges. The next time the selector switch is moved to the up (ARMED) position, the weapon will exit the function test mode.

The flashing X icon indicates an error. Go to step 4 of *Function Test* (Chapter 7) for further instructions.

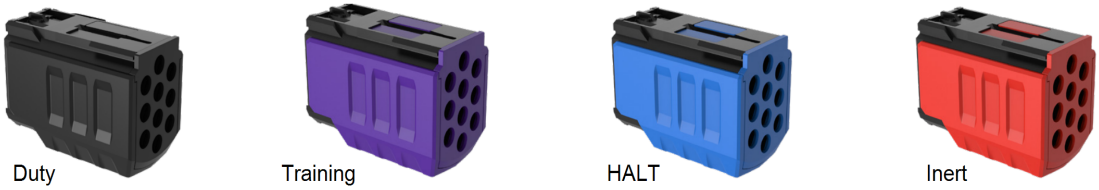


Chapter 4: Cartridges and energy weapon operation

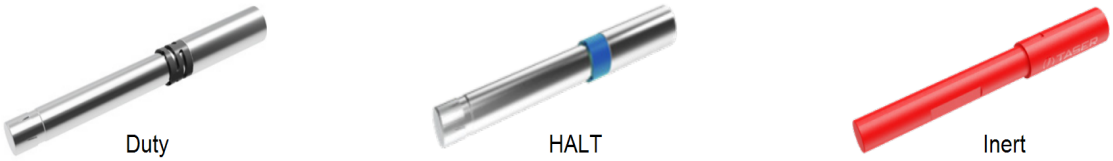
TASER 10 cartridge and magazine characteristics

Previous TASER energy weapons had cartridges that contained two TASER probes. A single trigger pull deployed both probes simultaneously. A TASER 10 cartridge has just one probe. *Thus, to complete an NMI circuit, a TASER 10 trigger must be pulled at least twice.* This is similar to a double tap, though unlike with a handgun, you will want your TASER probes to hit in different places.

TASER 10 magazines come in four types: duty (black), training (purple), HALT (blue), and inert (red).



TASER 10 cartridges come in three designs: duty, hook-and-loop training (HALT), and inert. Duty and HALT cartridges are identifiable by the color of sleeve on the cartridge—black for duty and blue for HALT. Inert cartridges are made entirely of molded red plastic.



The cartridges are loaded into a magazine. The duty cartridge is designed to work with the duty magazine, which is black, and the live training magazine, which is purple. HALT cartridges are to be used with blue magazines only. Red magazines are compatible with the inert cartridges.

Although cartridges are designed to fit in the chambers of magazines they are designed to work with, always follow the color codes when loading cartridges into magazines.

- **Do not attempt to load a cartridge into an incompatible magazine. Do not modify a TASER 10 cartridge.**
- **All TASER 10 magazines are designed to be loaded with ten cartridges.**
- **The TASER 10 energy weapon is designed to be used with a fully loaded magazine.**
- **Whenever possible, use a TASER 10 energy weapon loaded with 10 un-deployed cartridges.**

- **If a TASER 10 energy weapon is deployed during a shift, replace the deployed cartridges with new ones, if possible.**

Magazine Purpose	Duty	Training	Training	Training
Cartridge Type	Live	Live	HALT	Inert
Magazine Color	**Black**	**Purple**	**Blue**	**Red**
Cartridge Color	**Black**	**Black**	**Blue**	**Red**

See *Chapter 5: Magazine, Cartridge, Mode, Lighting, Logging Reference Chart* for more information about how magazines, cartridges, and the TASER 10 energy weapon interact.

TASER 10 live and HALT cartridges have a maximum range of 45 feet (13.7 meters).

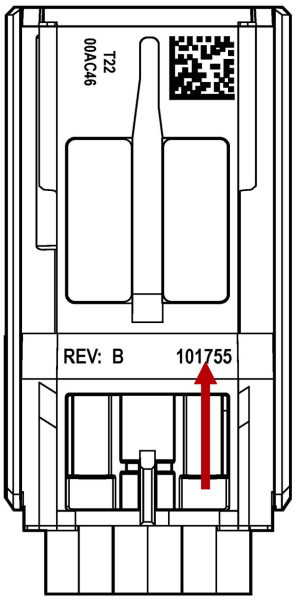
TASER 10 duty (black) magazines and cartridges

(Illustrations of the magazine and cartridges are not to the same scale.)

TASER 10 live cartridges are designed for duty use in accordance with your agency's use of force policy. The duty cartridge remains inside the magazine during normal operation of the weapon.

Note the black sleeves, which match the black magazine used with the duty cartridges. The duty cartridge also can be loaded into a training (purple) magazine. See TASER 10 Live Training (Purple) Magazines.

Newer TASER 10 duty magazines have a part number of 101755, which can be seen on the top of the magazine. Contact your TASER Program Coordinator if your magazine has a different part number.



TASER 10 live training (purple) magazines

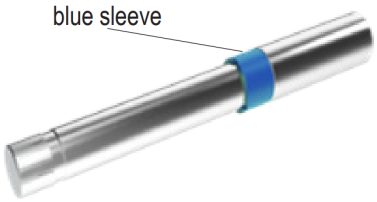
The duty cartridges can be loaded into a purple training magazine for training environments. When a purple training magazine is loaded into a TASER 10 energy weapon, the weapon records all deployments and other actions as training events (that can be uploaded to Axon Evidence services). Probes deployed will be energized just as when a black (duty) magazine is used. However, purple magazines are intended for training use only.

Do not use purple training magazines for duty use.

Do not deploy a TASER 10 energy weapon with a purple training magazine at a person wearing a TASER Simulation Training Suit, HALT Suit or other protective gear. The person will still experience the energy weapon's electrical effect.

Black magazines may be used for voluntary exposures. However, purple magazines are preferred for voluntary exposure. With purple magazines, the energy weapon's logs will record the exposure as a training event. These logs can be uploaded to Axon Evidence services.

TASER 10 hook-and-loop training (HALT, blue) magazines and cartridges



TASER 10 HALT Cartridges are designed for use with the HALT Suit. Instead of having barbs on the ends of their probes, HALT cartridges are tipped with hook fasteners that enable them to stick to the loop fasteners on the training suit. The HALT cartridges contain non-conductive line and will not transmit electrical pulses to the probes.

HALT cartridges will not work with previous generations of TASER sim suits. HALT cartridges should only be used with the HALT Suit.

Note the blue sleeves matching the color of the magazine with which HALT cartridges are to be used.

TASER 10 inert (red) magazines and cartridges

TASER 10 inert (red) cartridges do not contain propellant, probes, or wire. They are intended for use with an inert (red) magazine to practice loading cartridges into a magazine. When a red training magazine is loaded into a TASER 10 energy weapon, the weapon records all actions as training events.

Inert magazines with randomized connection alert

Inert magazines may show a connection after 2–5 deployments during training exercises. Once “connected” the connection alert will begin, and the lightning bolt icon will display on the CID. This behavior will be intentionally randomized and won’t consistently occur after 2

deployments. This randomization factor has been implemented to mimic the variability and unpredictability often encountered in the field, where the need for deploying multiple cartridges can vary significantly depending on the situation.

TASER 10 cartridges general instructions

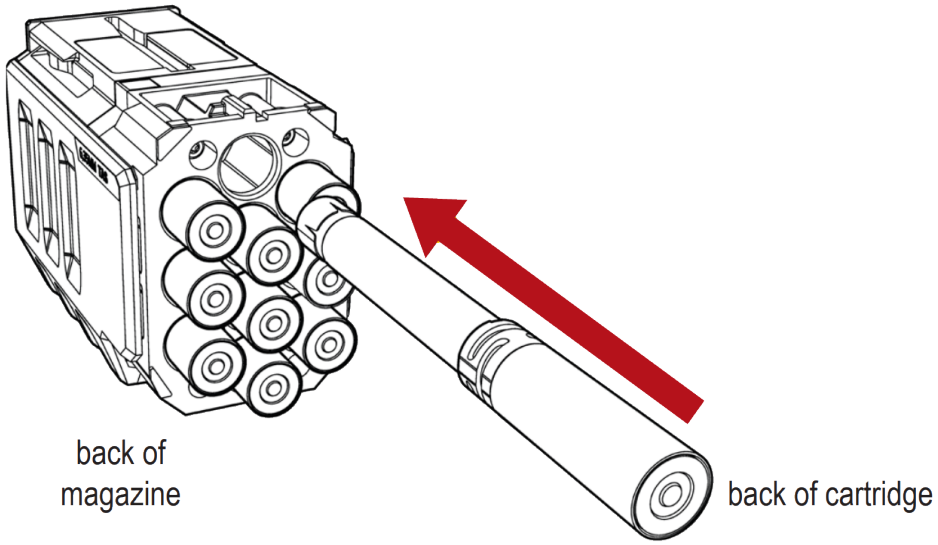
Never place your hands, fingers or other body part in front of the magazine. This is especially important when loading and unloading the weapon. Serious injury could result. When loading and unloading the weapon always hold the magazine on the sides.

