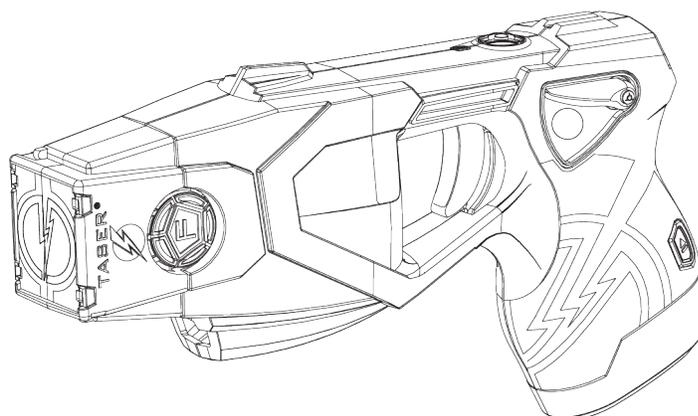




TASER X1 Professional Series User Manual



Model 11031



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

MMU0079 Rev: DRAFT

August 2021



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Chapter 1: Warnings

Important Safety and Health Information

The safety warnings posted at www.axon.com are for your protection as well as the safety of others. Disregarding this information could result in death or serious injury.

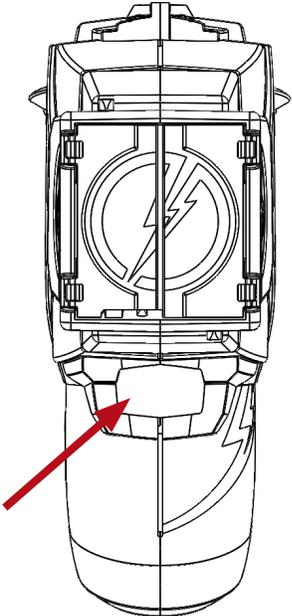
 WARNING!	
	<p>Read and obey Significant differences exist between different TASER energy weapon models. Do not use or attempt to use any energy weapon model unless you have read, understood, and are following all current instructions, warnings, and relevant TASER training materials before using TASER energy weapons. Failure to do so could increase the risk of death or serious injury to the user or others.</p>
	<p>Obey applicable laws Use of energy weapons must be legally justified and comply with applicable federal, state, and local laws and regulations.</p>
	<p>Store in a secure location Energy weapons and cartridges are weapons and, as with any weapon, follow safe weapon-handling practices and store your energy weapon securely. Store energy weapons, cartridges, and accessories in secure locations inaccessible to children and other unauthorized persons to prevent inappropriate access or use.</p>
	

For a complete list of product warnings, go to www.axon.com.

LASER Information

The energy weapon uses an optional Class 2 or Class 3R LASER as an aiming aid. LASERs can cause serious eye injury, including permanent vision loss.

⚠ WARNING!		
LASER RADIATION DO NOT STARE INTO BEAM CLASS 2 LASER PRODUCT		

⚠ WARNING!	
AVOID EXPOSURE – LASER RADIATION IS EMITTED FROM THIS APERTURE	

⚠ CAUTION! RADIATION EXPOSURE
Use of controls or adjustments or performance of procedures other than those specified herein may result in hazardous radiation exposure.

Chapter 2: Ownership

Do not point the energy weapon at any law enforcement officer or do anything that would cause law enforcement officers to feel threatened by your use of the energy weapon. Because the TASER energy weapon is able to incapacitate a person, law enforcement officers may be justified to use lethal force to protect themselves.

The TASER energy weapon could be mistaken for a firearm. Take appropriate care in carrying and displaying the energy weapon. Do not modify the X1 energy weapon or do anything to the energy weapon to make it look like a firearm.

Do not give a TASER energy weapon away as a gift or sell it without providing the new owner's name, email address, and phone number to customer service at team@taser.com. For more information, see *Legality* (Chapter 7).

Taking a TASER-brand energy weapon into a state or municipality where energy weapons are prohibited (see taser.com for a current list) or out of the United States (US) without the proper export license is prohibited by law (similar prohibitions may exist in other countries).

Check with the Transportation Security Administration (TSA) or any other relevant agency for the most recent regulations to determine whether you are permitted to travel aboard a commercial airplane with a TASER energy weapon. Check local laws to determine whether you may possess or carry a energy weapon in your destination.

It is recommended that you carry the X1 energy weapon only in a manufacturer approved holster or carrying case. Do not carry uncovered cartridges in your pockets as they can be fired by electrostatic discharge (static electricity).

Chapter 3: General Information

What is the TASER X1 Energy Weapon?

