



## SWTD27 Instruction Manual



1. Stun Contact Probes
2. LED Flashlight
3. Beam Adjuster Ring
4. Stun Indicator Light - Red
5. Power Indicator Light - Green
6. Function Select Switch  
Stun - Standby - Flashlight
7. Stun Activation Button
8. Push Button Tail Switch
  - a. Full Press turns unit On/Off
  - b. Half Press changes Light Mode



### Charging the SWTD27

1. Plug the charger into a standard wall outlet. Insert the included 18650 batteries into the charger following the polarity diagram.
2. We recommend charging the Triple Defender before it is used. A red light on the base of the charger will illuminate while the unit is charging and then turn green when fully charged. Remove the batteries from the charger when fully charged. Then unplug the charger. **IMPORTANT:** do not charge for more than 8 hours at a time. Overcharging can damage the batteries and void the warranty. If used infrequently the unit will need to be recharged for 8 hours every 60 days. If the flashlight is used frequently or if the electrical current or flashlight becomes noticeably weaker, the unit will need to be recharged.

### Using the Flashlight

**Overview:** This unit features three (3) light strengths (Maximum, Medium, & Low) and two light patterns (SOS & Strobe). When the situation does not require maximum light strength, the lower light settings can be used to extend the battery life.

1. Fully press<sup>1</sup> the Push-Button Tail Switch to turn on the unit. You will hear the button click and the green LED or the red and green LED will come on indicating that the power to the unit is on. It will be in the same mode (LIGHT, STUN, or OFF) that it was in when it was turned off. If only the green LED is on and you see the flashlight, you are in LIGHT mode. If the green and red LED lights are on, you are in STUN mode. If only the green LED is on and you do not see the flashlight, you are in STANDBY mode. If you press the Push-Button Tail Switch and the flashlight does not turn on see #3 below.
2. Once the flashlight turns on you can change the light mode by Half Pressing **either** the Push-Button Tail Switch or the Function-Select Switch. If you press either of these buttons too hard you will hear a click and the flashlight will turn off.
3. If you press the Push-Button Tail Switch and the flashlight does not turn on, then the Function-Select Switch is either set to STUN or OFF mode. If both the green and red LED lights are on, then it is in STUN mode. Push the Function-Select Switch forward to get to LIGHT mode. If only the green light is on, but the flashlight is not, it is in the STANDBY mode. Push the Function-Select Switch forward again to get to LIGHT mode. **To change the Light mode, see #2 above.**
4. To turn off the light, fully press<sup>1</sup> Push-Button Tail Switch or slide the Function-Select Switch back to the STANDBY setting.
5. If you turn the light off by fully pressing<sup>1</sup> the Push-Button Tail Switch, you will need to press this same button again to turn it on.

### Testing the Stun Baton (WARNING: Do not test fire the stun baton for more than 1 second as this could damage the unit and void the warranty.)

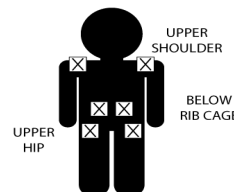
1. Fully press<sup>1</sup> the Push-Button Tail Switch to turn on the unit. If both the red and green LED lights turn on it is in STUN mode and ready to test the stun baton. Go to #3 below. If only the green LED is on and the flashlight is on, it is in LIGHT mode. Slide the Function-Select Switch down until it is in the lowest position; the red LED indicates the unit is in STUN mode.

<sup>1</sup>Full Press: When fully pressed, you will hear a clicking sound.

2. Be sure both the red and green LED lights are on to confirm it is in the STUN Mode.
3. Press the Stun Activation Button to test fire the unit. Do not hold the button down for more than 1 second. You will see and hear the electrical current fire across the top of the unit between the contact probes.
4. Once your test is complete, fully press<sup>1</sup> either the Push-Button Tail Switch to turn the unit off or slide the Function-Select Switch forward to enter the STANDBY or LIGHT mode. to turn the unit off.

## Using the Stun Baton in Self Defense

1. Before using the stun baton in self-defense, we recommend you become familiar with how this unit operates so you can quickly protect yourself with the Stun Function. See *How to Quickly Access the Stun Function* below.
2. Using the directions above, move the unit into the STUN Mode.
3. Touch your assailant's body with the contact probes and press the Stun Activation Button.
4. Touching anywhere on the assailant's body will have an effect. However, the maximum effect is achieved in the areas shown to the right:
5. When touching the assailant's body, you will not see or hear the electrical current as you do when the unit is test fired. You can hold the Stun Activation Button down for more than 1 second, as this will not damage the unit, as it will during test-firing.
6. You do not have to be concerned about the effects of the charge being transferred to you. Even if the assailant touches you while being stunned, you will not feel the effects of the charge.



## How to Quickly Access the Stun Function

1. When the Flashlight is on, slide the Function-Select Button down then press the Stun Activation Button.
2. When the flashlight is not in use, we recommend leaving the Function-Select Button in the Stun position (with both the red and green LED lights on) and fully pressing<sup>1</sup> the Push Button Tail Switch to turn the unit off. When you want to quickly use the Stun Function, fully press<sup>1</sup> the Push-Button Tail Switch and then the Stun Activation Button.

## Effects of the Unit on an Assailant

1. Touching an assailant for less than 1 second will cause minor muscle contractions and have a repelling effect.
2. Touching an assailant for 1 to 2 seconds will cause muscle spasms and a dazed mental state.
3. Touching an assailant for 3 to 5 seconds will cause loss of balance and muscle control, total mental confusion, and disorientation. All effects to the assailant are temporary; the stun baton can cause no permanent harm. (**NOTE:** The device should not be used for longer than 5 seconds.)

**WARRANTY:** *Streetwise Security Products* extends a lifetime warranty to the **SWTD27** against defects in materials or workmanship, with the following exceptions:

1. The warranty does not cover damage resulting from accident, misuse or abuse, lack of reasonable care, moisture, the affixing of any attachment not provided with the product, loss of parts, or recharging the unit in any manner not in accordance with the included instructions.
2. The warranty will be voided if the unit has been opened or tampered with in any way (unless by an authorized dealer) or if any unauthorized replacement parts have been used.
3. The Lifetime Warranty covers the SWTD27 only. The batteries and battery charger are covered by a 90-Day Warranty.

**NOTICE:** Purchaser must check and abide by all local laws governing the possession and use of stun batons. In addition, the stun batons must only be used in a lawful manner for self-defense. **NOTE:** Not to be used on children, persons with heart disease, or any vital part of the human body. Not to be stored or used in environments where it is damp or humid or where there are extreme hot or cold temperatures. Do not use on metal objects.

**Conditions of Sale:** Purchase of this product is an agreement by the purchaser/user to hold all sellers and manufacturers harmless of all liabilities and damages.

**To Obtain Service:** Contact the Authorized Dealer from whom you purchased this unit for a Return Merchandise Authorization. The return unit must be sent postage prepaid and proof of purchase is required. Damage or loss occurring during shipment is not covered by this warranty.

<sup>1</sup>Full Press: When fully pressed, you will hear a clicking sound.