Loading individual cartridges into the magazine and removing cartridges from the magazine should only be done in a safe environment. Ideally, the environment will be clean, away from rain or blowing dust.

Remove the magazine from the TASER 10 energy weapon before inspection.

Loading the TASER 10 magazine

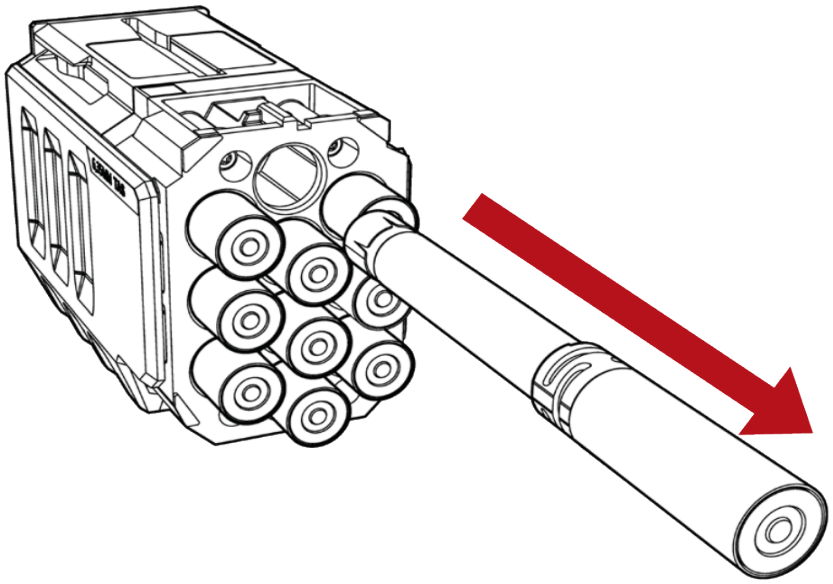
1. Point the magazine in a safe direction at all times.
2. Slide the cartridge with the front facing away from you, front-first into the back of the chamber until the cartridge is fully seated.
   - Load one cartridge at a time.
   - It is not necessary to force a cartridge into the chamber. If there is a problem with the magazine, notify your agency's TASER energy weapon technician or see *Product Returns* (Chapter 7).
   - When fully chambered, part of the cartridge will protrude from the magazine as shown.
3. Repeat until all cartridges are loaded.



4. Once you have loaded all 10 cartridges, press down on each cartridge and confirm it feels spring-loaded, not stiff. If the cartridges feel stiff, remove the magazine from service and contact your TASER Program Coordinator.

Unloading the TASER 10 magazine

To remove an un-deployed cartridge, pull it out of the magazine.



If one or more cartridges have been deployed, follow these steps to remove the expended cartridges from the magazine:

1. Check your surroundings to ensure the situation is safe.
2. Ensure the selector switch is in the down (SAFE) position.
3. Remove the magazine. (See *Unloading the TASER 10 Energy Weapon*.)
4. Holster the weapon.
5. Break the wires, and remove the cartridges as needed.
6. Un-holster the weapon.
7. Re-insert the magazine (see *Loading the TASER 10 Energy Weapon)*.
8. Move the selector switch to the up (ARMED) position to confirm the cartridges display properly on the CID.
9. Move the selector switch to the down (SAFE) position.
10. Holster the weapon.

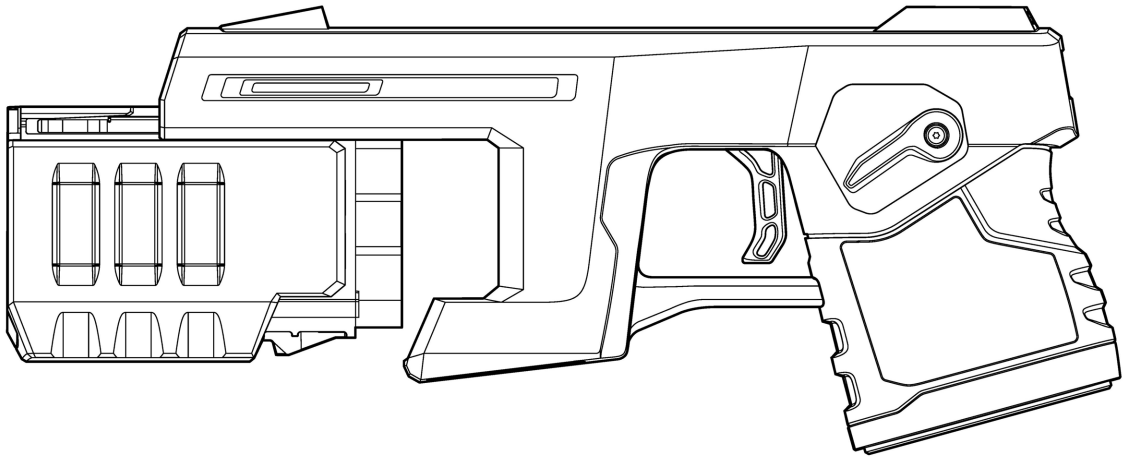
Do not remove the battery pack immediately after a deployment. See *Avoiding Log Sync Errors (Chapter 7)* for more information.

Loading the TASER 10 energy weapon

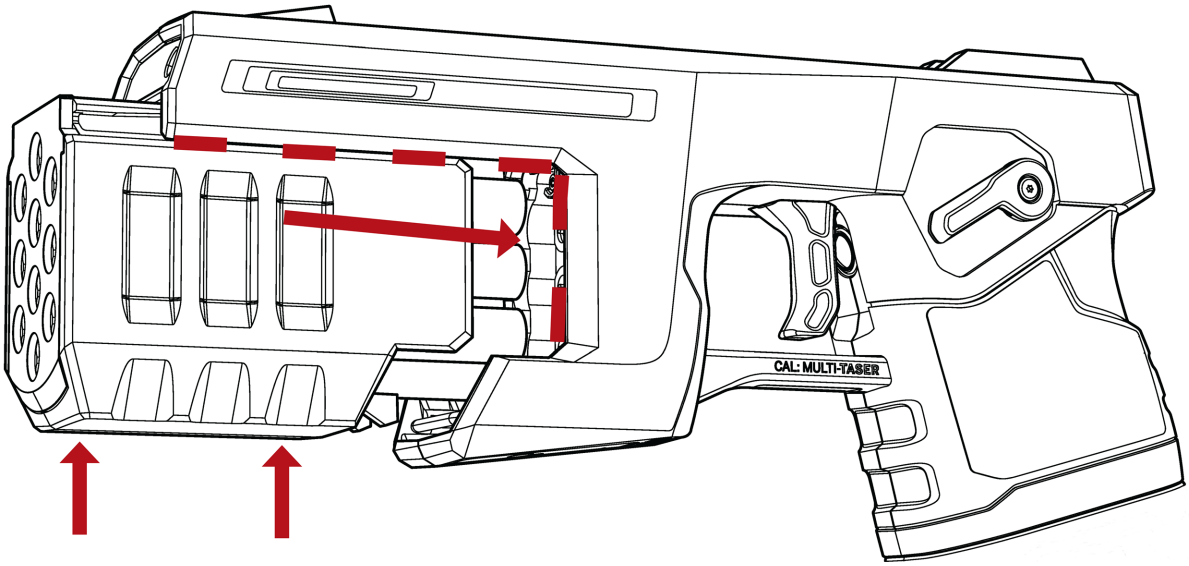
For field and training scenarios, ensure a magazine is fully loaded with un-deployed cartridges before inserting the magazine into the weapon. Because the TASER 10 energy weapon will vary which chambers it uses over time, loading a magazine that has some deployed cartridges could result in the weapon attempting to fire a deployed cartridge.

1. Ensure the selector switch is in the down (SAFE) position.
2. While gripping the magazine from the bottom, align the guides on the magazine with the rails on the weapon.

   Note: TASER 10 magazines are designed to prevent being loaded into the weapon backwards. Nevertheless, ensure the magazine is oriented properly before attempting to insert it into the weapon.



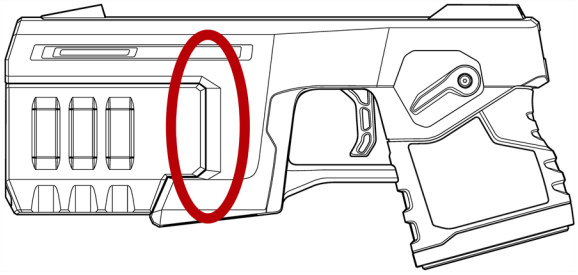
3. Slide the magazine approximately halfway towards the back of the weapon before pushing upward.



4. Pull the magazine into the magazine well until you hear an audible “click.”

   If the magazine does not latch to the weapon, remove the magazine and confirm that the correct type of cartridges are loaded.

5. Visually inspect to ensure the magazine is properly aligned and fully seated into the magazine well of the weapon, and there is no gap between the magazine and weapon.



6. Gently tug on the magazine to ensure it is fully seated.

   Do not cover the front of the magazine with your hand to seat the magazine.