The X1 is a self-defense energy weapon manufactured by Axon Enterprise, Inc. TASER-brand energy weapons are designed to use propelled wires or direct contact to conduct energy to affect the sensory and/or motor functions of the nervous system.

The X1 energy weapon uses a replaceable cartridge containing compressed nitrogen to deploy two small probes that are attached to the X1 energy weapon cartridge by insulated conductive wires. The cartridges are available with with a maximum length of 15 feet (4.6 meters). The X1 energy weapon transmits electrical pulses along the wires and into the body. If the energy weapon is used successfully, the electrical pulses will affect the sensory and motor functions of the peripheral nervous system to immobilize the body. Sale of cartridges with wire length longer than 15 feet is limited to law enforcement and military only.

The X1 energy weapon has an estimated useful life of five years.

Neuro Muscular 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. Neuro Muscular Incapacitation (NMI) occurs when a 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.

Previous generations of stun guns primarily affected 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 might be able to fight through the pain of a traditional stun gun.

Basic X1 Energy Weapon Electrical Theory

- Electricity must be able to flow between the probes to deliver an electrical charge and will generally follow the path of least resistance.
- Generally, the greater the spread between the probes on the target, the greater the NMI effectiveness.
- 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 electrical charge is fixed inside the

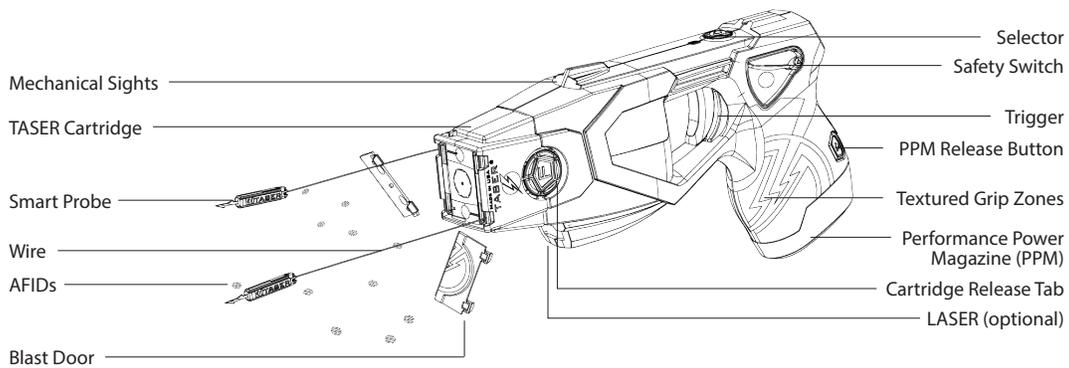
TASER energy weapon, and will not increase significantly even with environmental changes.

- The Current Metering technology is designed to deliver optimal charge.

Chapter 4: Features

X1 Energy Weapon Features

Get to know the X1 energy weapon:



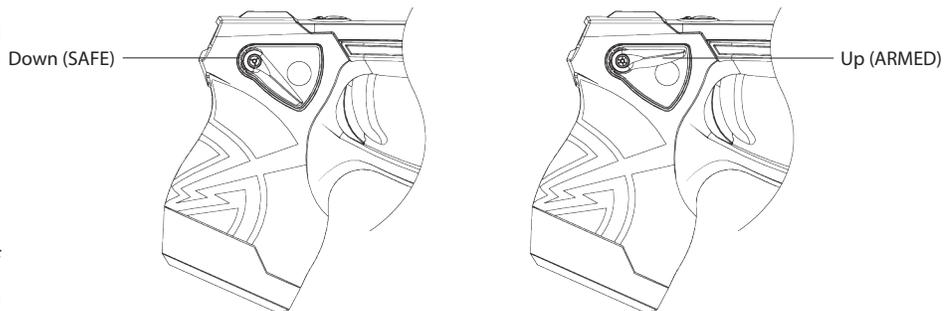
Note: The serial number is located inside the cartridge bay.

Ensure the energy weapon is unloaded, the safety is in the down (SAFE) position, and your fingers are away from the trigger before reading the serial number.

Safety Switch

Ambidextrous safety can be operated from either side of the energy weapon.

- Safety switch down (SAFE).
- Safety switch up (ARMED) and ready to deploy.
- Do not block the safety on one side of the X1 energy weapon while attempting to move it on the other side. This can break the safety and disable the energy weapon.