7. Move the selector switch to the up (ARMED) position.
8. Confirm the CID displays a loaded magazine.
9. Move the selector switch to the down (SAFE) position.

Best Practices for optimal use

- **Proper seating:** Always verify the magazine is fully seated in the weapon by listening for the audible click before operating the TASER 10 energy weapon to prevent cartridge read issues.

- **Use consistent pressure:** Avoid excessive force when inserting or removing cartridges and magazines; instead, use steady, consistent pressure to align components smoothly.

- **Routine checks:** Regularly inspect the magazine for wear or debris that could interfere with seating and function.

Unloading the TASER 10 energy weapon

1. Ensure the selector switch is in the down (SAFE) position. **Do not put your hands in front of the magazine.**
2. Holding the magazine on the sides, pull the magazine horizontally out of the TASER 10 energy weapon.

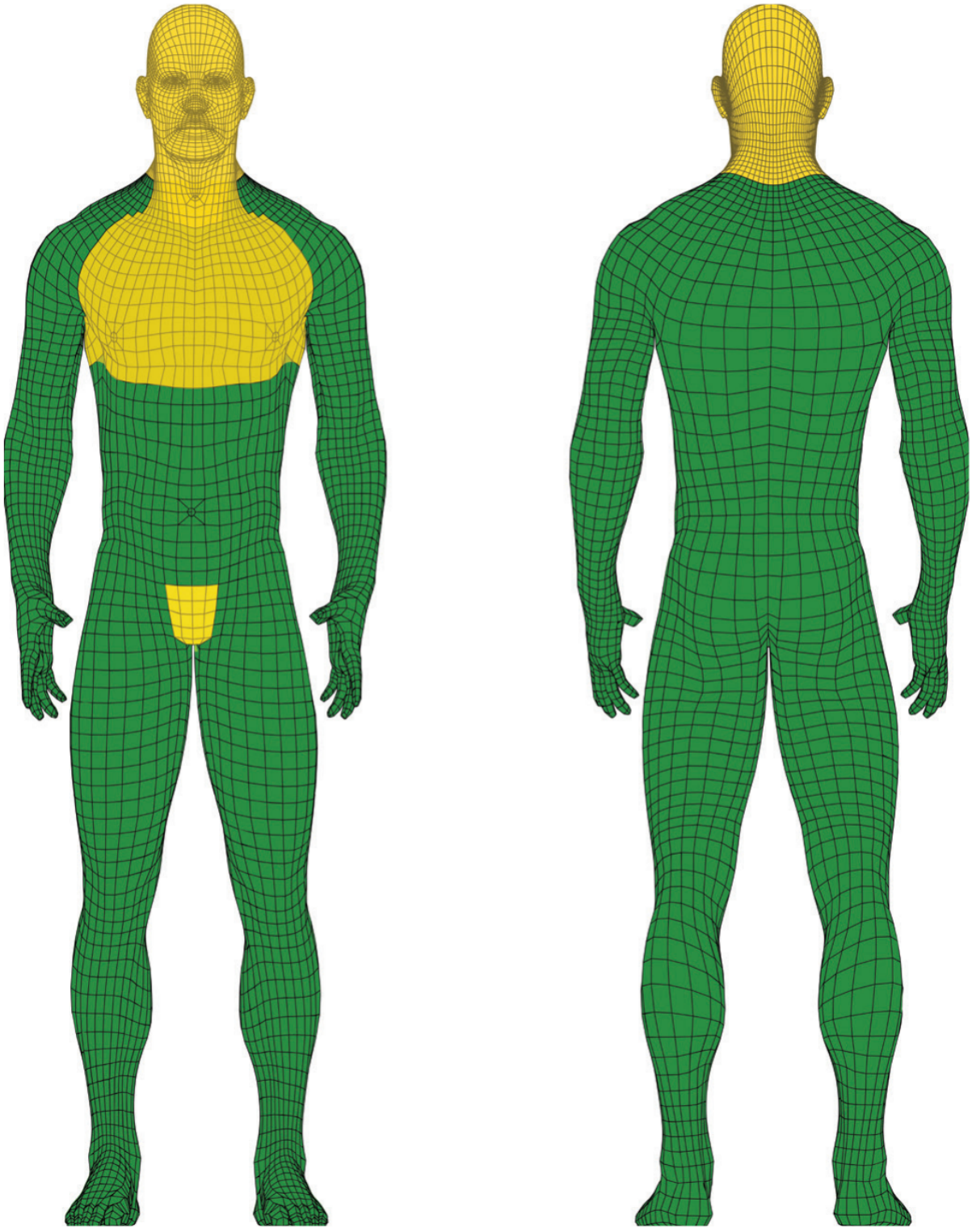
Aiming and probe placement

All TASER energy weapon deployments should be in accordance with current TASER training and warnings, and department training, policies and procedures.

Previous generations of TASER energy weapons had a fixed angle between two probes that were deployed simultaneously with a single trigger pull. Probe spread on the target depended on the distance between the energy weapon and the target. The TASER 10 energy weapon deploys a single probe with each trigger pull, requiring two shots for potential NMI. This feature enables you to determine the probe spread.

For NMI to occur, it is best that two probes make contact 12 inches (30 cm) or more apart.

When possible, aim the LASER at the preferred target areas of the body, which are the lower torso and legs when the subject is facing you, or the subject’s back if the subject is turned away from you as shown in the green areas of the targets below.



When possible, avoid intentionally targeting the energy weapon on sensitive areas of the body such as the head, eyes, throat, chest/breast, groin, or known pre-existing injury areas without legal justification.

The probe is designed to impact the target near the LASER beam but exact placement can vary depending on numerous factors, including but not limited to, the distance and environmental factors.

Potential causes of reduced or no effectiveness

- **Loose or thick clothing:** If the probes lodge in clothing and do not make contact with the subject, the energy weapon will not be effective.
- **Miss or single probe hit:** The electrical current must pass between a positive probe and a negative one. If one probe misses, the energy weapon will not be effective.
- **Low nerve or muscle mass:** If the probes impact in an area where there is very little muscle mass (e.g., the side of the rib cage), the effectiveness may be reduced.
- **Limited probe spread:** Probe spreads of less than 12 inches (30 cm) may result in reduced energy weapon effectiveness.
- **Wires break:** If a wire breaks (e.g., during a struggle), the current will not flow to the probes and the energy weapon will not be effective.

In any of the above scenarios, an additional cartridge may be deployed if practical, justified, and within your agency's policy.

Do not become over-dependent on the TASER energy weapon. No force option, including energy weapons, is 100% effective in every situation. Do not deploy the energy weapon without following your department policies and procedures.

Close distance

The TASER 10 energy weapon does not have a drive-stun feature, as previous generations of TASER energy weapons do. However, the greater number of probes makes the TASER 10 energy weapon more flexible in the way it can be used. The TASER 10 energy weapon has the potential for NMI at close distances. Deployment options may depend on local laws, your agency's policy, legal precedent, and the situation.

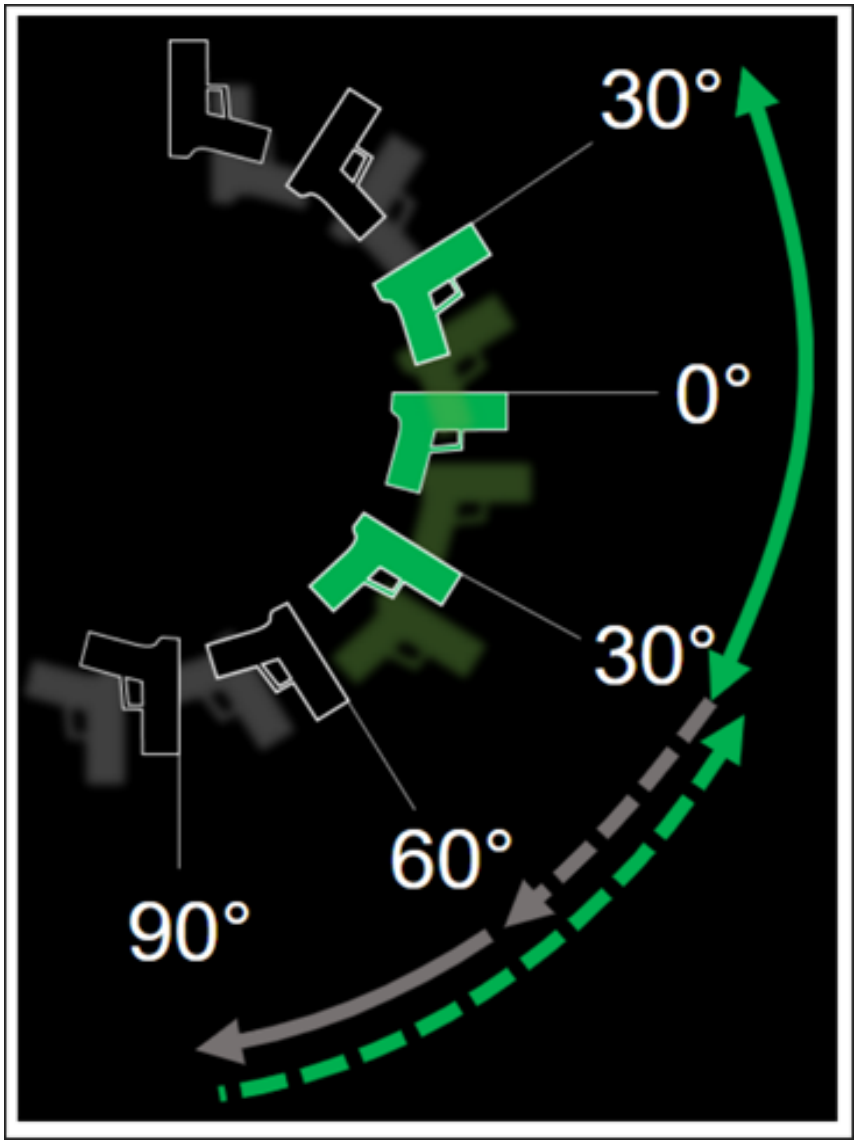
For example, when a target is at close distance:

1. Deploy a probe into one of the target zones shown above.
2. If necessary, pull the TASER 10 energy weapon away from the subject so the probe is completely out of the chamber.
3. Deploy a second probe into the subject. Try to place the probes at least 12 inches (30 cm) apart.

LASER Painting / Raising and Lowering

The LASER sight will activate automatically when the weapon is quickly moved from a low ready or Sul position to a horizontal position. Specifically, the LASER sight activates

automatically when the weapon is originally pointed 60–90 degrees downward and then moved to a 0-degree (horizontal) position, +/- 30 degrees. If the weapon is moved in any orientation greater than 30 degrees, the LASER will automatically activate.



If the weapon is moved back to a low ready position (30 degrees below 0 degrees horizontal), the LASER will automatically turn off.

When the weapon is off (the selector switch is in the down [SAFE] position):

Once out of the holster, when the weapon is quickly moved from a low ready or Sul orientation to a horizontal orientation (Raise) or when the weapon is moved from a horizontal orientation to a low ready or Sul position (Lower), the weapon will detect these movements and log them as Raise or Lower in the weapon logs.

When the weapon is on (selector switch in ARMED position):

Once out of the holster and armed, the LASER sight will activate automatically when the weapon is raised from a low ready or Sul orientation. If the weapon is lowered to a low ready or Sul orientation, the LASER will automatically turn off.

An agency can adjust how and when raising and lowering affects LASER Painting in the Agency Level Settings in Axon Evidence services.

Warning Alert

The TASER 10 energy weapon does not use an electrical arc but offers Warning Alert, which projects 1000 lumens of pulsing light and a loud sound to warn the subject. The Warning Alert is to be used before any cartridges have been deployed.

To employ a Warning Alert, move the selector switch to the press up position.

The Warning Alert feature will not work if cartridges have been deployed. If cartridges have been deployed, moving the selector switch to the press up position re-energizes the deployed cartridges.

The Warning Alert feature is disabled when *Stealth Mode* (Chapter 3) is active.

TASER 10

Chapter 5: Magazine, cartridge, mode, lighting, logging reference chart

Use		Color	Cartridge	Side Lights	Display	Mode	Flashlight	LASER	Logging
Training	HALT	 blue	Hook and Loop Training (HALT) 	Blue	Yellow	Training	Low	On	Training
	live	 purple	Live Standard 	Blue	Yellow	Training	Low	On	Training
	inert	 red	Inert 	Blue	Blue	Training	Low	On	Training
Duty	Live	 black	Live Standard 	Yellow	Yellow	Weapon	Normal	On	Weapon

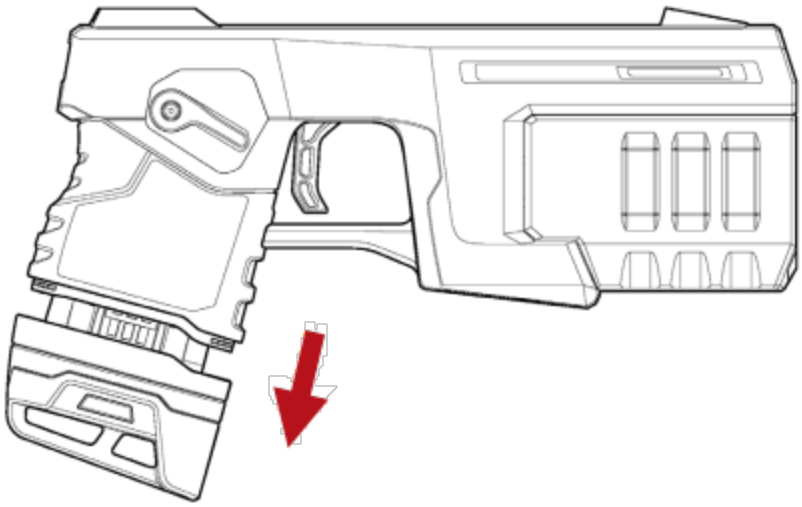
Chapter 6: TASER Weapons Dock operation

(AX1011, AX1013, AX1030)

Introduction

TASER Weapons Dock systems are used with the battery packs to:

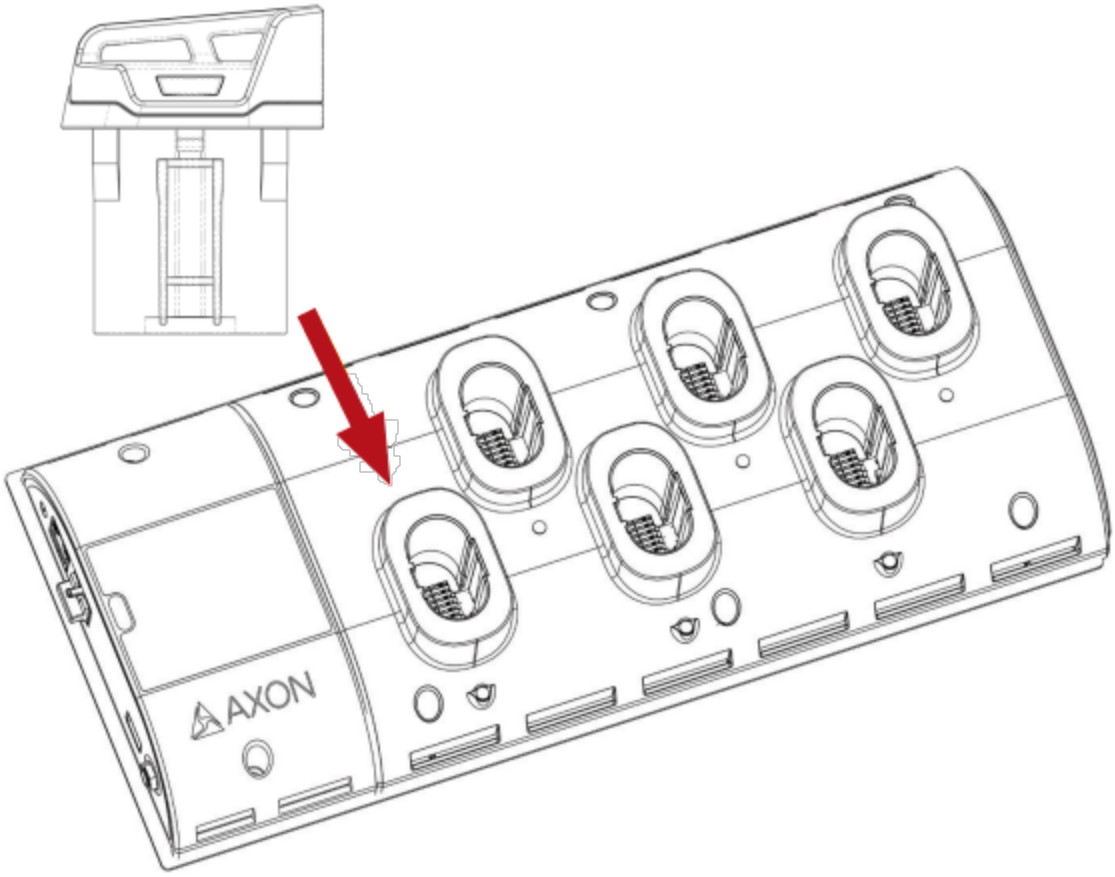
- Upload logs to Axon Evidence (Evidence.com)
- Update firmware
- Update energy weapon settings
- Update the real time clock (RTC) time on batteries



It is recommended the battery pack be removed from the weapon while the weapon is holstered. This helps prevent log sync errors.

It is recommended that the battery pack be docked every 30 days to ensure good functionality of the energy weapon. There are two docking systems for use with TASER 7 and TASER 10 battery packs, the multi-bay and single-bay.

Multi-bay



The multi-bay module is designed to work with the Axon Dock core module. The multi-bay, combined with the core module, performs the functions above while also recharging rechargeable battery packs. (A 6-bay dataport module, which can be connected to an Evidence Sync-equipped computer's USB port, is also available.) Non-rechargeable battery packs will work with the dock for information transfer, but they will not be recharged. See the *TASER Weapons Dock Quick Start Guide* for more information.