- With default settings, if the X1 energy weapon's safety switch is left in the up (ARMED) position for more than 20 minutes, the system goes into low power mode to reduce the amount of power consumed, and the energy weapon will not fire. Although the energy weapon will not fire, power

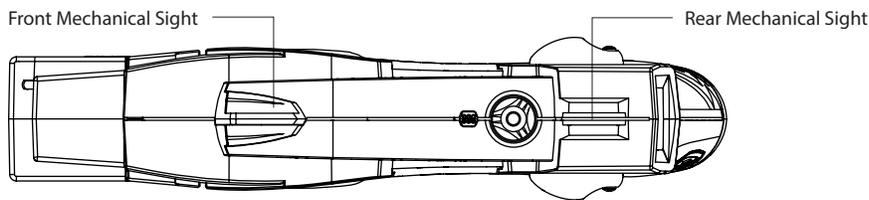
is still consumed and will eventually drain the battery if the safety switch remains in the ARMED position. To re-arm the energy weapon, shift the safety to the down (SAFE) position, and then shift it back to the up (ARMED) position.

LASER

The optional LASER sight is oriented with the mechanical sights. At 15 feet (4.6 m), the aiming point is aligned to the approximate trajectory of a cartridge's top probe.

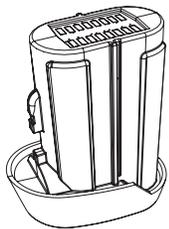
Mechanical Sights

The mechanical sights on the X1 energy weapon are molded to provide manual aiming of the energy weapon. The mechanical sights are set to coincide with a top probe's trajectory at a 15-foot (4.6 m) distance.



Performance Power Magazine (PPM) Battery Pack

The Performance Power Magazine is a lithium energy cell power supply system for the X1 energy weapon.



Note: X1 battery packs will not work with the TASER 7, X3, or X26 energy weapons. Battery packs designed for the X2 and X26P energy weapons will work in the X1.

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

The PPM battery has enough power for approximately 500 five-second discharges depending on temperature, environment, and other factors. The PPM battery will deplete faster in colder weather than warm weather.

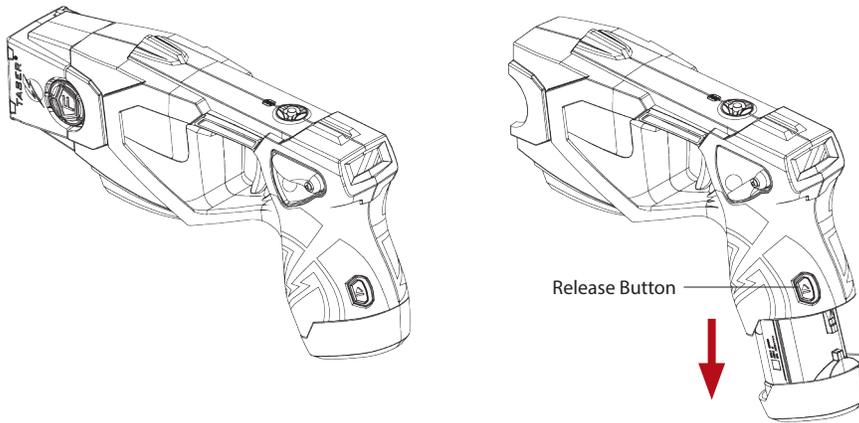
For more information on installing the PPM, see *Changing the Battery Pack*.

Changing the Battery Pack

To change the battery pack:

- 1 Point the energy weapon in a safe direction.

- 2 Ensure the safety switch is in the down (SAFE) position.
- 3 Safely remove the TASER cartridge (do not place any body parts in front of the cartridge). See *Unloading* (Chapter 5) for more information.
- 4 To unload the battery pack, depress the battery pack release button and remove the battery pack from the handle of the energy weapon.



- 5 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.
- 6 Install the new battery pack and ensure that it is fully inserted in the X1 energy weapon. Apply sufficient force to ensure the battery pack is fully seated. When the battery pack seats properly, the release button should pop out from the recessed portion with an audible click.

Advanced Central Information Display (CID)

The Advanced CID is a monochrome organic light emitting display on the back of the X1 energy weapon. When the safety switch is shifted into the up (ARMED) position, the CID will display the battery status.



Energy Cell Indicator:
61-80% Remaining

System Status Icons

The system status icons are designed to inform you of the system status of the X1 energy weapon. It is a fault indicator only, and it is the user's responsibility to conduct proper maintenance, 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 X1 energy weapon's Engineering log.



Major fault indication. A yellow triangle in the upper-right side of the CID indicates that the logging, date and time functions, or ability for the energy weapon to successfully read the PPM information are not working properly. The energy weapon will still produce an electrical output (e.g., the energy weapon should still arc and deploy cartridges), but the accountability functions are compromised.

Shift the safety switch to the down (SAFE) position and then to the up (ARMED) position; the fault may clear.

Whether the fault clears or not, it will be recorded in the Engineering log. If the fault does not clear, do NOT attempt to use the energy weapon. The energy weapon may need to be repaired or replaced. See *Product Support* (Chapter 7) for instructions



Critical fault indication. A yellow stop sign in the upper-right side of the CID 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 Support* (Chapter 7) for instructions.



Invalid battery pack. If you see a blinking exclamation point and battery icon, 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 sent in for service if it is still under warranty. See *Product Support* (Chapter 7) for instructions.

Battery Level Icons

When the safety switch is in the up (ARMED) position, the CID will display the percentage of battery power remaining. Remaining capacity will display in 20 percent increments.

When the battery level drops below 20 percent, Axon Enterprise recommends that the battery pack be replaced.



Battery 81–100% Battery 61–80% Battery 41–60% Battery 21–40%



If the battery capacity is at 1–10 percent, the CID will flash the warning **LO BATT** on the CID when the safety switch is cycled to the up (ARMED) position when using any PPM type.



Battery
01–20%
Blinking

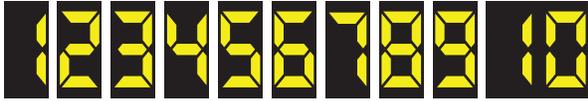
If the battery capacity is at 1–20 percent, this icon displays in the lower-right portion the CID.



When using any PPM-type battery pack that is depleted, the CID will flash the warning **CHANGE BATTERY** on the CID, when the safety switch is cycled to the up (ARMED) position. The weapon will not discharge. The weapon will shut down after the safety is shifted upward.

Spark Duration

The CID displays a count indicating how many seconds the deployment cycle lasts. The energy weapon will count up from the number 1 up to 99. At 99 seconds, the count will restart at 1.



Sample CID Displays

The CID below shows an energy weapon that has been discharging for four seconds, with a battery pack that is at 41–60 percent capacity.



The CID below shows an energy weapon with a battery pack error.



The CID below shows an energy weapon that is 4 seconds into an energy burst, has a battery pack that is 81–100 percent charged, and a major fault with the energy weapon.

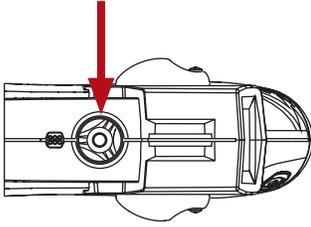


Selector Switch (Optional LASER Sight)

If your X1 energy weapon is equipped with a LASER sight, you can turn the LASER on and off. To change the setting:

- 1 Point the energy weapon in a safe direction.
- 2 Ensure the safety switch is in the down (SAFE) position.
- 3 Keeping your hand away from the blast doors, depress the tabs on the sides of the cartridge and remove.

- 4 Press and hold the selector switch for approximately one second until the CID display illuminates.



Note: Using pens or paper clips to press the selector switch may damage it. Only use your finger to press the selector switch.

- 5 Press and release the selector switch to toggle through the four available settings on the CID. Stop when the setting you desire is highlighted.



OO: The LASER is turned off. (This applies only to X1 energy weapons with a LASER sight installed.)

LO: The LASER is turned on. (This applies only to X1 energy weapons with the LASER sight installed.)

OF: This option does not do anything. It will not turn the LASER off or on.

LF: The LASER is turned on. (This applies only to X1 energy weapons with the LASER sight installed.)

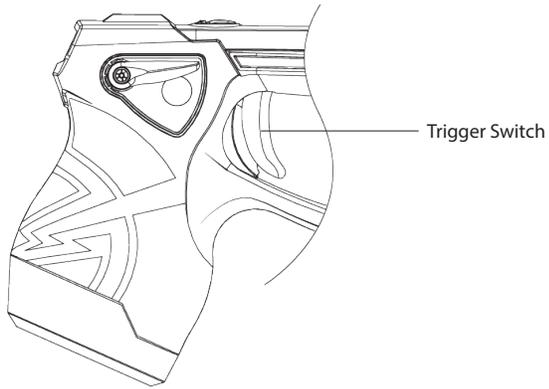
The selected mode displays for 30 seconds, and will be the default mode the next time the safety switch is moved to the up (ARMED) position.

The selector switch may also be used to activate the Stealth Mode, which will shut off the LASER and dim the CID display. To do this, press the selector switch when the safety is in the up (ARMED) position. To take the energy weapon out of Stealth Mode, press the selector switch again or shift the safety to the down (SAFE) position. You will have to reactivate the Stealth mode each time you place the safety in the up (ARMED) position.