Single-bay

The single-bay module (also called a dataport) can be used in two ways:

1. Combined with an Axon Dock core module.
2. Without a core module, and connected to an Evidence Sync software-equipped computer’s USB port.

When combined with an Axon Dock core module, the single-bay module functions the same as described in the *Multi-Bay* section.

When the core module is not used, the single-bay is known as a dataport. The dataport works with Evidence Sync software to transfer information. See the *TASER Weapons Dock Single-Bay Dataport Quick Start Guide and Evidence Sync User Manual* for more information.

Holstering

If a TASER 10 energy weapon is deployed, holster the weapon before putting the battery pack in a TASER Weapons Dock. If the weapon is not holstered and the battery pack is docked right away, the logs may not sync. When the weapon is inserted into an Axon-approved holster, the weapon will enter sleep mode (see Timeout/sleep) and the logs will be ready to upload after the CID is blank. It will take approximately 12 seconds after the weapon is placed in the holster for log synchronization to finish.

Charging time

Normal charging

Charging a TASER 10 battery pack usually takes 4–6 hours.

Capacity check charging

Every 90 days the Dock conducts a capacity check on a battery pack. In a capacity check, the Dock discharges the battery and then fully charges it. This process is intended to ensure the battery maintains its health throughout its approximately 5-year useful life. A capacity check can take 6–8 hours.

Do not remove the battery pack before the capacity check is done (before the green LED is illuminated). Removing the battery pack during the capacity check will result in the battery reporting 0% capacity in the logs. There also is a risk of the battery being depleted if it is removed at a certain point in the capacity check.

Chirp

If the energy weapon is close enough to a TASER Weapons Dock with a docked battery pack, the weapon can send information via Axon Signal technology to the dock. This information includes the weapon and battery pack's serial number, the weapon's firmware version, time of the last function test, and what errors (if any) are in the weapon. This information is sent to Axon Evidence services.

The chirp feature has a line-of-sight effective range. Usually, the weapon and the dock must be in the same room for the feature to work. TASER Weapons Docks must have a battery pack loaded with a status of charging (solid yellow) or ready (solid green) to receive data from a weapon's chirp feature.

TASER 10 maintenance and troubleshooting

No deployment immediate action

In rare cases, pulling the trigger may not fire a cartridge. This section is for field or training scenarios in which time, distance, and cover are not available. Follow the instructions in this section when the trigger is pulled and no cartridge deploys.

1. Move the selector switch to the down (SAFE) position.
2. Pull back on the magazine sides in an effort to re-seat the magazine which may clear the cartridge errors.

   In this scenario, the magazine may be pushing forward and potentially disconnecting the cartridges from the pogo pins. By pulling back on the magazine sides, the cartridge is reseated and reconnects with the pogo pins.

3. Move the selector switch to the up (ARMED) position.
4. Aim the weapon at the intended target, pull the trigger and attempt to redeploy the cartridge(s).

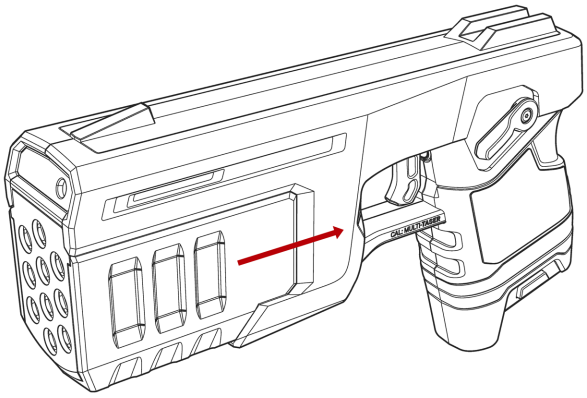
BE PREPARED TO TRANSITIONto other force options in the event the cartridge(s) do not deploy, consistent with your training and agency policy. In that event, return the energy weapon along with the magazine, battery, and cartridges to your TASER Program Coordinator responsible for Axon returns.

No deployment or no cartridges displaying on the CID remedial action

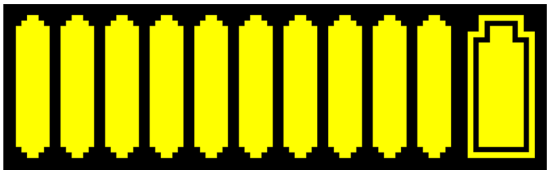
This section is for field or training scenarios in which time, distance, and cover are available. Follow the instructions in this section when the trigger is pulled and no cartridge deploys, or when no cartridges display on the CID.

1. Move the selector switch to the down (SAFE) position.
2. Grab the magazine firmly on the sides and pull the energy weapon away from the magazine.
3. Look at the back of the magazine and ensure cartridges are clean and level.

   Note: Remove all spent (deployed) cartridges from the magazine before re-inserting the magazine into the weapon. This will ensure the TASER 10 energy weapon does not try to deploy an already-spent cartridge in a subsequent deployment.
4. While pointing the TASER 10 in a safe direction, re-insert the magazine and confirm an audible ‘click’ is heard.



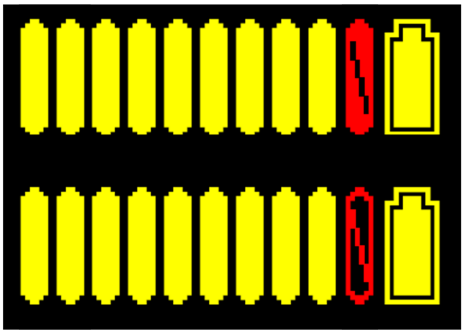
5. Move the selector switch to the up (ARMED) position.
6. Verify the number of cartridges loaded in the magazine matches the number displayed on the CID.



7. While pointing the weapon at the intended target or in a safe position, pull the trigger and attempt to redeploy the cartridge(s).

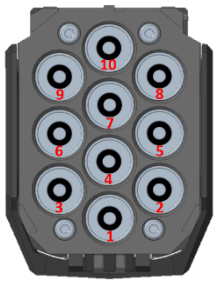
Troubleshooting cartridge errors

If the CID alternates between the two screens below, the energy weapon has a cartridge error.



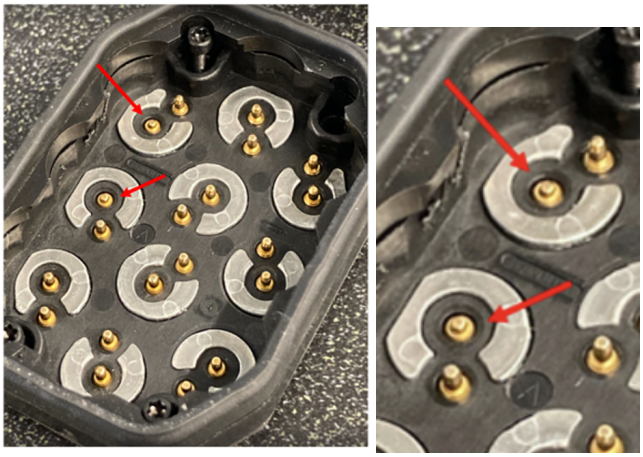
Following these steps may resolve the issue:

1. Move the selector switch to the down (SAFE) position.
2. Remove the magazine. Determine which cartridge and magazine chamber were related to the error.
   - As shown above, the CID displays cartridges 1 through 10 in order along the screen.
   - The cartridge number from the rear of the magazine view is depicted below.



3. Remove all cartridges from the magazine.

4. Inspect the interposer bucket for bending, damage, dirt and/or debris.



   - If the interposer bucket shows signs of dirt or debris, please use a TASER cleaning kit to clean the pogo pins. This kit can be ordered on the Axon store or through your Customer Success Manager and/or Sales Representative. See the *TASER Energy Weapon Cleaning Kit Guide* for instructions.
   - If the interposer bucket shows signs of bending or damage, please use a TASER interposer bucket repair kit to replace the interposer bucket. This kit can be ordered through your Customer Success Manager and/or Sales Representative. See the TASER 10 Interposer Bucket Repair Guide for instructions.
   - If no dirt, debris, or anomalies are noticed with the interposer bucket, proceed to step 5.

5. Install a different cartridge into the chamber in the magazine that had the previous cartridge error.
6. Reload the magazine into the energy weapon and confirm that you hear the distinct “click” sound that indicates the magazine is fully seated.
7. Move the selector switch to the up (ARMED) position.
   - Observe the CID to read if the cartridge is reading properly upon the device being ARMED.
   - Perform a test deployment on a static target with a cartridge installed in the chamber that previously had the error occur.
   - If the new cartridge shows an error or does not deploy, the energy weapon should be sent to Axon for RMA.

Specialized CID information

If the selector switch is pressed down to the bottom position 4–20 times (depending on the firmware version), the energy weapon will go into Function Test mode and engineering information will display on the CID, such as in the example below.

If this happens, follow these steps:

1. Move the selector switch to the up (ARMED) position.
2. Move the selector switch to the down (SAFE) position.

Avoiding log sync errors

Do not remove the battery pack from the energy weapon immediately after a cartridge deployment.