Trigger Switch

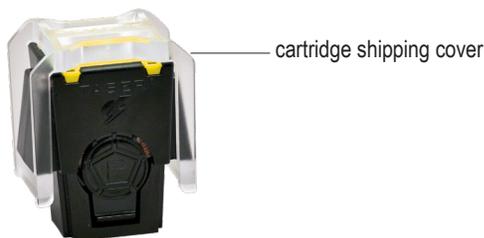
Unlike a firearm trigger, the X1 trigger is a momentary electrical switch. The trigger is operational only when the safety switch is in the up (ARMED) position. Pulling and releasing the trigger switch will result in an approximately 5-second discharge cycle unless the safety switch is shifted to the down (SAFE) position to discontinue the 5-second cycle. Pulling and holding the trigger switch for more than five seconds will result in a continuous discharge until the trigger switch is released, or the battery is depleted—whichever comes first.

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



Chapter 5: Cartridges & Energy Weapon Operation

Removing the Shipping Cover from the Cartridge



Cartridges are sold separately from the energy weapon. Cartridges are shipped with a shipping cover in place. Carefully remove these covers before attempting to load a cartridge into the X1 energy weapon. Be careful to not allow any body part to be in front of the cartridge. Static electricity can discharge a cartridge, and injuries have occurred. A cartridge cannot be loaded into the energy weapon with the cover in place. Once the cartridge cover is removed, it can be disposed of.

- 1 Before removing the covers, make sure the front of the cartridge does not point at any body part or at anyone.
- 2 Carefully place the cartridge with cover face down (blast door down) onto a stable/solid surface, i.e., a table.
- 3 Place your index and middle fingers onto the sides of the cartridge where the wedges/electrodes are located and place your thumbs onto the locking portions of the cover.
- 4 Push in with your fingers and pull outward with your thumbs and the cartridge will pop upward, releasing it from the cover.

Note: The cartridge may pop upward quickly when the pressure is released from the locking portions of the cover.



15-, 21-, and 25-Foot and LS TASER Cartridges

Never attempt to open or modify a TASER cartridge. Tampering with a live TASER cartridge could cause it to fire or malfunction (which may result in serious injury).

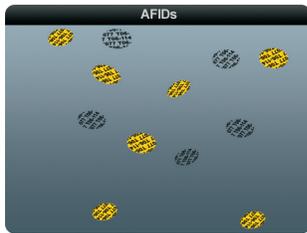
Handle all TASER cartridges with care. Probes may deploy unexpectedly if exposed to physical shock, or static electricity.

TASER cartridges should be kept away from conditions known to create an electrostatic discharge, such as rubbing cloth (e.g., jacket liner or uniform pants) across a cartridge in an environment known to create static shocks.

Cartridge blast doors can be knocked off the front of a cartridge. Because those cartridges cannot be relied upon to consistently discharge, TASER recommends removing those cartridges from service. Attempting to deploy a cartridge with no blast doors could result in a charge being created and held in the wires. Any conductive material that comes into contact with the front of the cartridge, even after the cycle has ended, could draw the charge to the ignition pin and deploy the probes.

Protective Anti-Felon Identification (AFID) Tags

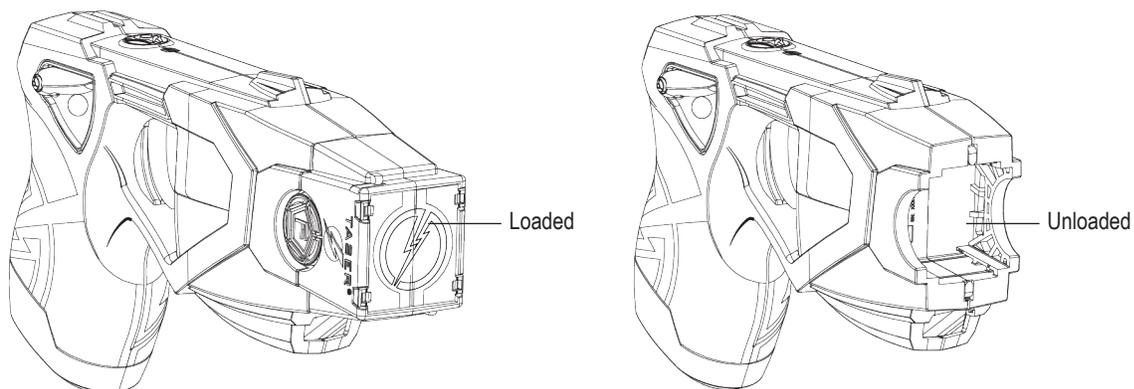
Every time a TASER cartridge is deployed, approximately 20–30 small confetti-like Anti-Felon Identification (AFID) tags are ejected. This revolutionary technology allows axon to assist law enforcement in arresting criminals who would use our weapons for nefarious purposes.



Load the TASER Cartridge

Never place your hands or fingers in front of the cartridge. This is especially important when loading and unloading the cartridge. Serious injury could result. When loading and unloading always hold the cartridge on the sides or top.

TASER cartridges are shipped with a shipping cover in place. Remove these covers before attempting to load a cartridge into an X1 energy weapon. See *Removing the Shipping Cover from the Cartridge* for more information.



Loading

- 1 Point the energy weapon in a safe direction.
- 2 Ensure that the safety switch is in the down (SAFE) position.
- 3 Make sure the protective shipping cover is removed from the TASER cartridge.
- 4 Keeping your hand away from the blast doors, place the cartridge (with the cartridge cover removed) into the front of the energy weapon until an audible click is heard.
- 5 Verify that the cartridge is secure by pulling on the sides of the cartridge.

Unloading

- 1 Point the energy weapon in a safe direction.
- 2 Ensure that the safety switch is in the down (SAFE) position.
- 3 Keeping your hand away from the blast doors, depress the tabs on the sides of the cartridge and remove.

The 15-foot (4.6-meter) TASER cartridges are specifically designed so there is no “up” or “down” position – enabling you to quickly reload one in a stressful situation without worrying about putting it in upside down.

Practicing with the X1 Energy Weapon

Axon recommends practicing with your X1 energy weapon to become familiar with its functions and how it deploys.

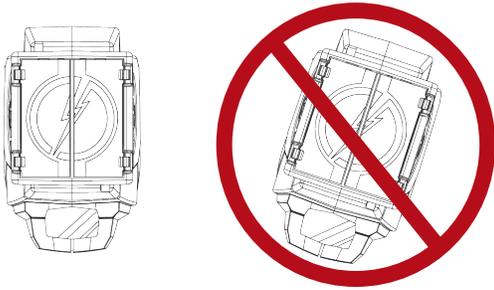
Be aware of your surroundings when deciding where to place your training target. Ensure that the target has a firm backing (for example cardboard or a foam board) that will allow the probes to stick and not bounce off and strike an unintended person or object. Do not use a wooden backing. Do not place the target anywhere a probe that misses or penetrates the target could cause damage or injury.

Do not discharge TASER cartridges without using a target. Probes that do not strike a target may recoil back at you. We recommend using TASER conductive targets available at taser.com and a thick, penetrable backing.

Safety first! Always treat your X1 energy weapon as if it were loaded.

- Wear eye protection when practicing with an energy weapon.
- Never put your hands or other body parts in front of the energy weapon, especially when changing the cartridges.
- Do not inadvertently point any cartridges at yourself or at anyone when loading.
- Cartridge covers must be removed prior to attempting to load.
 - 1 Point your X1 energy weapon in a safe direction; load the TASER cartridge as described in *Loading* while keeping your fingers away from the blast doors.
 - 2 Point your energy weapon towards the training target and shift the safety switch to the up (ARMED) position.

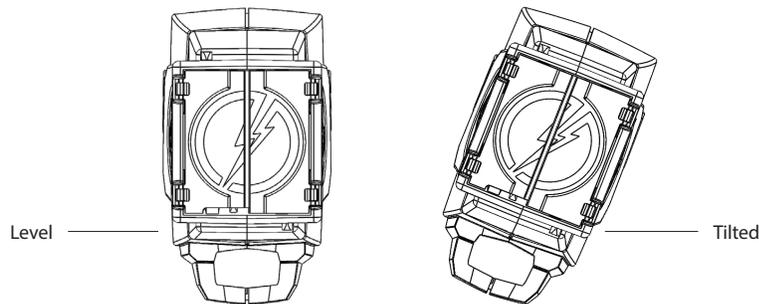
- 3 Aim your energy weapon at the training target. Aim at the target's center of mass—to improve the accuracy of the bottom probe, avoid canting or tilting the energy weapon.



Remember that the bottom probe comes out at an 8-degree downward angle. The bottom probe will drop 1 foot (0.3 m) below the top probe for every 7 feet (2.1 m) that it travels away from the energy weapon.

- 4 Stand about 10 feet (3 m) from your target. This will result in a probe spread of about 18 inches (0.46 m). Place the LASER high enough on the target so the bottom probe will hit the target.
- 5 Press the trigger switch once to discharge the TASER cartridge and activate the 5-second cycle. Remember that you can discontinue the discharge at any time by shifting the safety switch to the down (SAFE) position.
- 6 After the TASER discharge cycle ends, and the safety switch is in the down (SAFE) position, unload the expended TASER cartridge as described in *Unloading*.