After the TASER 10 energy weapon deploys a cartridge, the weapon will go into pre-sleep mode where the CID is blank, but the weapon is not ready to have the battery pack removed. Holster the energy weapon or wait three minutes with the selector switch in the down (SAFE) position.

Removing the battery while the weapon is still holstered will help prevent log sync errors, by verifying the weapon is not powered and has completed the log sync to the pack for data transfer to the TASER Weapons Dock.

Dropped or wet TASER 10 energy weapon

The TASER 10 energy weapon is more water-resistant than any previous energy weapon. This improved water resistance is effective only with all ten cartridges in the magazine and the battery properly inserted. However, Axon recommends the following:

Do not immerse the energy weapon in water. Do not otherwise purposely expose the device to water. If your energy weapon has been submerged in water or exposed to a significant amount of water for an extended time, immediately remove the battery pack, remove the energy weapon from service, and contact Axon.

Cartridges exposed to significant moisture must be disposed of in an electrostatic discharge (ESD) safe procedure.

These procedures apply to an energy weapon exposed to plain water or rainwater. If the energy weapon is exposed to other liquids (including, but not limited to, saltwater, soda, or coffee), remove the battery pack from the weapon, remove the weapon from service, and contact Axon.

If the energy weapon is briefly exposed to water (for example, heavy rain) and then dried and tested following these procedures, the weapon should work. Follow these steps for an energy weapon exposed to some water but not submerged in water.

1. Ensure the selector switch is in the down (SAFE) position.
2. Remove the battery pack as soon as possible.
   - If the weapon is holstered, go to step 3.
   - If the weapon is not holstered, go to step 5.
3. Use a dry, lint-free wipe to dry the energy weapon as best as possible while the weapon is in the holster.
4. Remove the TASER 10 energy weapon from the holster.
5. Remove the magazine and remove any loaded cartridges from the magazine.
6. Use a dry, lint-free wipe to dry all exposed surfaces, including the inside of the holster if it was exposed.
7. Wipe down the magazine bay.
8. Wipe down the outside of the battery pack; do not clean the contacts. Verify the battery is dry before continuing to next steps.
9. Verify the cartridges are clean and dry before loading them into the magazine.
10. With the energy weapon pointed in a safe direction, put the battery pack and magazine back in the energy weapon.
11. Perform a Function Test.
    - If the energy weapon discharges without the trigger being pressed, move the selector switch to the down (SAFE) position immediately, remove the battery pack, and return the energy weapon to Axon per the return policies if the energy weapon is still under warranty.
    - Verify the test results are good, the side lights are blue, the weapon displays 10 loaded cartridges on the CID, and the battery pack icon shows good battery charge.
12. Move the selector switch to the down (SAFE) position.
13. If the selector switch does not work, or if the CID shows a critical error icon, move the selector switch to the down (SAFE) position immediately, remove the battery pack, and return the energy weapon to Axon per the return policies if the energy weapon is still under warranty.

Follow these steps for an energy weapon that has been submerged in water.

1. Secure the TASER energy weapon in a holster and remove the battery pack as soon as possible.
2. Ensure the selector switch is in the down (SAFE) position.

3. Remove the TASER 10 energy weapon from the holster.
4. Remove the magazine from the TASER 10 energy weapon. Remove and dispose the cartridges.
5. Use a dry, lint-free wipe to dry all exposed surfaces, including inside the magazine bay and holster.
6. Let the TASER 10 energy weapon air dry at least 24 hours before proceeding. Do not use a hair dryer or other external heat source (e.g., microwave oven, etc.) to dry the TASER 10 energy weapon.
7. After 24 hours, verify that all components are completely dry.
8. Inspect the contacts on the battery and in the battery well for any signs of corrosion. If there is corrosion on the battery contacts, there is likely to be corrosion in the energy weapon. Both the battery pack and energy weapon should be replaced.
9. Safely reinstall the battery pack.
10. Wait one minute before proceeding to the next step. Confirm that the energy weapon or battery pack is not getting warm or showing any signs of electrical shortage. Verify the battery pack successfully synced with the weapon.
11. Move the selector switch to the up (ARMED) position.

    If the weapon does not arm, go to step 19.
12. Look at the CID to ensure the energy weapon's CID is displaying the battery icon and is not showing any error icons.
13. Confirm that the LASER and flashlight are working properly.
14. Press the trigger twice and listen for a tone to test the trigger function.
15. Confirm that the CID is still not showing any error icons.
16. Move the selector switch to the down (SAFE) position.
17. Pointing the energy weapon in a safe direction, insert a Live Duty magazine (black) with 10 Live Standard cartridges loaded.
18. Perform a Function Test.
    - If the energy weapon deploys a cartridge without the trigger being pulled, move the selector switch to the down (SAFE) position immediately, remove the battery pack, and return the energy weapon to Axon per the return policies if the energy weapon is still under warranty.
    - If the function test reports any errors, move the selector switch to the down (SAFE) position immediately, remove the battery pack, and return the energy weapon to Axon per the return policies if the energy weapon is still under warranty.
    - Verify the side lights are blue, the weapon displays 10 loaded cartridges on the CID, and the battery pack icon shows good battery charge.
19. If the trigger or selector switch do not work, or if the CID shows a critical error icon, move the selector switch to the down (SAFE) position immediately, remove the battery pack, and return the energy weapon to Axon per the return policies if the energy weapon is still under warranty.

20. Put the battery pack in a TASER Weapons Dock. See the *Axon Evidence User and Administrator Reference Guide* for more information.
21. Confirm that the trigger pulls and function test were recorded properly in the Event log.
22. Return the energy weapon to service.

Online troubleshooting guide

A troubleshooting guide is available at www.axon.com. If you need product support on accessories or have any other questions, contact Axon Technical Support:

US: 1-800-978-2737

Australia: 1800512069

Visit www.axon.com/support for other international numbers

Product returns

To return a TASER product for service, first follow the procedures at www.axon.com.

Always perform a complete download from the energy weapon before returning it for RMA. Any data may be lost during servicing work performed by Axon.

If the TASER energy weapon has been exposed to bodily fluids or biohazards, please follow agency protocols and, if necessary, contact Axon's Technical Support Department at: US: 1-800-978-2737, Australia: 1800512069, (other international numbers can be found at www.axon.com/support) for specific instructions BEFORE returning the energy weapon.

TASER 10 energy weapon maintenance and care

Each agency should establish a maintenance and handling program.

The TASER 10 energy weapon product is a sensitive piece of electronic equipment and should be handled with care. Avoid dropping a TASER 10 energy weapon. Do not use a TASER 10 energy weapon that has a cracked handle.

Check the battery pack regularly. If you are using a rechargeable battery (TS1005, TS1013, TS1017, TS1028), recharge it when the battery percentage drops below 30%. If you are using a non-rechargeable battery pack (TS1006), replace it when the battery percentage drops to 20%.

If you see cartridge blast door foil in the chambers, use compressed air to remove the pieces of foil.

Remove the magazine from the energy weapon and unload all cartridges before cleaning the magazine.

- At the end of a shift, remove the magazine from the weapon and store the magazine and weapon in a room temperature environment.

- Secure the TASER 10 energy weapon in a protective holster when the energy weapon is not in use.
- Function test the energy weapon regularly.
- Update the energy weapon's firmware when updated firmware is released.
- Upload your TASER 10 energy weapon data to Axon Evidence (Evidence.com) services at least once per quarter and always before sending the energy weapon to Axon Enterprise.
- Avoid immersing the TASER 10 energy weapon in water or exposing it to excessive moisture. See *Dropped or Wet TASER 10 Energy Weapon* for instructions on treating water exposure.
- See the troubleshooting guide at www.axon.com for additional maintenance instructions.

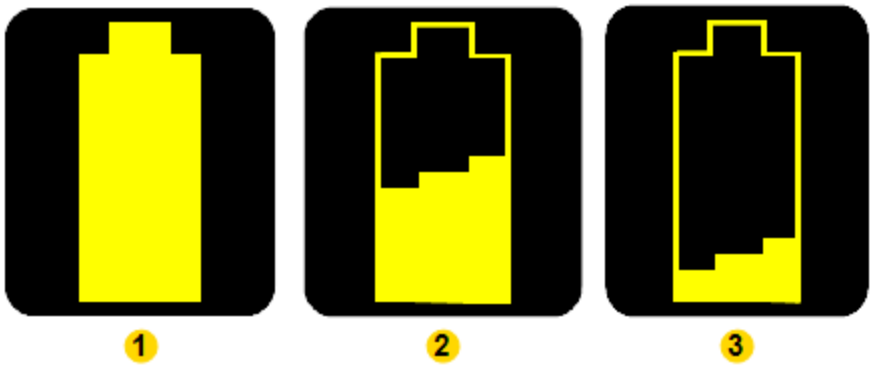
Before each shift

Before each shift, perform the following six steps to ensure your TASER 10 energy weapon is ready for use. Each of these steps are listed under *Detailed Pre-Operations Check and Inspection Steps*.