Aiming and Probe Placement



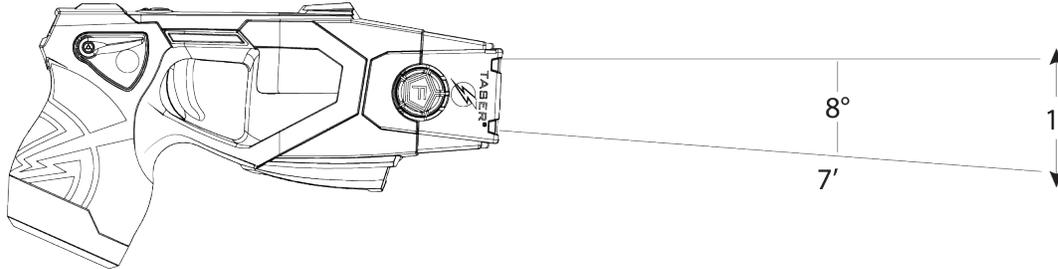
For most deployments, hold the energy weapon level. Tilt the energy weapon when necessary to align the probes with the attacker.

For most deployments, hold the energy weapon level. Tilt the energy weapon when it is necessary to do so to align the energy weapon with the attacker.

When possible, aim the LASER at one of the large muscle groups (center of mass) such as the torso or thigh areas, etc.

When possible, avoid intentionally targeting the energy weapon on sensitive areas such as the head, throat, chest/breast, or groin unless your safety or the situation dictates otherwise.

The top probe impacts the target near the LASER beam; however, the probe impact distance from the LASER can vary depending on numerous factors, including, but not limited to the distance, movement of the user or attacker, and environmental factors.



The bottom probe impacts at an 8-degree angle from the top probe. This results in a spread of approximately 1 foot (0.3 m) for every 7 feet (2.1 m) of distance from the energy weapon. Greater probe spread increases effectiveness.

Be sure not to fire at an attacker who is more than 15 feet or 4.6 meters away (measure 15 feet or 4.6 meters to see how far this is – it will probably be further than you think). If you do deploy at someone more than 15 feet or 4.6 meters away, the probes will not have sufficient wire to reach them and may recoil back at you.

Using the X1 Energy Weapon

The X1 energy weapon is a serious, state-of-the-art defensive weapon and should be treated accordingly. Although the energy weapon is designed to be as nonviolent as possible in stopping a combatant, its use can result in injuries, including but not limited to, a probe embedded in an eye or secondary injuries related to falling.

For a full list of warnings, see www.axon.com.

The energy weapon is to be used only for lawful purposes, including lawful self-defense or in the defense of others. Check your state and local laws for applicable regulations. Depending on local and state laws, the energy weapon may be kept in the house for home protection, or carried in a car, purse, or backpack for personal protection when away from home. For a list of known laws related to energy weapons, go to taser.com. However, you should not solely rely on this list and should conduct independent research on each state's applicable laws prior to possessing or transporting the energy weapon (including the transporting of the energy weapon across states lines and into other states where laws may vary).

A energy weapon is not a substitute for other preventive self-protection actions such as ensuring doors are locked, and parking in well-lighted areas.

Deployment Instructions for Self-Defense

- 1 Remove the energy weapon from its holster and ensure that the cartridge is installed.
- 2 If a person approaches in a suspicious or threatening manner, shift the safety switch to the up (ARMED) position.
- 3 Aim the LASER beam at the attacker's body. Avoid intentionally aiming at a sensitive body location such as the head, face, throat, chest, or groin.
- 4 Shout verbal commands to "get away," if feasible. It is possible that the person will flee based on the verbal commands and LASER.

- 5 If you determine that you need to deploy the X1 energy weapon in self-defense, ensure that you are within 15 feet (4.6 m) of the attacker.
- 6 As necessary, press the trigger switch until help arrives.
- 7 As soon as it is safe to do so, call 911 and report the specific location of the threat.

“Silence is Golden”

The TASER energy weapon’s electrical current is relatively quiet when both probes make direct contact with a human or an animal. In contrast, some practice conductive targets are loud because the energy is arcing in the air.

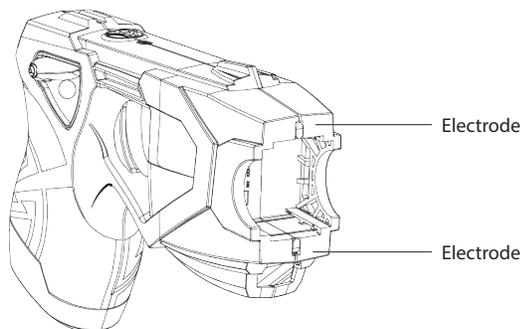
If electrical current is loud during field deployment and the subject is not reacting as expected, the electrical circuit may not be completed or the current may be shorting out and may not be effective. Deploy a second cartridge or consider other options in accordance with your agency’s policies.

Potential Causes of Reduced or No Effectiveness

- **Loose or Thick Clothing.** If the probes lodge in clothing and are too far away from the subject, energy weapon effectiveness may be reduced.
- **Miss or Single Probe Hit.** The electrical current must pass between the probes. 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.

Electrodes

The front of the X1 energy weapon has two metal electrodes. These electrodes direct the charge to the electrodes on the cartridge to initiate deployment of the probes. In addition, the electrodes provide the ability to use the X1 energy weapon in a “drive-stun” mode as a traditional stun-gun type energy weapon.



Contact-Stun (Drive-Stun) Backup

Contact-stun (also known as drive-stun) is the use of the TASER X1 energy weapon as a stun gun, rather than by firing probes. You can drive-stun either with an already fired cartridge or without a cartridge installed.

When using a contact-stun, pull the trigger switch and push (drive) the front of the X1 energy weapon firmly against the body of the attacker. The subject is likely to recoil from the painful shock and try to get away from the stun electrodes. If the contact-stun is not effective, evaluate the location of the contact-stun and consider an additional cycle to a different pressure point.

Chapter 6: Maintenance

General concepts

The X1 energy weapon is a sensitive piece of electronic equipment, and should be handled with care. Avoid dropping an X1 energy weapon. Do not use an X1 energy weapon that has a cracked handle.

- Check the battery regularly by looking at the battery icon on the CID. See *Battery Level Icons* (Chapter 3) for more information.
- Perform a function test regularly.
- Check the expiration of the TASER cartridges (the 5-year expiration is listed on the base of the cartridge). Do not use an expired TASER cartridge.
- Secure the TASER energy weapon in a safe and secure location when the energy weapon is not in use.
- Avoid exposing the TASER energy weapon to excessive moisture or water.

Function Test

A function test should be conducted every 30–60 days. The reasons for the function test include:

- To verify the X1 energy weapon is working.
- To verify that the battery is in good condition.

Function Test Instructions

- 1 Point the energy weapon in a safe direction.
- 2 Shift the safety switch is to the down (SAFE) position.
- 3 Safely remove the TASER cartridge. See *Unloading* (Chapter 5) for more information.
- 4 Point the energy weapon in a safe direction (such as the floor) and ensure that your fingers and no other part of your body are in front of the energy weapon.
- 5 Shift the safety switch to the up (ARMED) position.
- 6 Pull the trigger and confirm sparking across the electrodes at a rapid rate. Allow the full 5-second cycle to run.
- 7 Look at the CID display and verify the following:
 - No fault icons display on the CID.

- LO BATT is not displaying on the CID.
- 8 Shift the safety switch to the down (SAFE) position.

Chapter 7: Additional Items

Optional Accessories

Several holsters are designed for use with the X1 energy weapon. Both right- and left-handed configurations are available. Visit our website at buy.taser.com for details.

Product Support

If you need product support on accessories or have any other questions, please contact consumer customer service at:

team@taser.com

+1.800.978.2737

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

If the TASER energy weapon has been exposed to bodily fluids or other biohazards, contact Axon's service department at +1.800.978.2737 or +1.480.905.2000 for specific instructions BEFORE returning the weapon.

Legality

The Bureau of Alcohol, Tobacco, Firearms, and Explosives has classified our TASER energy weapons as non-firearms because they use compressed gas (inert nitrogen), rather than explosives to launch the projectiles. Because TASER energy weapons are not firearms, they may be carried without a permit in certain jurisdictions (check state and local laws for permit requirements in your area). Check our website at taser.com for a list of known state and local laws concerning TASER energy weapons. Because state and local laws may change frequently, be sure to research the applicable laws in your area prior to using, possessing or transporting the energy weapons. Check our website at taser.com for a list of known state and local laws concerning TASER energy weapons.

Warranty

Please see the product warranty which came with your energy weapon. Axon's current product warranties are also available on www.axon.com.

Warnings

See the current product warnings that came with your energy weapon, for more information about your TASER product. Axon's current product warnings are also available on www.axon.com.

Medical Research

Medical studies have found that modern pacemakers and implanted cardiac defibrillators withstand automated external defibrillators (AEDs) that are stronger than the TASER conducted energy pulses.

Radio Waves



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

This equipment has been tested and found to comply with the limits for Class B digital devices, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protections against harmful interference in a residential environment.

This equipment generates, uses, and can radiate frequency energy and, if not installed and used in accordance with the instruction manual, 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 into an outlet on a circuit different from that to which the receiver is connected.
- Contact Axon Technical Support for help.

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

Compliance Marks





Product functions and specifications may change without notice and the actual product may vary from the illustrations in this manual.

Windows is a trademark of Microsoft Corporation.

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MMU0042 Rev: DRAFT