1. **Battery/Firmware Check:** Insert a fully charged (solid green) battery from the docking station and allow it to sync.
2. **Inspect the Interposer and Cartridges:** Visually inspect the interposer and cartridges for damage or contamination, and clean as needed.
3. **Confirm Cartridge Fit:** Visually inspect that cartridges sit evenly in the magazine to ensure clean connections.
4. **Confirm Magazine Seating:** Insert the magazine until you hear a click. Press the front of the magazine against a hard surface to confirm it is fully seated.
5. **Sync:** Load the magazine and wait for the CID to go blank, confirming sync is complete.
6. **Function Test:** Conduct a *Function Test* and verify all 10 cartridges are read and displayed on the CID.

Detailed pre-operations check and inspection steps

1. **Battery check and firmware update:**
    a. Insert a fully charged (solid green) battery from the docking station and allow it to sync.
    b. Confirm the new battery has sufficient charge. If the battery is low, do not use it.

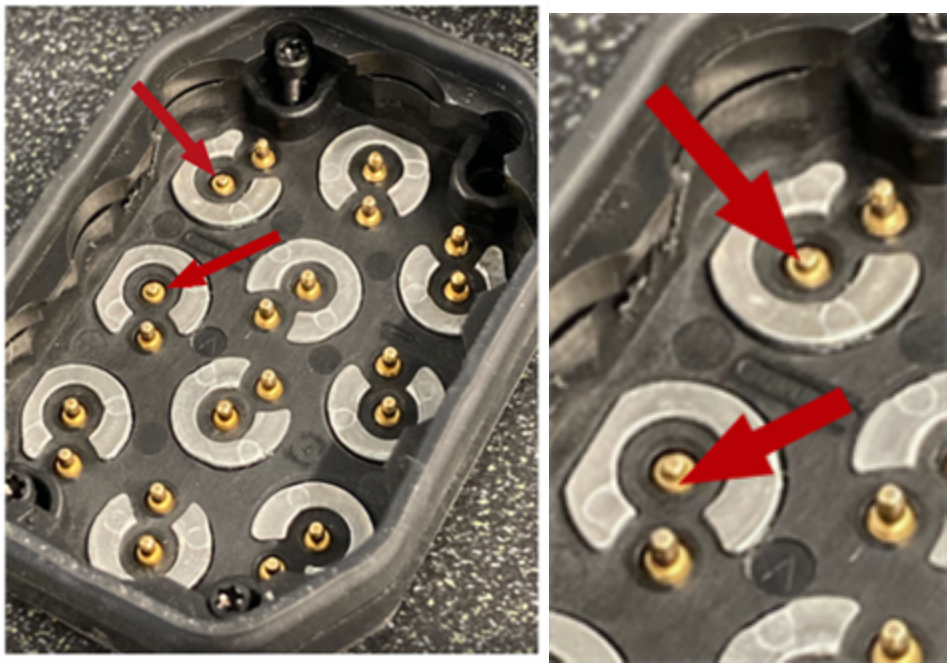


1 Fully charged battery
2 Significant charge remaining
3 Low battery – replace now

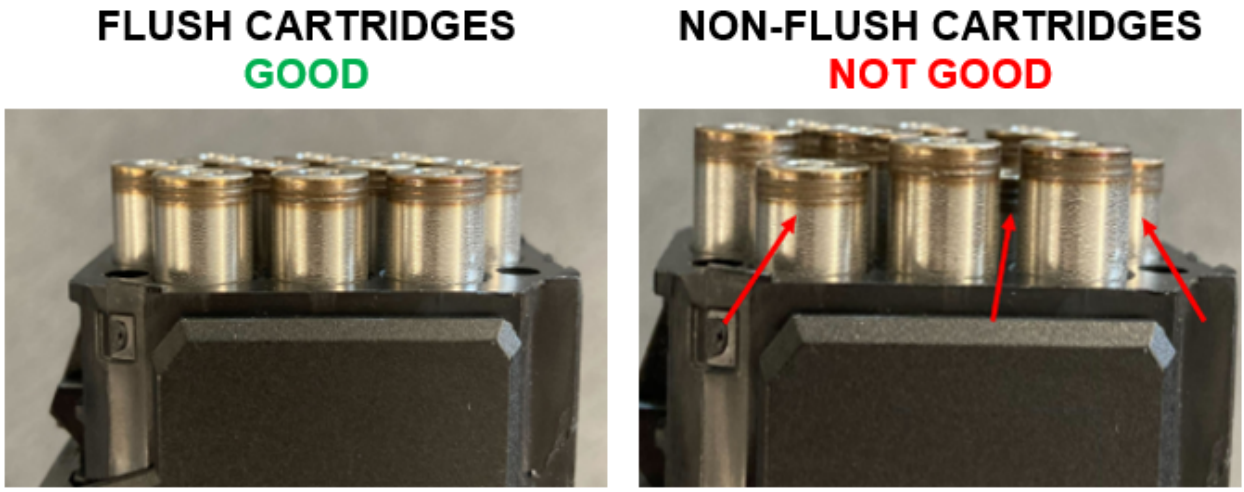
    c. If using a new battery pack, ensure it is properly installed into the energy weapon and allow it to fully sync.

Note: DO NOT manipulate the energy weapon (move the selector switch, insert the magazine, etc.) until the CID goes blank.

2. **Visual inspection:**
    a. With the selector switch in the down (SAFE) position, remove the magazine from the TASER 10 energy weapon.
    b. Inspect the interposer/breech surface and firing pins (pogo pins) on the energy weapon for debris, stuck or bent firing pins (pogo), or other signs of damage.
    c. If loose debris is visible, wipe it off with a lint-free cloth.
    d. If the debris cannot be removed by wiping clean, DO NOT field the weapon.
    e. If a firing pin (pogo pin) is jammed, stuck, or damaged, DO NOT field the weapon. Return it to your TASER Program Coordinator for service.



3. **Cartridge check:**
    a. Insert cartridges and ensure they are clean and all cartridges sit evenly in the magazine.



4. **Magazine insertion:**
    a. Insert the magazine into the energy weapon and ensure an audible ‘click’ is heard.
    b. Confirm the magazine is properly seated by pulling it toward the weapon or pressing it against a hard surface.

5. **Sync:**
    a. Allow the energy weapon to fully wake up and sync when the magazine is installed. The display will turn off when the sync is complete.
6. **Function test:**
    a. Perform a Function Test to verify all 10 live cartridges are loaded and displayed on the CID.
7. **Completion:**
    a. Pre-field inspection is complete.
    b. If the pre-field inspection fails, return the energy weapon along with the magazine, battery, and cartridges to your TASER Program Coordinator.

Function test

Axon Enterprise, Inc., recommends conducting a function test before the start of your shift. A function test is done to verify the energy weapon's core electronics are working properly. A function test can be performed when the weapon is loaded.

Do not pull the trigger during a function test.Pulling the trigger will deploy a cartridge, even if the weapon is in the Function Test Mode.

To perform a function test:

1. Move the selector switch to the press down position and hold it until a blue circle completes on the CID. This should take approximately three seconds. Once complete, the side rail lights should illuminate blue in color.

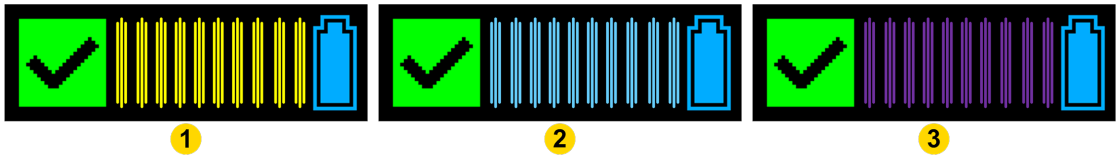
The CID displays the settings icon and firmware version.

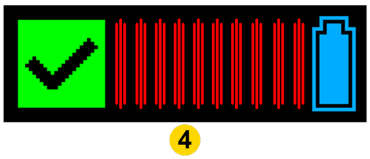
2. Move the selector switch to the up (ARMED) position.

    If the red TASER Weapons Dock icon displays, the battery pack has not been docked in 30 days. Update the battery pack by inserting it into a *TASER Weapons Dock* (see Chapter 6), or use a new battery pack.

3. Wait for the weapon to conduct the test.

   The check mark icon indicates the weapon is functioning properly. The CID also displays which magazine type is loaded and how many cartridges are detected.





1 Live cartridges

2 HALT cartridges

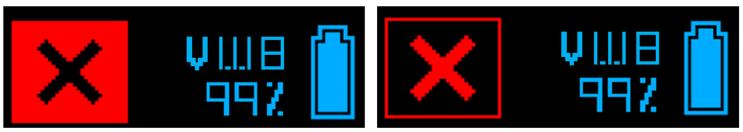
3 Live cartridges in training magazine

4 Inert cartridges

Note: If an inert magazine is loaded, it will show 10 cartridges loaded on the CID even if 0 cartridges are in the magazine.

The next time the selector switch is moved to the up (ARMED) position, the weapon will exit the function test mode.

The flashing X icon: indicates an error.



In this case, follow these steps:

4. Put the battery pack in the TASER 10 Dock until the green LED is illuminated. See the *TASER Weapons Dock Quick Start Guide* for more information.
5. Put the battery pack back in the TASER 10 energy weapon.
6. Perform the function test.

7. If the error icon still displays, contact your agency's TASER Program Coordinator.

What to do following energy weapon use

Each agency will establish its own procedure for probe removal, collection, biohazards, evidence collection and maintenance. Treat probes that have penetrated the body as contaminated needles (biohazard). Remember, however, that the probes may also be valuable evidence.

Considerations for handling used probes

If the probes must be removed from the subject, follow all department policies and procedures, including for handling biohazards.

Below are suggested methods for probe removal:

- Grab the probe firmly and quickly pull it straight out. **Do not twist** the probe as the barbed tip may cause additional injury.
- If the probes are not going to be collected and maintained for evidence, carefully place used probes sharp-tip first into a sharps container, secure in place, and place in a secure location where no one will accidentally touch the probes.
- Once the subject is restrained, prior to removing the probes, evaluate the need for medical attention as you would with any other use-of-force incident.
- Take photos of any injuries, place the photos into evidence.*
- Collect the expended cartridges and probes, and place them into evidence.*

*As directed by department policy. The TASER training materials provide additional information on forensic evidence collection procedures. The probes, wires, and cartridge can yield important forensic evidence if properly collected, maintained, and analyzed.

Effects on animals

TASER energy weapons have been an effective option for dealing with aggressive animals and have generally been successful in most deployments. The TASER 10 energy weapon uses similar technology, but does not yet have the same service record as the prior models.

If a probe deployment completed circuit is initiated and maintained, the aggressive animals are usually incapacitated/stunned momentarily in previous-generation energy weapon deployments, but recover quickly. Typically, the animals left the scene and broke the wires.

If deployed on a domestic animal, consider having animal control available to restrain the animal.

Police/military K-9 caution

Energy weapon operators and K-9 officers must work closely together to develop policies and procedures for deploying the energy weapon when a K-9 is present. If a K-9 bites a probe or the wires or bites the suspect between the probes, or touches the cartridge wires, the K-9 could receive a shock. This could have a significant negative impact on the future duty use of the K-9.

Downloading firmware revisions

The TASER 10 energy weapon internal firmware provides functionality for all aspects of the energy weapon. The firmware can be upgraded by inserting an up-to-date battery pack into the energy weapon. Firmware is automatically updated when the battery pack is inserted into a TASER Weapons Dock.

Event log

The weapon records information from these events:

- The selector switch was moved to the up (ARMED) position.
- The selector switch was moved to the press up position.
- The selector switch was moved to the down (SAFE) position.
- The selector switch was moved to the press down position.
- The selector switch was released from the press up position.
- The selector switch was released from the press down position.
- A magazine was loaded into the energy weapon.
- A magazine was unloaded (removed) from the energy weapon.
- The trigger was pulled.
- The weapon started a discharge.
- A cartridge was deployed.
- The weapon was placed in functional test mode.
- The weapon was raised (a motion sensor event).
- The weapon was lowered (a motion sensor event).
- Sleep mode is enabled.

- Stealth mode is enabled.
- A Warning Alert is started, stopped, and/or extended.
- A new battery pack is inserted into the energy weapon.
- Any firmware updates are also recorded.
- Agency settings changed.
- The weapon was holstered or unholstered.

The Event log also includes the firmware version installed, how many cartridges are in the magazine, which cartridges were deployed, and in what sequence. When a connection is made, the logs provide an estimate of the distance a probe traveled and how long it traveled. The log also includes information about every pulse generated, which is displayed in the pulse graphs in Axon Evidence.

Chapter 8: Additional items

Axon Academy

The Axon Academy provides training on the use and maintenance of all TASER-brand energy weapons, body-worn cameras and Axon Evidence (Evidence.com) services. Training is geared toward the special needs of law enforcement officers, correctional officers, medical personnel, military, professional security and private citizens. Energy weapon functions, medical issues, device maintenance and personal safety are just a few of the topics covered in the offered courses.

Our cadre of instructors consists of active and former law enforcement officers and military trainers. Many are internationally recognized experts in use of force at all levels with extensive training backgrounds. All of our instructors are committed to providing high-level training and to forming lasting relationships to support our students long after they leave the Axon Academy.

For more information, visit www.axon.com or call +1.800.978.2737 (option 7) or +1.480.905.2000.

Courses Currently Offered or in Development:

- TASER Energy Weapon Basic Instructor Course
- TASER Energy Weapon Master Instructor Course
- Evidence Collection and Analysis Course
- Body Worn Camera Certification

Medical research

TASER energy weapons are among the most extensively studied force options. Many energy weapon-related medical and field studies have been published. Medical studies have found that modern pacemakers and implanted cardiac defibrillators withstand automated external defibrillators (AEDs) that are stronger than the TASER energy weapon conducted energy pulses. For more information, visit www.axon.com.

See the current product warnings, training materials, licensing agreements, and specification sheets for more information about your TASER product.

Radio waves

The Axon Signal feature of the TASER 10 battery pack transmits in the frequency range of 2402 to 2480 MHz.

Changes or modifications to the equipment not expressly approved by the manufacturer could void the product warranty and the user's authority to operate the equipment.

Your wireless device is a radio transmitter and receiver. It is designed and manufactured not to exceed the emission limits for exposure to radio frequency (RF) energy set by the Federal Communications Commission (FCC) of the U.S. Government. These limits are part of comprehensive guidelines and establish permitted levels of RF energy for the general population. The guidelines are based on standards that were developed by independent scientific organizations through periodic and thorough evaluation of scientific studies. The standards include a substantial safety margin designed to assure the safety of all persons, regardless of age and health. Before a device model is available for sale to the public, it must be tested and certified to the FCC that it does not exceed the limit established by the government adopted requirement for safe exposure. This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment to an outlet on a different circuit.
- Consult Axon Technical Support for help.

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Section 8.4 of RSS-GEN

This Device complies with Industry Canada License-exempt RSS standard(s). Operation is subject to the following two conditions: 1) this device may not cause interference, and 2) this device must accept any interference, including interference that may cause undesired operation of the device.

Cet appareil est conforme aux normes d'exemption de licence RSS d'Industrie Canada. Son utilisation est soumise aux conditions suivantes: 1) cet appareil ne doit pas causer de brouillage, et 2) doit accepter tout brouillage, y compris le brouillage pouvant entraîner un fonctionnement indésirable.

THIS MODEL DEVICE MEETS THE GOVERNMENT'S REQUIREMENTS FOR EXPOSURE TO RADIO WAVES.

CE Declaration of Conformity

Axon Enterprise, Inc. declares that this Axon system is in compliance with the requirements and other relevant provisions of the Radio Equipment Directive (RED) 2014/53/EU and Directive 2014/30/EU regarding electromagnetic compatibility. A copy of the original Declaration of Conformity can be found at www.axon.com.

Compliance marks

CAN ICES-003(B) / NMB-003(B)

Complies with IMDA Standards DA106455	This equipment contains specified radio equipment that has been certified to the Technical Regulation Conformity Certification under the Radio Law.

TS1005, TS1013, TS1017

TS1027, TS1028

Este equipamento não tem direito à proteção contra interferência prejudicial e não pode causar interferência em sistemas devidamente autorizados. Para maiores informações, consulte o site da ANATEL – www.anatel.gov.br

TS1005, TS1013, TS1017
IS 16046

R-41268453

TS1027, TS1028
IS 16046

R-41285706

TS1005 MR20247ANRT2019

TS1006 MR 20249 ANRT 2019

TS1013 MR 20250 ANRT 2019

TS1017 MR00033170ANRT2022

TS1028 MR00001814ANRT2025

TA-2021 / 2039
TA-2021 / 2348
TA-2021 / 2040
TA-2023 / 1168

APPROVED

상호(Company Name) : Axon Enterprise, Inc.
기자재명칭(제품명칭) (Equipment Name) : TASER 10 Energy Weapon
기본모델명(Basic Model Number) : TS1024
파생모델명(Series Model Number) : TS1025
기자재 관리번호(Equipment Management No.) : CEW-TS1024
제조년월일(Product date) : 2025/03 . .
제조자 및 제조국가(Country & Manufacturer) : Axon Enterprise, Inc. / USA
http://www.rra.go.kr/selform/CEW-TS1024

MSIP (South Korea) Compliance Information

Applicant Name: Axon Enterprise, Inc.

Manufacturer / Manufacturer Country: Axon Enterprise, Inc. / USA

Year of manufacture: separate marking

Model Numbers: TS1005, TS1006, TS1013, TS1028

Equipment Name: Li-Ion Rechargeable Battery

Certification Numbers: R-R-CEW-TS1005, R-R-CEW-TS1006, R-R-CEW-TS1028

Models TS1005, TS1006, TS1013 contain: MSIP-CRM-Cyp-4110

Model TS1028 contains: R-R-BGT-BGM220S2

This equipment has been tested and found to comply with the limits for a Class B digital device (Electromagnetic Compatibility).

TS1005

TS1028